

Sixteen Sepoys

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.

Sixteen Sepoys is a war game played by 2 players.

Benefits: It is an exciting war game, which improves the analytical skill of the players.

Game Paraphernalia -

1 game board, 2 sets of 16 counters (total 32)

Game Setup -

- Each player gets an army of 16 soldiers or sepoy. They are placed only on intersections of lines (fig 1).
- After placing both the armies game board will look like fig 2.

How to play -

- During a turn only one counter has to move to an adjacent point which is connected to its current point by line. It can move in any direction (fig 3).
- If a point is not connected to its present point by a direct line, the counter cannot move there (fig 3).

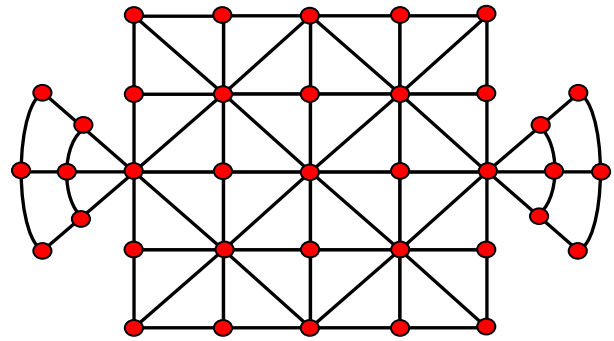


Fig. 1

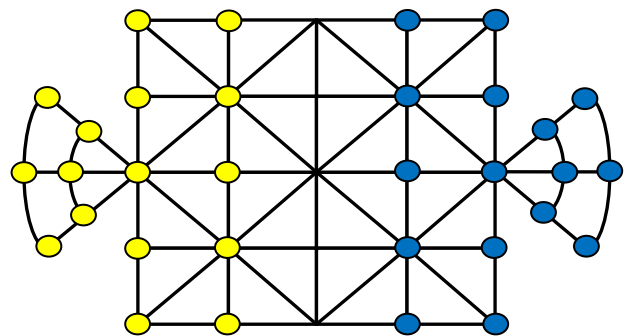


Fig. 2

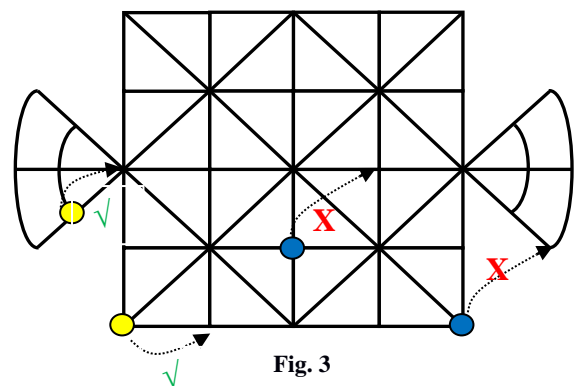


Fig. 3

- If counter comes in front of an opponent counter which has an empty point behind it in the same line, then the counter jumps over to the empty-point and captures the opponent counter. (fig 4)

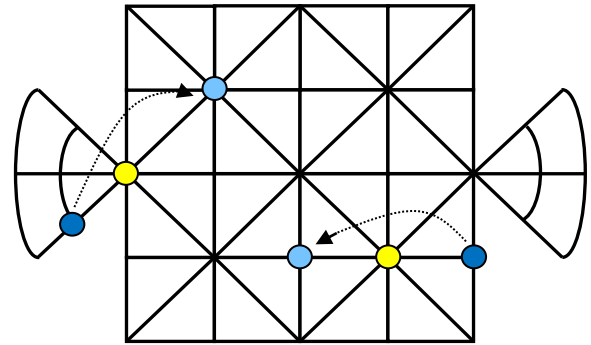


Fig. 4

- Counter can jump over multiple opponents during its turn provided it always lands on an empty-point before jumping over the next opponent (fig 5). There is no limit for a counter to capture its opponent's counters in a single turn.

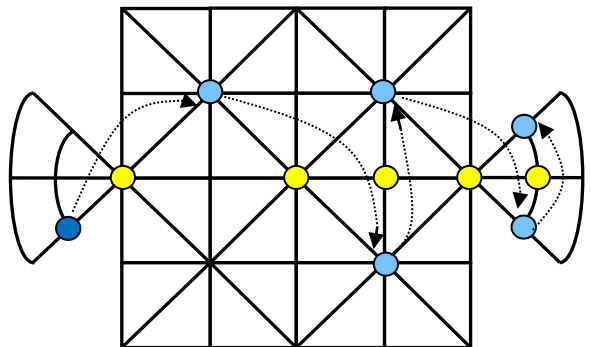


Fig. 5

- A counter cannot jump over an opponent if there is no empty point behind the opponent (fig 6), not even to capture an opponent (fig 7).

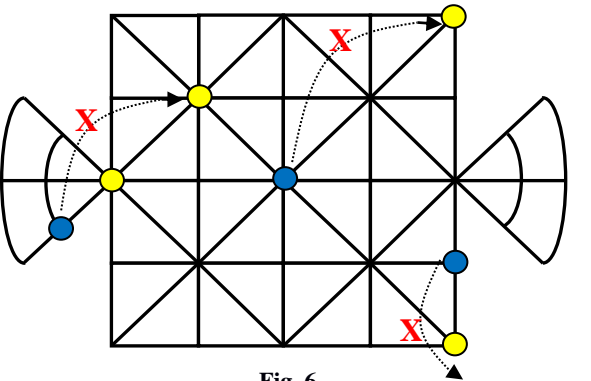


Fig. 6

- A counter cannot jump over an empty point at anytime not even to capture a counter (fig 6)

- A counter cannot change its direction while capturing (fig 8) however after capturing, it can change its direction to capture another counter (fig 5)

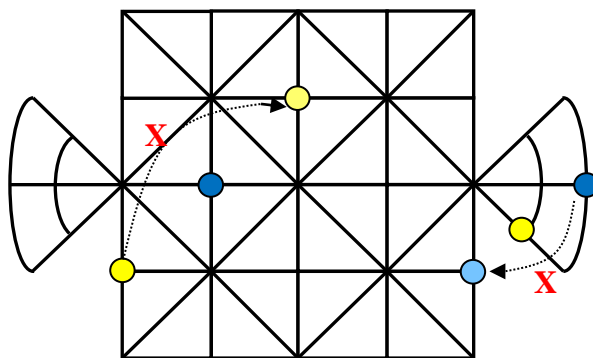


Fig. 7

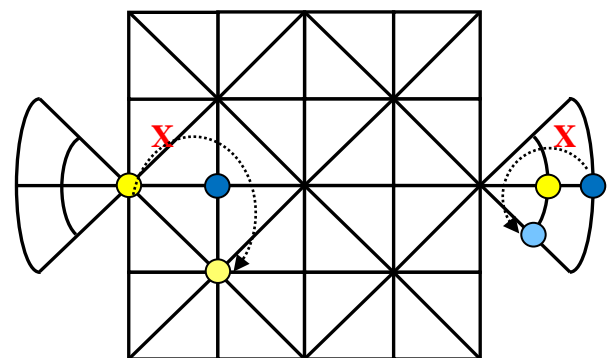


Fig. 8

Winner: The player who has captured all counters of the opponent is winner.