

P.G DEPARTMENT OF ENGLISH
MAHARAJA COLLEGE, ARA
B.A SEM I
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Discuss the significance of the game of dice in the Mahabharata

The oldest Sanskrit epic, the Mahabharata, tells the tale of two sets of paternal first cousins who grew to be fierce adversaries. The battle for Hastinapura's throne is the central theme of the epic. The Kauravas and the Pandavas are the two families collateral branches that take part in the conflict. The Pandavas were the five sons of Pandu, and the Kauravas were the hundred sons of the blind monarch Dhritarashtra. Arjuna, Bhima, Nakula, Sahdeva, and Yudhishtira (eldest son) were the five brothers who were always respectful and dutiful. The common wife of the five Pandavas was named Draupadi. The Kauravas treated the Pandavas cruelly and savagely in a variety of ways. Their ill will displayed itself when they took advantage of the eldest Pandava,

Yudhishtira during a dice game. Yudhishtira transforms his impoverished area into a prosperous kingdom while residing in the new Indraprastha territory, at which point he proclaims himself King of Kings. When Duryodhana, the oldest Kaurava, visits the splendid palace, he feels humiliated and envious. He falls into a pool believing it to be glass after mistaking a glass floor for a swimming pool. He is made fun of by Bhima and Draupadi. He comes home determined to plan their demise. Dice game: Duryodhana invites Yudhishtira to a dice game on the recommendation of his uncle, the shrewd Shakuni, a notorious dice player. They are fully aware that Yudhishtira's one weakness is gambling.

he Pandavas are invited by Vidura to come to Hastinapura and engage in a dice game there. The invitation is accepted by Yudhishtira. Vidura warns Dhritarashtra and Yudhishtira not to play the game since it could have disastrous results, but they both disobey his advice. Shakuni was certain that he could easily defeat Yudhishtira, which would allow Duryodhana to achieve his evil goal of surpassing the Pandavas. There were several disputes prior to the dicing, but Yudhishtira is required to play. But Shakuni joins the fray on Duryodhana's side. During the dicing event, Yudhishtira wagers his money, jewelry, Indraprastha, and his brothers' belongings one by one and loses them all one by one. At every round, Shakuni taunts and provokes Yudhishtira, demanding to be staked. He thus loses his brothers Sahdeva and Nakula. He is made fun of by Shakuni, who says that while Arjuna and Bhima may not be real, he won't wager on them. At most, those are the stepbrothers he lost. As a result, Yudhishtira is forced to give Arjuna a stake and give up his freedom as Shakuni demands. Now that he has completely lost, even to himself, Yudhishtira is made fun of once more for staking Draupadi. Draupadi is staked by Yudhishtira, along with lose her also. There were strong reactions from the assembly when Yudhishtira staked her. Draupadi questions the legality of staking her when

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she was forced and dragged in front of the assembly. There were favouring reactions to her questions. Remarkably, Duryodhana's younger brother Vikarna responds in favor of Draupadi. With boldness, he claims that Duryodhana and Shakuni carefully planned the game that Yudhishtira was seduced to play. And that Draupadi cannot be staked by a defeated Yudhishtira. The group backed him. However, Karna put an end to him by telling him that he was too young compared to the other people in the hall. In the open court, Duryodhana chastises Draupadi and extends an invitation for her to sit on his leg, which he pats and displays. He gives Dushashan the order to undress her in front of the judge. Dushashan starts carrying out the deed. However, one cannot bear Draupadi. She has been given the heavenly power to be able to wear fresh clothing, regardless of how far they are pulled by Dushashan. The powerful Dushashan falters and wears out. The miracle has left the Assembly in disbelief. By swearing to rip open Dushashan's heart and consume his blood, Bhima sends shivers down Draupadi's spine. He also threatens to break Duryodhana's thigh, which she was teasingly invited to sit on. With the supernatural blessing of her invincibility, Draupadi increased Dhritarashtra's fear of the Pandavas. He releases every prize gained from the dice events and begs Draupadi's pardon. Naturally, Shakuni and Duryodhana, not pleased with Dhritarashtra's action, beg Dhritarashtra once more for another dice game with Yudhishtira. In the second spell of dicing event, Yudhishtira is again defeated and is forced to go on exile for 12 years. The condition is that they should live in forests and pass the 13th year disguise without being identified by anybody. If they are identified by anybody during the period of disguise, they should repeat 12 years of exile in forest and the 13th year in disguise. Thus, losers in the deceitful act of gambling, and insulted by Kauravas, the Pandavas started for their exile in forest. Vidura told Yudhishtira to allow mother Kunthi to stay back as she was old and weak. Yudhishtira agreed. Draupadi, however, accompanied her husbands to the forest. Duryodhana became the de facto ruler of both Hastinapura and Indraprastha. The Pandavas is not alone in the forest but are followed by many loyal Brahmins and servants. The gods give them an inexhaustible supply of food for all of them. The Pandavas reached Kamyak Forest and decided to rest there for a while. Krishna came to help them. After inquiring about their wellbeing, he advised Pandavas to be vigilant and not to lose heart. The ordeal they had to face was for their good. Good and bad experience are essential to get correct perspective and fulfilment of life. Suffering and sorrow bring requisite feeling of renunciation essential to seek higher goal in life. The future of the Pandavas was determined by the game of dice. They had to undergo plight and suffering due to their defeat in the game. Yudhishtira's temptation brought about that unexpected consequence. His wife

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Draupadi and his younger brothers fell victims to the horrible experience. The tragic fact of the Kauravas was another consequence of the dice game. Gambling is an immortal action. It most often favours the evils. The gamblers do not hesitate to adopt unfair means to win the game anyhow. A man with morality is likely to get defeated in gambling. The ultimate result of the game of dice is the bloody battle between the Pandavas and the Kauravas. The war of Kurukshetra fought between them brings about ultimate downfall of the Kauravas. The victory of the Pandavas symbolizes the victory of the victorious over the evil.



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