

PACHISI

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.

Pachisi is a national board game of India, which is played in most of the part of country. This is a race game, which is played in Rajasthan, hills of Assam, on the Banks of Kaveri and many more places in remote villages of India. United state has copied this game and named it as 'Parcheesi' while in Middle they call it as 'Barjis'.

The game "Ludo" has also taken its source from this game and it is played in Clockwise direction whereas Pachisi is played in Anti-clockwise direction.

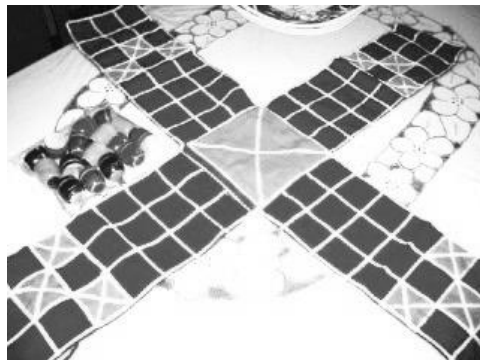


Fig 1

No. of Players: Minimum- 2, Maximum -4.

Colors in game: 4 color – Red, Green, yellow and Black.

The Game involves one game board, 4 sets of 4 counters (Red, Black, Yellow & Green) & a pair of Stick Dice.

How to start the game:

In the beginning each player has 4 counters that are kept on board as shown in fig 4 i.e. one each counter is kept on 6, 7 and a pair of counter is kept at 12th square.

The game is played with the help of 'daala' or Stick dice 2 nos. that has 1,4,6,3 dots on its side faces. See Fig 5.

The player rubs the dice and throws. The number of dots on the top face of the dice will decide how many squares the counters will move.

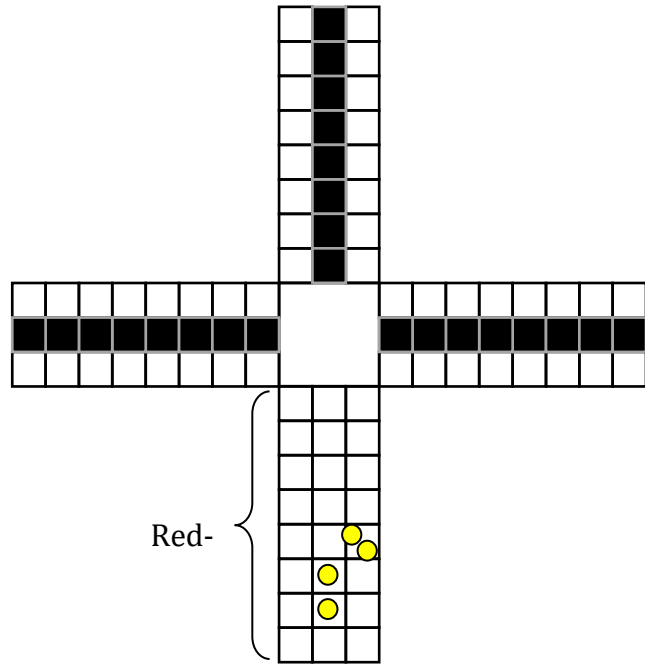


Fig. 4

Rule for moving the counters:

Rule 1: During roll of dice suppose there are 4 dots on one dice and 1 dot on other dice so counter can be moved in 2 ways:

Case 1: one counter can be moved by 4 squares and other by 1 square. See fig 6.

Case 2: both the numbers are added (4+1) and only counter is moved by 5 squares. Fig. 7

Rule 2: When both the dice have same numbers say 3, 3 or (1,1 or 4, 4 or, 6, 6) it is called as 'doublet'. No extra turn for rolling a doublet. Counters can be moved in 3 different ways.

Case 1: Two individual counters can be moved separately. See fig 8

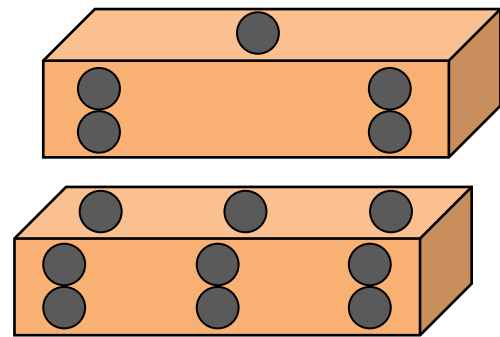


Fig. 5

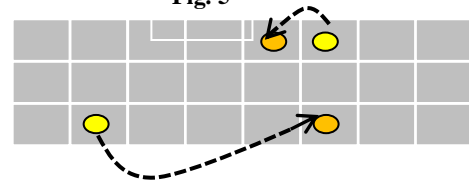


Fig. 6

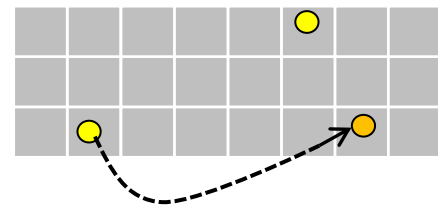


Fig. 7

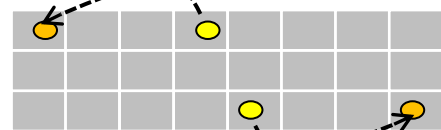
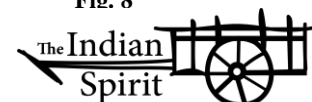


Fig. 8



Case 2: A single counter can be moved after adding both numbers. See fig 9

Case 3: A pair of counters is moved together, See fig 10

Rule 3:

Capturing:

A counter is captured when a player's counter lands on the other player's counter in the same square. See fig 11. The red counter has captured yellow counter. Once a counter is captured, it will be taken out from the board for time being and will have to start the race from square 1 of its belly during its immediate next turn.

The captured yellow counter has to be reintroduced starting from its belly (throw of dice gives 2 numbers, the captured counter can be placed using either or both the numbers).

If two counters are captures simultaneously both have to be introduced in next turn based on number on dices. Until and unless all the captured counters are reintroduced on board, a player cannot move other counters.

Rule 4:

Counter pair (Jodi):

If two counters *of same color* come on same square they form a counter- pair. By default all the players has one counter pair at the beginning of the game. A player can move counter pair or separate the pair by moving the counters individually.

Any counter can jump over a counter to capture. See fig 12

- I) A single counter cannot capture a counter pair (Jodi). See fig 13
- II) Same colored two counters from different squares cannot capture a counter pair of others. This is not allowed. See fig. 14

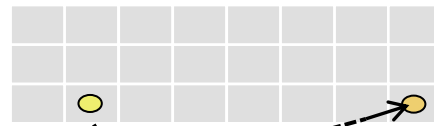


Fig. 9

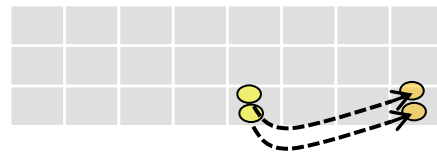
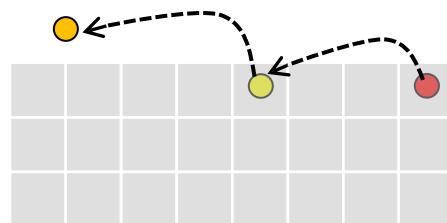


Fig. 10



Yellow is captured

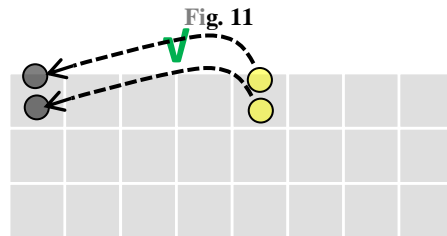


Fig. 11

Fig. 12

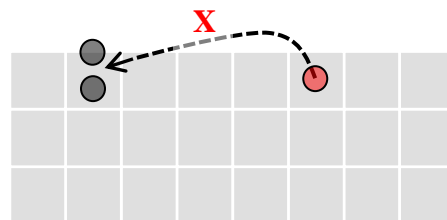


Fig. 13

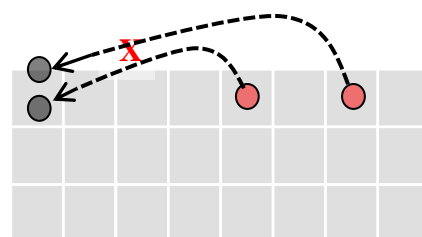


Fig. 14

Except the squares in the belly (1 to 7 see fig 3) nowhere else can there be more than two counters on a single square.

Rule 5:

A player should have captured at least one opponent's counter before any of his counters enter its belly. A counter which has entered its belly on its way 'Home' has to be distinguished from other counters by keeping it in a reclining position from square 8 to home & the other counters are in upright position.

Rule 6: Exact count is required to enter 'Home'.

An upright counter is going out, while a reclining counter is going inside.

Rule 7: There are no bonus turns in the game or no safe squares except squares 1 to 7 which is belly.

Winner:

The first player to get all his 4 counters home is the winner.

Others can continue to play 1st runner and 2nd runner-up and last one is loser.