

# RUA ALDIHI!

A TRADITIONAL CHIN GAME OF AGILITY & STRATEGY!

## RULE BOOK



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## EDITION & COPYRIGHT DETAILS

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Disclaimer : This version of RUALDIH! is a modern adaptation of the traditional Chin game, designed for cultural preservation and community engagement. Some rules may vary from regional versions. This game is for recreational and educational use. Unauthorized reproduction or distribution for commercial purposes is prohibited.

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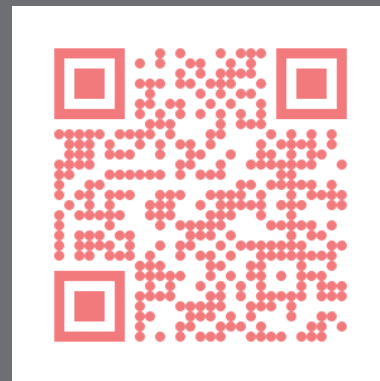
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## *About*

RUALDIH! is one of the most cherished traditional Chin games in Chin State, designed to bring families, communities, and churches together through play while celebrating Chin cultural identity. Rooted in tradition, this game fosters team spirit, strategy, and cultural connection, making it not just a game, but a living cultural archive.

The game is played with 6 or more players, divided into two teams, and is suitable for ages 8 and up, making it an engaging activity for all generations. With an average playtime of around 15 minutes a set, RUALDIH! encourages teamwork, communication, and physical agility while seamlessly incorporating the Chin language into gameplay. As players interact, they strengthen their vocabulary and deepen their cultural understanding, making the game both entertaining and educational.

Whether played at home, during cultural events, community gatherings, or church activities, RUALDIH! serves as a fun and meaningful way to celebrate Chin heritage and keep traditions alive. By reviving this traditional game, it creates opportunities for intergenerational bonding, language preservation, and the continued appreciation of Chin identity in everyday life especially among the Chin diaspora.



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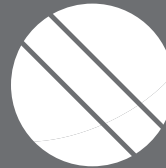
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## *Elements*

**Tomte:** A ball made out of rags, used for throwing at Lungrual and Vengtu.

**Lungrual:** Nine flat wooden or stone pieces meant to be stacked at the center of Chumtual.

**Inn:** The game package, also used as the base for stacking Lungrual.



## *Teams*

Vengtu: The defender team, whose objective is to protect themselves from Chiimtu's strikes while stacking the Lungual.

Chiimtu: The invader team, whose tasks are to knock down the Lungual and attack the Vengtu using Tomte.



## *Cin or Ro*

- One of the Lungrual pieces, is marked with Cin(wet) on one side and Ro(dry) on the other.
- A leader from each team will choose Cin or Ro before the toss.
- The Tlangtlatu (referee) will toss the piece into the air, and the team that guesses correctly gets to choose whether to play as Vengtu (defenders) or Chiimtu (invaders) for the first set.



## *Tlangtlatu*

- Tlangtlatu(referee) holds the whistle and oversees the game.
- Once Tlangtlatu blows the whistle, all players must stay in their positions and remain still until further instructions are given.
- When Vengtu calls “RUALDIH!”, Tlangtlatu will blow the whistle and verify that the Lungrual pile is correctly stacked and complete.
- Tlangtlatu is responsible for counting down the warning seconds when Chiimtu holds the Tomte longer than allowed.
- Tlangtlatu also keeps track of the score and records how many sets have been played.



## *Vengtu Objective*

- Stay in the game by blocking Tomte using **below the knees, below the elbows, and above the neck.**
- Catch Tomte in the air to bring back one eliminated teammate at a time.  
(The player is eliminated if Tomte touches any part of the body other than below the knees, below the elbows, or above the neck while attempting to catch Tomte)
- Complete the Lungrual stack and shout “RUALDIH!” to signal victory.





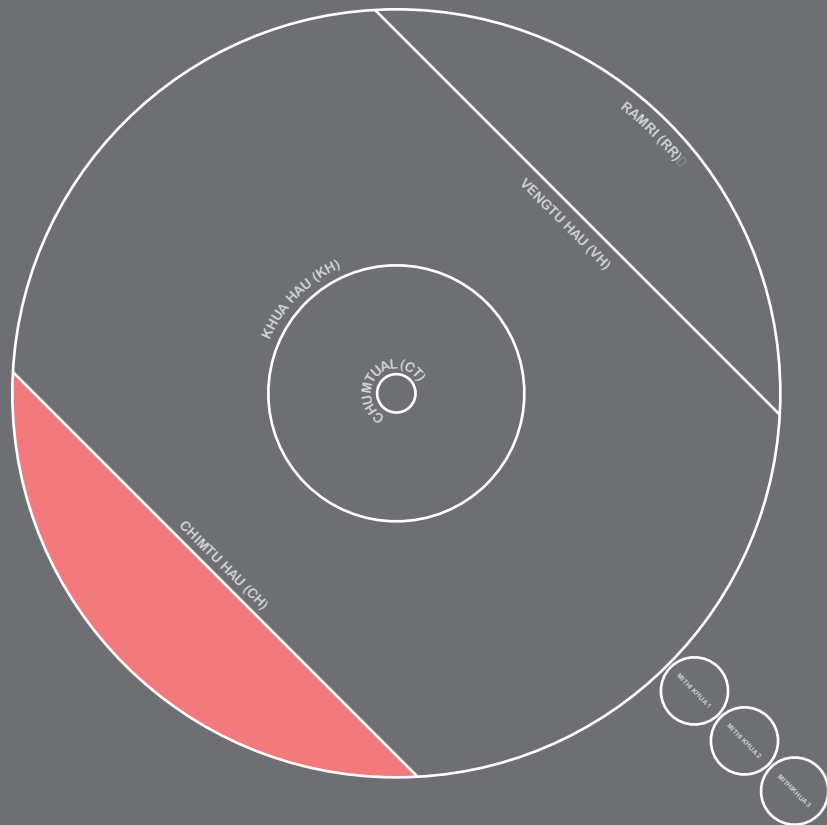
## *Chiimtu Objective*

- Destroy the Lungrual by throwing Tomte at it.
- Prevent Vengtu from rebuilding the Lungrual.
- Eliminate Vengtu players by striking them with Tomte on permitted areas of the body: **above the knees, above the elbows, and below the neck.**

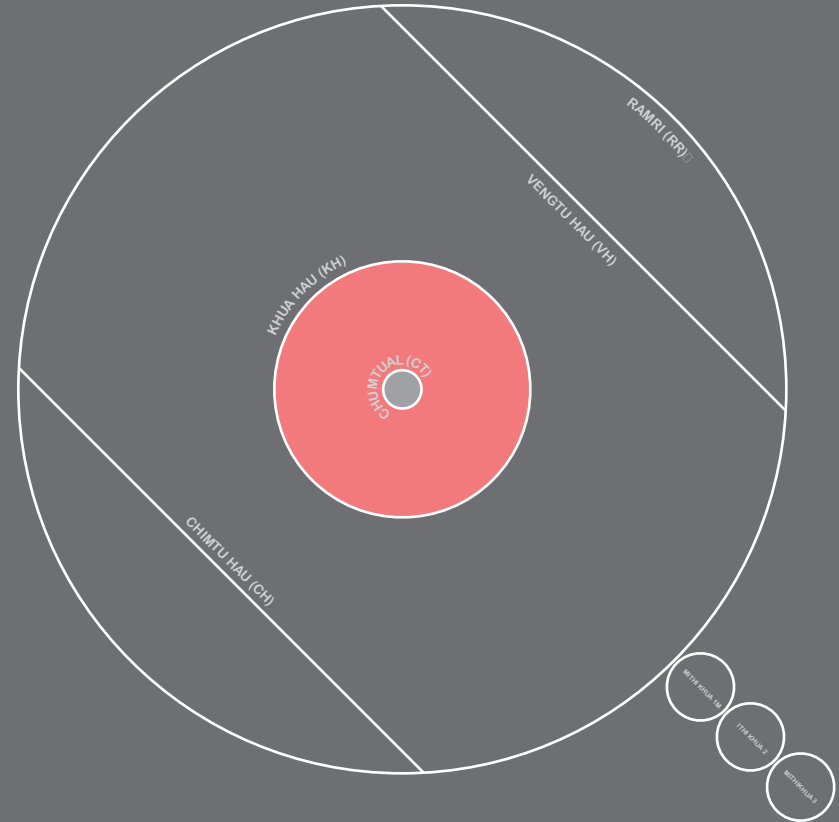


## Chiimtu Rules

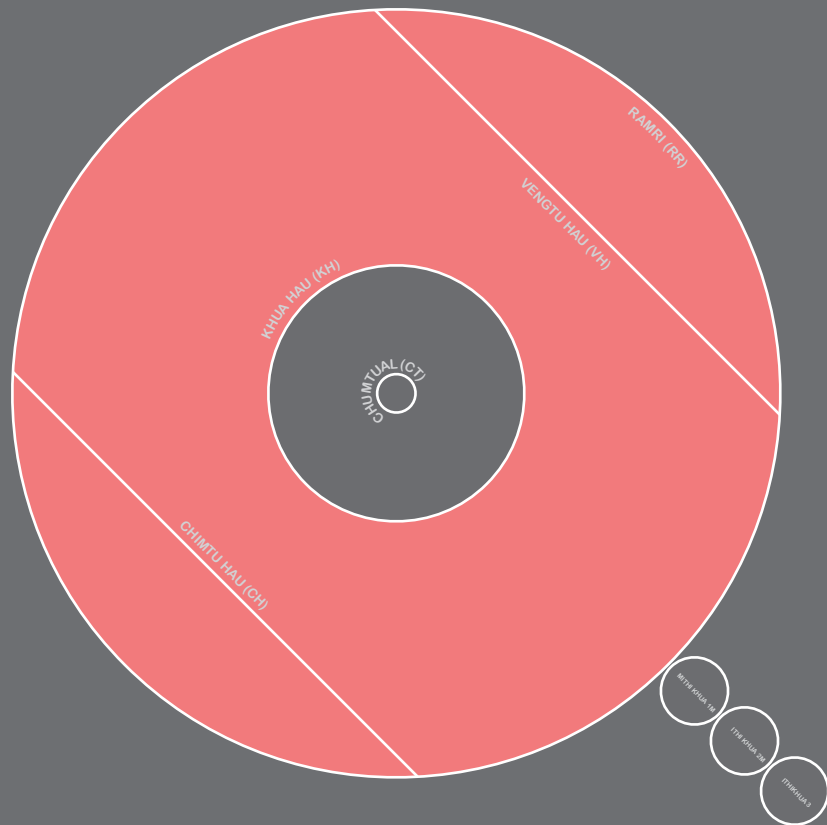
- Chiimtu must stand behind Chiimtu Hau to throw Tomte at the Lungrual.
- All Chiimtu players must remain behind Chiimtu Hau until the Lungrual is successfully destroyed.
- Each Chiimtu player gets only two attempts to strike the Lungrual.
- If no Chiimtu player manages to destroy the Lungrual after two attempts each, Vengtu automatically wins the set.
- Chiimtu can only attempt to destroy the Lungrual at the start of each set and cannot strike it during play.



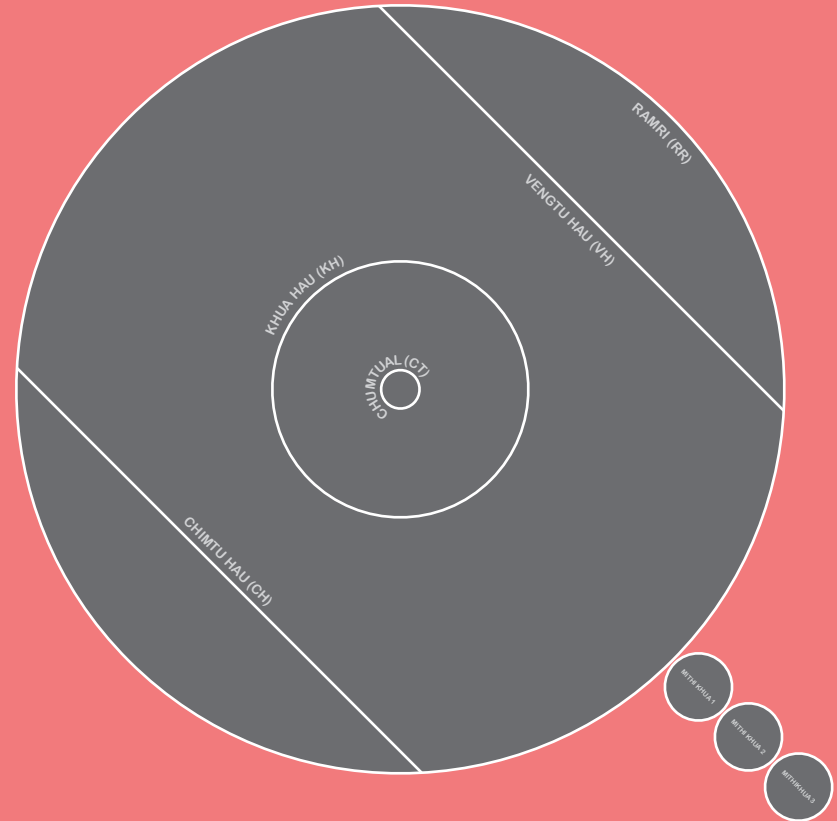
- Chiimtu are prohibited from entering Khuahau, except to retrieve Tomte.
- While retrieving Tomte from Khuahau, they cannot strike Vengtu and must pass Tomte to a teammate outside first.



- While holding Tomte, Chiimtu may not pursue Vengtu but are allowed to take two steps, similar to basketball.
- Chiimtu without Tomte may pursue Vengtu inside Khuahau to get closer to the opposite team.
- Chiimtu inside Khuahau may not hold Tomte for more than 8 seconds.
- After 5 seconds, Tlangtlatu will count down from 3 to 0, and Tomte must be thrown or passed before 0.

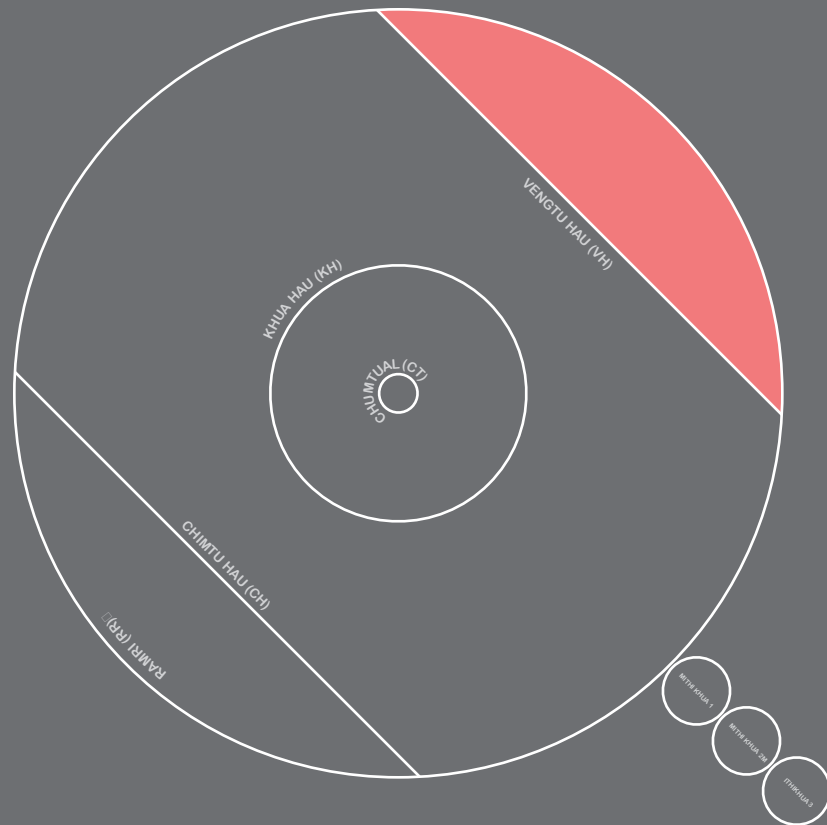


- Vengtu with Tomte may freely pursue Chiimtu who are outside of Ramri.
- If the Chiimtu team breaks a rule, Tomte will be given to Vengtu, who must throw it as far as possible within 3 seconds.

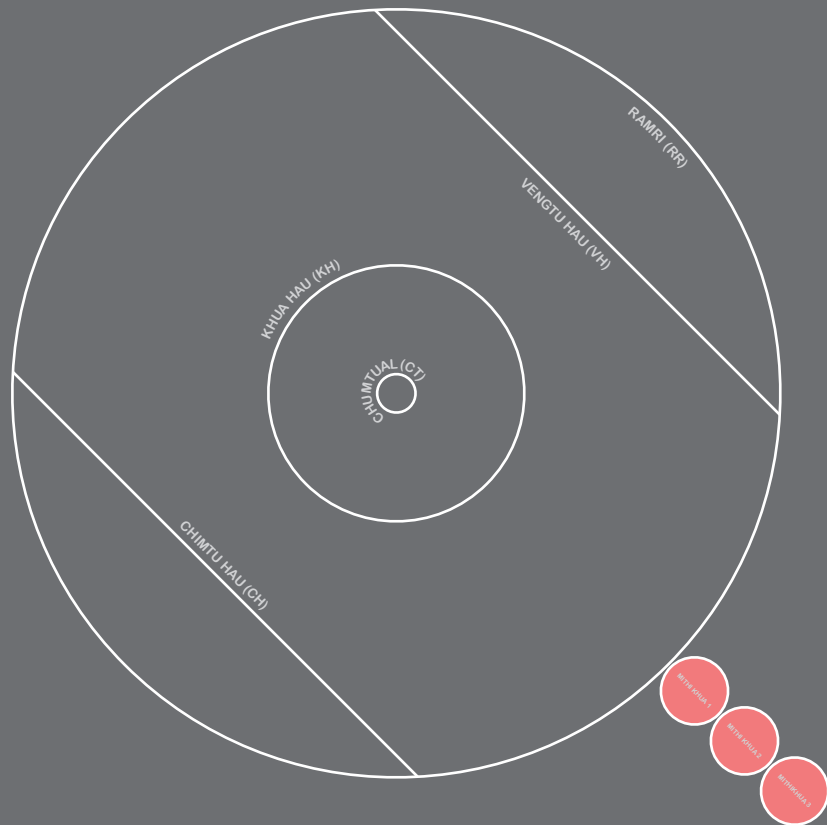


## Vengtu Rules

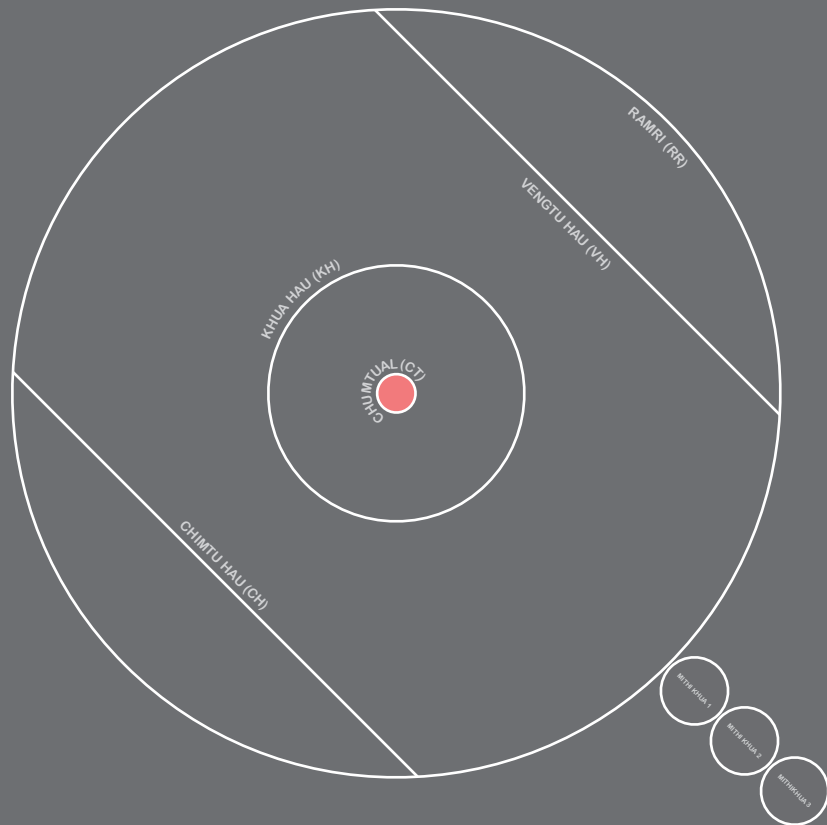
- Vengtu must stand behind Vengtu Hau while Chiimtu throws Tomte at the Lungual.
- Once play begins, Vengtu can move freely anywhere.
- When Tomte falls to the ground, Vengtu may kick it away before Chiimtu retrieves it, but they cannot pick it up with their hands. Only a single kick is allowed, and Tomte cannot be kicked a second time by another Vengtu.



- If Vengtu is hit on the body with Tomte, they are eliminated and must wait inside Mithi Khua.
- Eliminated Vengtu may assist their team verbally but not physically.
- If Vengtu catches Tomte in the air, the earliest eliminated player is redeemed and may rejoin the game immediately.
- When Vengtu catches Tomte, they may throw it as far as possible in 3 seconds.



- Vengtu must stack Lungrual inside Chumtual.
- If Vengtu completes the Lungrual but is hit before saying “RUALDIH!”, the player is eliminated, and addition to that three pieces will be knocked down for the remaining players to continue.
- Additionally, each time Vengtu breaks a rule, three pieces will be knocked down from Lungrual.







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