

Adu Huli – Goats & Tigers

The Indian Spirit celebrates the kaleidoscope of colours, that is INDIA. It seeks out colours of exquisite art and craft in the form of various paintings, weaves, embroideries, music, dances and brings to you the pleasure of recreating some of India's prized heritage artwork.

History of Games

The history of games dates to the ancient human past. Games are an integral part of all cultures and are one of the oldest forms of human social interaction. Games are formalized expressions of play which allow people to go beyond immediate imagination and direct physical activity.

Common features of games include uncertainty of outcome, agreed upon rules, competition, separate place and time, elements of fiction, elements of chance, prescribed goals and personal enjoyment.

Games capture the ideas and worldviews of their cultures and pass them on to the next generation. Games were important as cultural and social bonding events, as teaching tools and as markers of social status.

Board Games in Indian tradition

It is not commonly known that several of the world's most popular board games were conceived in the Indian subcontinent, including Ludo (or pachisi), Snakes and Ladders, and not least Chess, the greatest and most universal board game of all. Gaming with dice and the playing of board games have had a major role in Indian culture since at least the third millennium BCE.

Traditional games took a modern avatar and were called by chic English names. Paramapadma Sopana Padam became Snake and Ladder, Chaupad became Ludo. Intervention of television and computers further pronounced the doom, and all that was good and fun about the past was lost.

Pachisi, dating back to roughly the 6th century, gave rise to Ludo. Another game - called Gyan Chaupar in north India and Paramapadam Sopanam in the south - inspired Snakes & Ladders and may have even contributed key elements of The Game of Life, Milton Bradley's 1860 board game.

Building Values and Sociability

Traditional Games were not just games, they were designed in such a way that one can develop lot of skills like logical thinking, building strategy, concentration, basic mathematics, aiming, and lot more. Nowadays we develop these skills by paying money to centers that conduct personal development courses.

Traditional Games act as learning aids. They teach us many things while playing like to learn to win and lose, develop sensory skills, count, add, improve motor skills, identify color, improve hand-eye co-ordination and finally to have fun, naturally one play or watch a game to have fun.

Representing them in Indian Art Forms

Presenting them in various paint styles and textile traditions, board games can revive the play as well as the art form. Apart from presenting, these games become a tool for awareness and education on dying art forms, while being ecologically sensitive and empowering rural initiatives.

Adu Huli is a popular game across the country known by different names in different areas. It is known as Huli Kallu, Huli Kattu & Huli Kuri in Kannada, Puli Meka in Telugu, Pathinainthampuli in Tamil, Vagh Bakri in Gujarati & Baag Bok in Bengali. This board game is a strategic indoor game played between two players, one player representing the 16 goats and the other player is representing the 3 tigers. It is a game where goats have to save themselves from the tigers. The tigers try to hunt the goats and remove them from the board one by one.

The strength of the goats is in their numbers and can win by teamwork. At the same time tigers although less in numbers can win due to a special power that they can jump over a single goat to capture it and remove from the board.

Benefits: It is a hunt game, helps in developing teamwork and competitive spirit.

How to play

As shown in the fig. 1, there is a central triangular grid with an intersecting rectangular grid. The cows and leopards can be placed and move on the points shown by red dots on the board. At a time, the player can place or move the coin to an empty point (Red color dots shown in fig.1)

- In the beginning, the all 3 tigers are to be placed on the points as shown in fig.2 in yellow color circles with T written inside.
- All the goats are introduced one by one on each turn on any empty point on the board. A goat is placed then a tiger moves and then in next turn another goat is placed and again the tiger moves and so on.
- The tigers can move on each turn but the goats cannot move till all the 16 goats are placed one by one on the board.

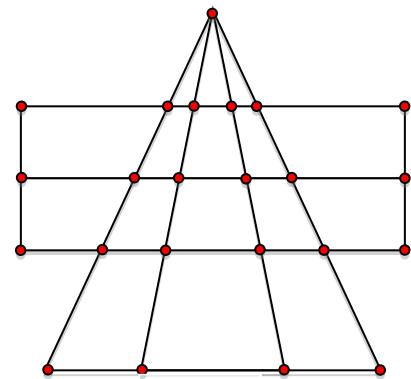


Fig. 1

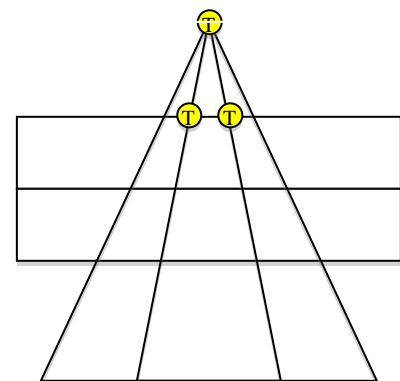


Fig. 2

- The tiger can remove a goat by jumping over it on an empty point behind the goat as shown in fig. 3 & 4. The tiger denoted by T in a yellow circle jumps over the goat denoted by grey circle as shown by a dotted arrow.

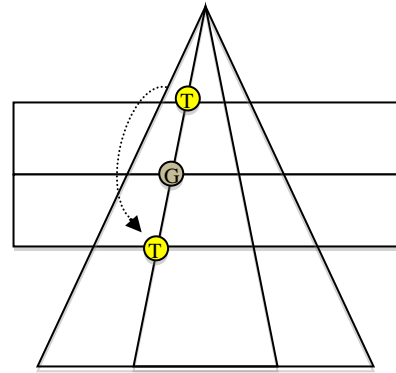


Fig. 3

- Once a goat is removed by the tiger from the board, that goat cannot be placed back again on the board. Also the tiger cannot remove multiple goats in one turn i.e. it does not get an additional turn after removing a goat.

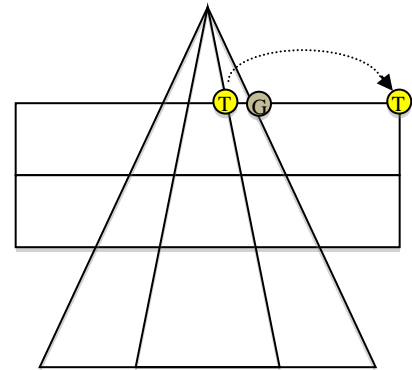


Fig. 4

- As can be seen in fig. 5 on the left, a tiger cannot jump over a goat if there is no empty point behind the goat. Also it cannot change its direction while jumping as shown in fig. 6 on the right. Also a tiger cannot jump over another tiger.

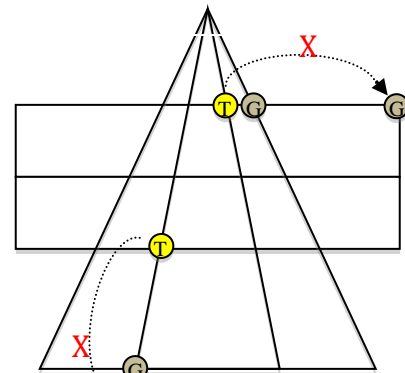


Fig. 5

- The goats can start moving only after all 16 goats are placed on the board one by one on each turn. During its turn a goat can move only to its neighboring empty point which should be connected to it by a line. Also the goats can neither jump over goats nor over the tigers.

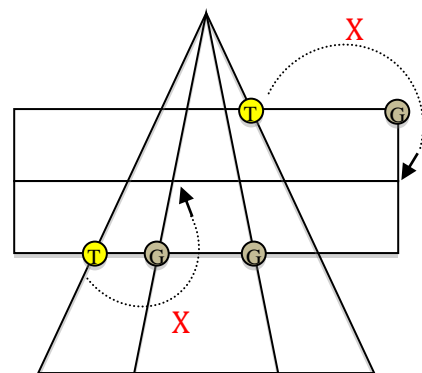
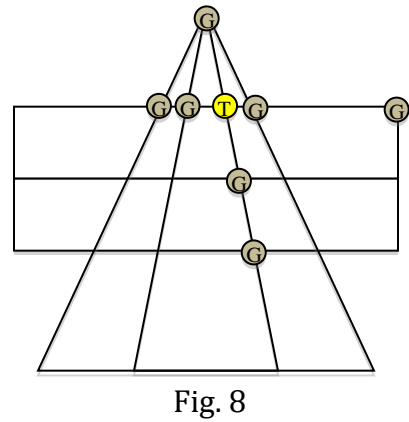
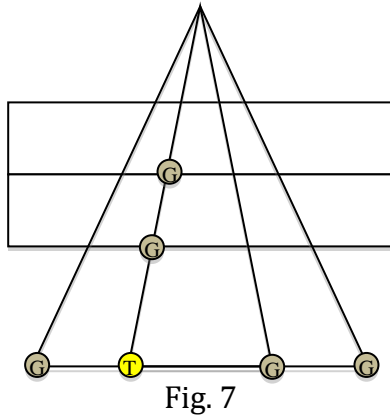


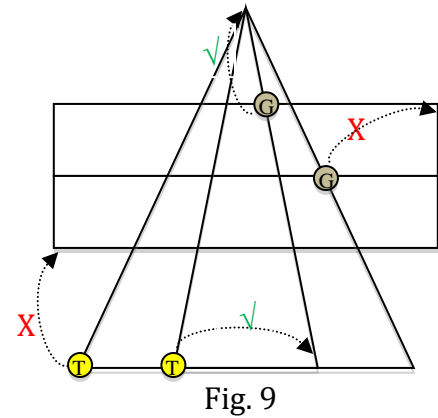
Fig. 6

- The tiger tries to remove more number of goats one by one and wins if it removes more than 6 goats from the board.

- The goat wins when it lock all the tigers such that there is no empty point for tiger to move as shown in fig. 7 & 8. So the goats should avoid being jumped over by the tigers and try to lock it by bringing the goats adjacent to each other around the tiger.



- The tiger and the goat both are allowed to move only between the adjacent empty point which is connected to it by a line. The correct and incorrect way of moving is as shown in the fig. 9.



Winner: Goats win if they can lock the tiger so that it cannot jump anymore. Tiger wins if they can remove more than 6 of the goats from the board.