

Olinda Keliya

Olinda Keliya is a variant of mancala that is traditionally played in Sri Lanka. It derives its name from the bright red beads used in this game called 'Olinda' in Sri Lanka.

SETUP

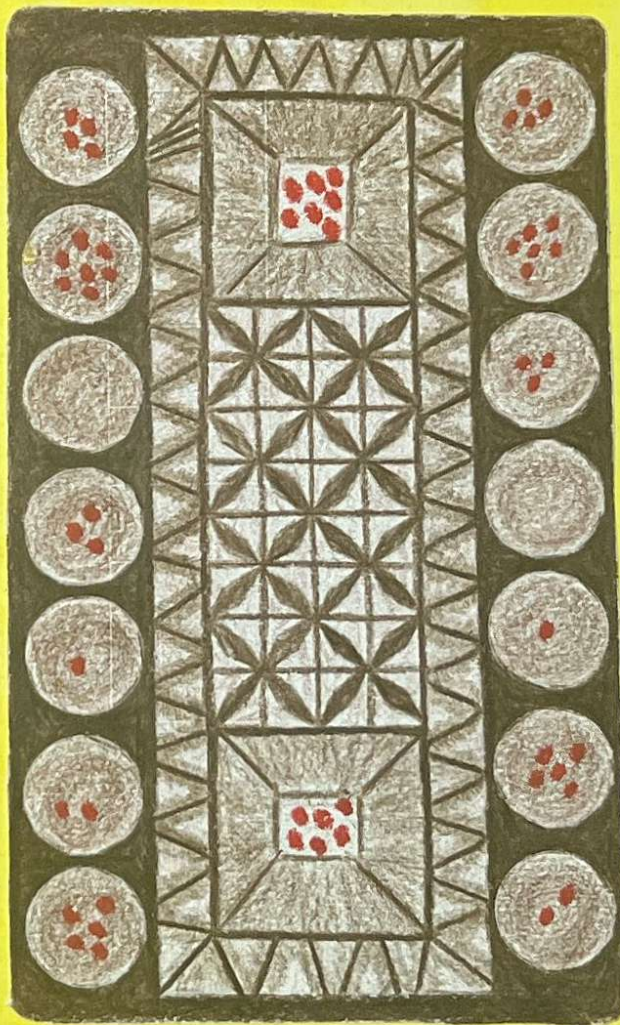
The game is played by two players sitting on either side of the board while spectators cheer on and sing songs.

The Board:

The wooden board used to play it is called the Olinda Kolumbuwa or the Olinda Porowa. These are usually made out of ebony (kaluwara) and are beautifully carved. Most boards in possession of families have been designed in the Kandyan period (1597 - 1815).

The Beads:

The most attractive element of this game is the shiny little red and black bead - the



Olinda seed. In English, it is commonly known as Crab's Eye, Fequirity, Rosary Pea or Indian licorice. It grows natively in this region but is not endemic to it. The seed can be toxic to humans.

ROOTS

The game is traditionally associated with the Sri Lankan New Year, Aluth Avurudu.

In the Sri Lankan calendar, there is a timespan of usually 12 hours and 48 minutes between the end of the previous year and the beginning of the new year. This period is the Nonagathe (or the 'neutral' period). During this time, according to tradition, people are encouraged to refrain from material pursuits, and engage solely in religious activities or traditional games.

HOW TO PLAY

The players are seated on opposite sides. The slots and the store on their right belong to the player.

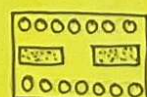
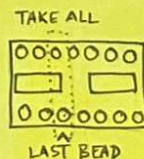
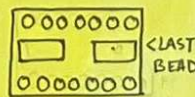
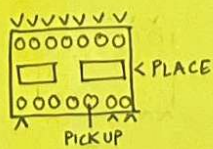
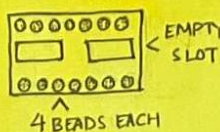
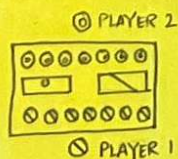
The game starts with 4 beads in each slot and an empty store.

Player picks up all beads in one of their own slots and place one in each slot and their own store next to it.

If a bead ends up in the players store they get another turn.

If last bead placed is alone in it's slot player takes all the beads in the opposite slot.

The game ends when there are no beads left in any slot. The player with most beads in store wins.



List of References

◦ What is 'Olinda Keliya'?

https://www.sundaytimes.lk/110410/Plus/plus_06.html

<https://timeout.com/sri-lanka/things-to-do/olinda-keliya>

◦ Context around it

https://en.m.wikipedia.org/wiki/Sinhalese_New_Year

<https://sri.lanka.travel-culture.com/guide/arurudu.htm>

OLINDA KELIYA

During the Viking Age (793 - 1066 CE), there was a board game based on counting known as 'Olinda Keliya'. It started as a tool to teach counting and evolved into a fun pastime.

Initially being played with pebbles and holes dug into the ground it developed into a more portable and formal setup. Intricately carved wooden boards and beads made of precious materials used for this game have been found.

THE BOARD:

The boards for this game were usually made with commonly

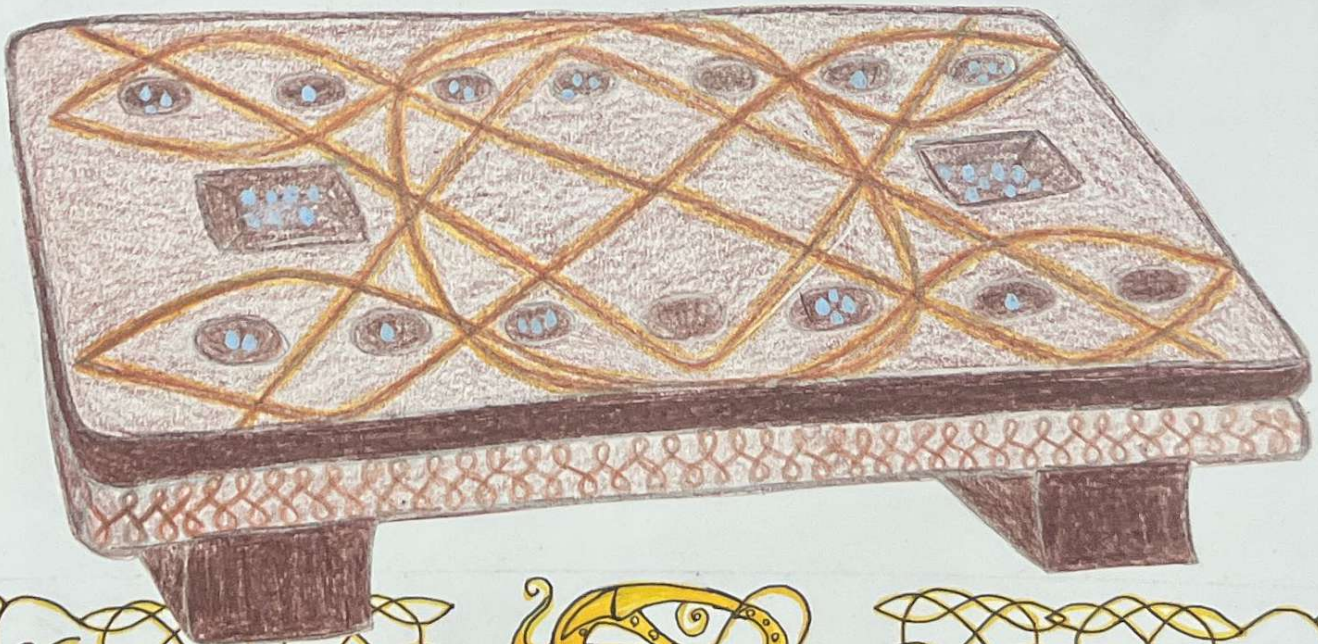


THE VARIOUS BEADS USED

available material such as wood. They used woods such as ash, elm, pine and oak. The Viking's mastery of woodwork is evident in the beautiful carvings on some of the boards.

THE BEADS:

All parts of Viking society considered play and leisure important as evidenced by the myriad of materials used as beads for this game. Those in the lower strata would use wood chips or pebbles while those in the higher strata would use more exotic materials like tusk or antler, or glass. They even used precious metals like gold.



For the 2nd Assignment, I placed the artefact in the Viking Era (793-1066 CE).

The most distinctive element of 'Olinda Keliya' was its bright red beads that are used for playing this game. This is what gave it its unique identity among similar types of games played over the world. Choosing the colder Scandinavian region where such brightly coloured vegetation does not occur would make rethink about which element could be used to give it its distinct identity. Vikings were commonly thought of as barbarians known for plundering and partying so I wanted to look into more calmer methods of entertainment of theirs.

List of References:

- o <https://www.worldhistory.org/vikings/>
- o <https://emidsvikings.ac.uk/blog/viking-board-games/>

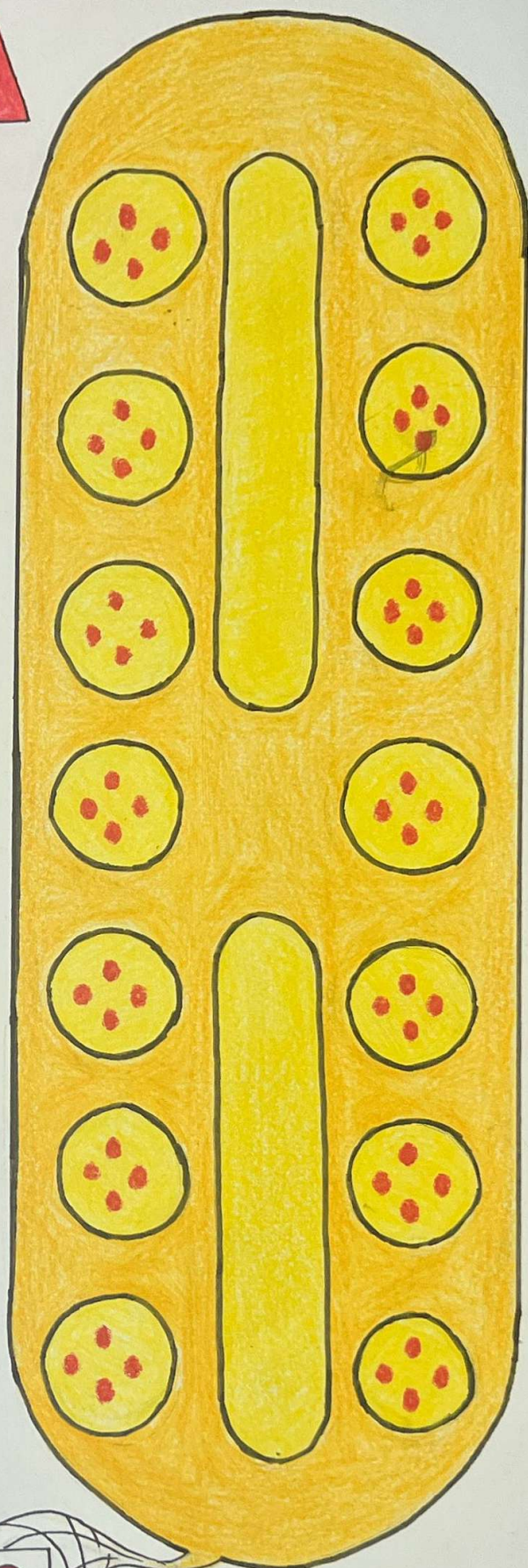
OLINDA KELIYA

The latest addition to the vast collection of the WORLD GAME CUBE is a board game from the South Asian island of Sri Lanka.

The WORLD GAME CUBE enhances your enjoyment of this traditional board game by using it's nanoparticles to stimulate the sound and feel of 'Olinda' beads clacking on wood as you play.

The remotely powered and controlled nanoparticles form beads that can move on their own allowing for play against AI or for automated bead distribution.

When you're done with the game, the cube will return to it's default state - a handy 1" x 1" x 1" cube, ready to expand into full sized implements of whichever game you pick next from it's collection of over 200 games from around the world from various periods.



Assignment 3:

In present times, most of the things are going digital.

Entertainment is consumed mostly on mobile phones where it's main advantages are it's portability and connection to the internet allowing anyone to play any game they want whenever they want just by sacrificing the tactility, the physical feel of playing the game.

I feel that tactility is a very important aspect of what makes games fun. Inspired by the 3 in 1 board games of today, I imagined them in a cube which can be become any playing object which is also capable of reproducing the physical feel of playing such games.