

MJC 1
BA 1
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- *The dice game is a crucial incident described in the Sabha Parva (The Book of the Assembly), which is contained in Volume 2 of J.A.B. Buitenen's translation. The story starts with Duryodhana's jealousy of the Pandavas' wealth and kingdom, which prompts his uncle Shakuni to suggest a scheme to win their fortune by rigging a dice game.*
The Order of Occurrences:
 - *The Invitation: For a game of pasha (dice), the Pandavas are invited to Hastinapura. Despite the cautions of sage advisors like Vidura, Yudhishtira, the oldest Pandava, feels compelled by tradition and dharma (duty/law) to accept the offer.*
 - *The Rigged Game: Duryodhana's maternal uncle and game master Shakuni utilizes loaded or "special" dice that follow his instructions, guaranteeing Pandavas never win.*
- *The stakes: Yudhishtira, an ordinarily upright monarch, becomes addicted to the game and starts to lose all he owns.*
- *At first, he bets his enormous riches, which includes gold, treasure, chariots, and his army.*
- *After losing these, he stakes both the city of Indraprastha and his kingdom.*
- *He subsequently stakes his younger brothers, Nakula, Sahadeva, Arjuna, and Bhima, one by one, motivated by Shakuni's taunting and a mistaken sense of honor. All of them end up as slaves to the Kauravas.*
- *In the end, Yudhishtira bets his freedom and loses, turning into a slave.*
- *Draupadi's Humiliation: In a final, desperate act, Yudhishtira wagers their shared wife, Draupadi. The Kauravas claim her as a slave, and she is dragged into the assembly hall and publicly humiliated, with a failed attempt to disrobe her. This act, and her subsequent questioning of the moral and legal validity of*

Yudhishtira's actions, raises major ethical dilemmas within the text and provides the primary emotional impetus for the eventual war.

- **The Aftermath:** *The elders in the court are outraged by the injustice and the breach of dharma. Eventually, King Dhritarashtra, fearing the consequences of such a grave insult to the Pandavas and their allies, intervenes and grants the Pandavas their freedom and restores all their lost possessions.*
- **The Second Game and Exile:** *However, the Kauravas again compel Dhritarashtra to allow a second game, with the condition that the losers would go into twelve years of forest exile (vana-vasa) followed by a year of living in hiding (ajñata-vasa). The Pandavas lose this game as well and proceed into exile, setting the stage for the Kurukshetra War.*

The Buitenen translation, based on the critical Poona edition of the text, presents this episode as a crucial turning point, highlighting themes of fate, moral ambiguity (dharma), and the catastrophic consequences of deceit and an individual's weakness (Yudhishtira's addiction to gambling).