

Ludo

Ludo is a modern and western variant of Pachisi (Parcheesi), the national game of India. There are hints that indicate the existence of this game in the Indian region from at least the 4th century, although the origins are lost in time.



Figure 1: Colourful cloth board for Pachisi (left) and a miniature wooden game of Ludo (right)
(Source: <http://www.tradgames.org.uk/games/Pachisi.htm>)

"In Germany, the game is known as "Mensch-ärgere-dich-nicht" ("Don't-be-angry,-man") which was published in 1910. The Dutch "Mens-erger-je-niet" means the same thing. In Spain, there is "Parchis" and in France, "Le Jeu de Dada" or "Petits Chevaux". Italy has "Non t'arrabbiare" meaning "Don't get angry!" or "Don't lose your temper!". All these versions are simplified versions of the original Pachisi.

(<http://www.tradgames.org.uk/games/Pachisi.htm>)

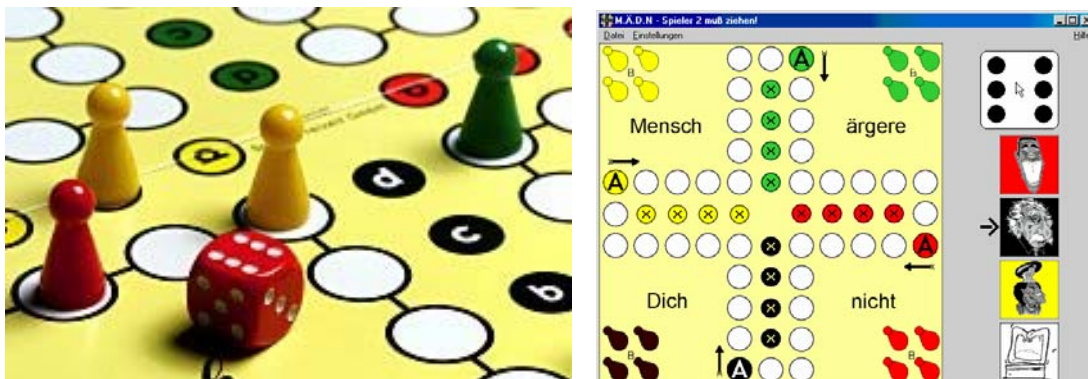


Figure 2: German version "Mensch ärgere Dich nicht" (source left picture: www.sonntagsblatt-bayern.de/03/2003_15_04_01.php source right picture: <http://www.it-aid.de/fun.htm>)

Traditional Rules of Ludo

The rules are as follows (cited from:

<http://www.centralconnector.com/GAMES/ludo.html>)

"A GAME FOR 2, 3 OR 4 PLAYERS

CONTENTS:

Playboard, 1 dice,

16 counters (4 sets of colours)

OBJECT:

Players in turn, race each other around the circuit to be the first to get all of their counters to the HOME base. When counters are knocked off they are returned to the starting square.

PLAY:

Each player picks a set of counters and places them in the Starting Squares of the same colour. Take it in turns to throw. You must throw a 6 before you can move a piece onto the track. Every time you throw a 6 you get another throw and you can move any one counter to the number shown on the dice.

If your counter lands on one of your opponent's they are knocked off and returned. If one of your counters lands on top of your counters this forms a block. Your block cannot be passed by any of the opponent's pieces.

When a counter goes all the way round the board it can enter the HOME column. To land in the HOME triangle you must throw the exact number.

The winner is the first player to get all four counters into the HOME triangle."

Adaption for Game Design Class:

1. The playboard can be projected on a table from the top and the position circles on the playboard can be augmented by touch sensors (in this case 72 sensors would be necessary...).
2. The playboard and the figures are transferred in a 3D environment and will be animated. Different colors should have different characters. Every time when a counter knocks off an opponent, this can be initiated by the pressure sensor each player owns. A nice animation scene has to be developed for a knock off (maybe different versions for each color). The Mini Joy stick sensor can be used to move your counters.
3. In both cases the dual axes sensor ("shake sensor") can be used for tossing the dice.