

FURTHER INFORMATION

Players interested in reading more about pulijudam and related games can find more information in the following books:

Astrop, J. *The Pocket Book of Board Games*. Kestrel Books, 1980.

Bell, R. C. *Discovering Old Board Games*, pp. 39-40. Aylesbury: Shire Publications Ltd., 1973.

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 2, pp. 47-48. New York: Dover Publications, Inc., 1979.

Botermans, J, et al. *The World of Games*, p. 153. New York: Facts on File, Inc., 1989.

Murray, H. J. R. *A History of Board-Games Other Than Chess*, p. 107. Oxford: Oxford University Press, 1952.

Parlett, D. *The Oxford History of Board Games*, pp. 195-196. Oxford: Oxford University Press, 1999.

Copyright © Damian Walker 2011 - <http://boardgames.cynningstan.org.uk/>

PULIJUDAM

by Damian Walker

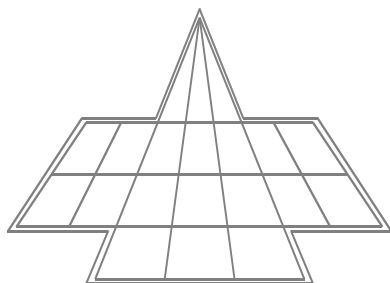
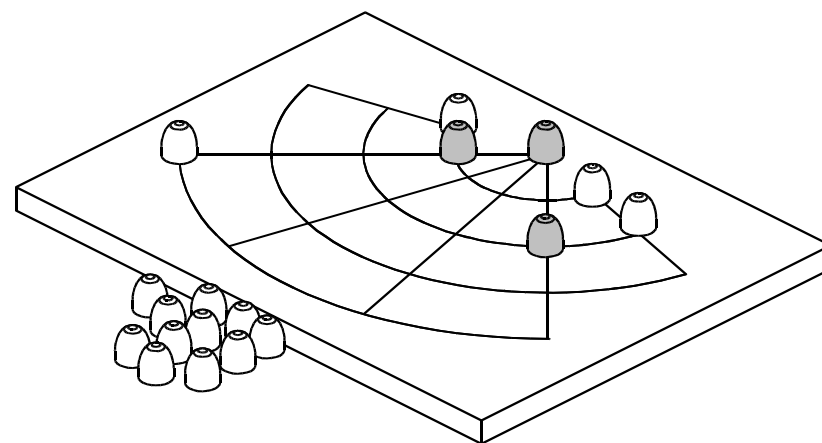


Illustration 3: the board for rafaya, or demala diviyan keliya.

INTRODUCTION & HISTORY

Throughout southeast Asia there are a number of “hunt” games played on triangular boards. A game called *pulijudam* was played throughout India, still being popular in the latter half of the twentieth century. Often known in English as *the tiger game*, it has also attracted the names *lambs and tigers* and *the leo-*

pard game.

In pulijudam, as in similar games, the sides are different: one side consists of the prey, while the other side has more numerous but less powerful hunters. The hunters must capture the prey, while the prey must see off the hunters.

HOW TO PLAY

The game is played on the points of the board shown in Illustration 1, one side having three *tigers* and the other having fifteen *lambs*. On some boards there are arcs instead of the horizontal lines shown here, but this does not affect the way the game is played.

Beginning the Game

1. The game begins with the tigers placed on the board as shown in Illustration 2.

2. The lambs make the first move.

Moving the Pieces

3. In the

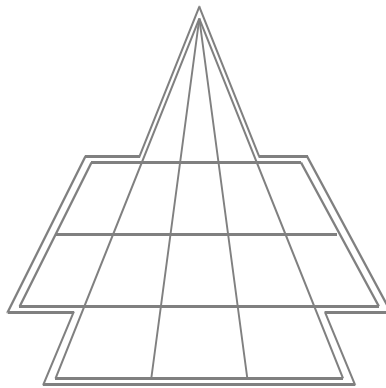


Illustration 1: the traditional pulijudam board.

cant point beyond.

8. The tiger may not change direction during a leap, it must jump over only a single lamb, and it may make only one such leap in its turn.

9. Lambs may not leap over tigers.

Winning the Game

10. The lambs win the game by confining the tigers such that no tiger may move in its turn.

11. The tigers win the game by capturing so many lambs that their

task is no longer possible.

Variations

In Sumatra, a game called *meurimüeng-rimüeng-do* uses the same board, but has five tigers facing fifteen sheep.

A larger board shown in Illustration 3 is used with three tigers and fifteen “dogs” in a game called *rafaya* in India or *demala diviyan keliya* in Sri Lanka. The larger board makes the game last somewhat longer than pulijudam.

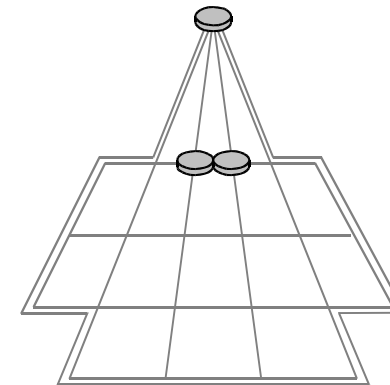


Illustration 2: the tigers ready for play.