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Games in Ancient India -Indus Valley to Keeladi Excavations

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Abstract

This article makes sense of that games have stayed a decent energy for outside and indoor exercises as uncovered through the archaeological proof in the pre-history period. Presence of antiquated Indian human advancement comparable to the Egypt, Sumer, and later with Greek and Roman developments was uncovered with the three significant unearthings done in Harappa, Mohenjo-daro and Lothal in Pakistan and northern piece of India. Prehistorian found genomic, phonetic and social similitudes of this Indus-Valley development with the human progress that prospered in the southernmost piece of India viewed as around Fell, Alagankulam, Mangudi, Adichanallur, Athirambakkam and a lot more archaeological destinations. The thought process of the article is to brings up a few additional likenesses with the curios found, games like dice, hopscotches and gamesmen related specifically, in the Keeladi unearthings with the unearthings done in Indus Valley and others all over the planet. Over the course of more than a century, various Indus-Valley excavations at archaeological sites yielded a variety of gamekeepers. Likewise, Keeladi, Alagankulam, Mangudi, unearthings done in this decade present various kinds of gamesmen too. Among the different relics found in Indus-Saraswati unearthings and different unearthings done all over the planet, this paper thinks about this gamesman or counters utilized for different prepackaged games and demonstrate that Keeladi paleontologist translated it as a circle utilized for a game played by young ladies rather than game counters of tabletop games.

Keywords: Indus Valley Civilisation, Keeladi Excavations, Gamesmen, Counters, Hopscotches, Maze

Introduction

During antiquated times, actual wellness was given prime significance, particularly by the rulers and the higher-class fighters [1]. In the past, physical education was not just a hobby or something to do in your spare time; it was a part of everyday life. It was considered as a basic component for self-acknowledgment. The Upanishads have argued vehemently that a weak person cannot achieve the powerful soul. The investigation of verifiable improvement of sports in India all the more proficiently we ought to concentrate on the advancement of games in antiquated period regardless of our poor social propensities for not composing history and the way that no compact history of training remembering field of actual schooling for India is seen as composed. Antiquated India in numerous ways was like old China [2]. Individuals in this nation lived in presence

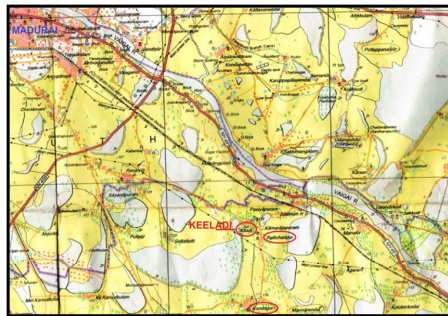
that was exceptionally strict in nature and firmly connected with customs and culture of India. Indian sports like chariot races, elephant and horse riding, swordsmanship, wrestling, boxing, kabaddi, kho-kho, atyapatya, dancing, dands baithak, malkhamb, lezim, and lathi, as well as a few local games, are examples. have been by and by from days of yore. However, neither the names of the Indian physical culture system’s inventors nor the dates of their creation are known. However we know about the way that a logical arrangement of actual training was in presence in India and was drilled by individuals.

Games have been a fundamental piece of human social orders from the beginning of time, filling in as both sporting exercises and impressions of social practices [3]. In antiquated times, games held critical social, social, and, surprisingly, strict significance. They gave diversion as well as a method for social holding, schooling, and the declaration of social qualities. The investigation of games in old social orders offers important bits of knowledge into the day to day routines, convictions, and connections of these civilizations.

Two specific archaeological sites stand out in this context for the contributions they have made to our comprehension of ancient Indian civilizations: the Indus Valley Development and the new unearthings at Keeladi. The Indus Valley Human progress, prospering from around 3300 BCE to 1300 BCE, addresses one of the world’s most established and most exceptional metropolitan societies. Its archaeological remaining parts have given a window into the regular routines and social acts of a refined old society. Then again, Keeladi, a site in Tamil Nadu, India, has acquired conspicuousness for its exhuming uncovering relics from a later period, giving bits of knowledge into the continuation and change of old Indian societies [4]. The principal objective of this exploration is to dive into the gaming society of the Indus Valley Development. Archaeological unearthings at different Indus Valley destinations have uncovered various antiquities connected with gaming, including game sheets, dice, and different carries out. By inspecting these discoveries, we expect to recognize and comprehend the kinds of games that were played during this antiquated period. We will learn more about the social and recreational activities that the people of the Indus Valley engaged in through this investigation. Expanding upon the comprehension acquired from the Indus Valley Human progress, the subsequent goal is to follow the coherence and changes in gaming society across ensuing old periods in India. This includes inspecting verifiable records, abstract references, and archaeological proof from various times like the Vedic time frame, Mauryan and Gupta realms, to evaluate how gaming rehearses advanced, adjusted, or stayed reliable over the long haul.

The third goal centers around the new unearthings at Keeladi. By investigating the gaming ancient rarities found at this site, including game sheets, dice, and related things, we intend to figure out their social importance. This requires comparing these artifacts to those from the Indus Valley Civilization and investigating how gaming practices persisted or changed after that [5]. The examination will give important bits of knowledge into the social, social, and sporting parts of antiquated Indian social orders addressed by Keeladi. By achieving these goals, this examination tries to add to an extensive comprehension of the job of games in old India, overcoming any barrier between the Indus Valley Civilization and the later archaeological revelations at Keeladi.

This examination paper dives into the rich history of games in antiquated India, following their development from the Indus Valley Civilization to the new unearthings at Keeladi. Games have consistently assumed a huge part in human social orders, filling in as the two wellsprings of diversion and impressions of social practices [6]. The games that were played in ancient India shed light on the social, cultural, and recreational aspects of these ancient civilizations thanks to the archaeological finds from these two important sites. In order to construct a comprehensive understanding of the gaming culture in ancient India, this paper employs a multidisciplinary strategy that incorporates evidence from anthropology, history, and archaeology.



Location of Keeladi Village

Games in the Indus Valley Civilization

Archaeological unearthings at different Indus Valley destinations have yielded an abundance of gaming curios, giving bits of knowledge into the sporting exercises of this old progress [7]. Game-related things have been found in both private and public regions, highlighting the omnipresence of gaming in the day to day routines of the Indus Valley occupants.

Various game sheets have been uncovered, made from materials, for example, earthenware, stone, and ivory. These sheets show complex examples and markings, proposing a degree of refinement in plan. The formats shift, for certain sheets highlighting networks, while others exhibit roundabout or winding arrangements. The assorted materials and plans indicate a scope of games played, taking care of various preferences and inclinations inside the general public.

Dice, frequently produced using materials like earthenware or ivory, are predominant among the gaming ancient rarities. The dice fluctuate in size, shape, and markings, showing likely varieties in game guidelines or explicit purposes [8]. A few dice highlight mathematical markings, while others have images, possibly characteristic of games with both mathematical and emblematic components. Other gaming implements, such as tokens and gaming pieces, have been discovered in addition to game boards and dice. These tokens might have filled in as markers or money inside the games, stressing the complex idea of gaming in the Indus Valley.

While the specific principles of Indus Valley games stay subtle because of the shortfall of set up accounts, the archaeological discoveries offer enticing looks into explicit games. One remarkable model is the round of “Snakes and Stepping stools,” addressed by a gaming board found at Mohenjo-Daro. The presence of this old antecedent to the advanced game highlights the congruity of specific gaming customs across centuries. Other distinguished games incorporate those played with dice, where the mathematical markings or images propose a vital or chance-based component [9]. The range of gaming sheets and designs further suggests an assorted gaming scene, perhaps obliging different age gatherings or social classes.

The layouts of the boards and the symbolism on the artifacts provide clues to the rules of these ancient games, which remain speculative. A few games might have had a ceremonial or strict importance, interlacing the profound and sporting parts of day to day existence. The presence of gaming artifacts in various contexts suggests that these activities contributed to the development of social bonds and community cohesion because of the communal nature of gaming [10]. Overall, the archaeological finds from the Indus Valley sites not only give us a physical record of ancient games, but they also make us think about the cultural, social, and even spiritual aspects of these activities in the lives of the Indus Valley people. As we push ahead in time, looking at changes and coherencies in gaming society across different old periods becomes basic for a more comprehensive comprehension of the job games played in molding these civic establishments.

Indus-Valley Civilization

The Indus Valley Human progress is named after the Indus Valley, where the main remaining parts were found. The primary destinations to be unearthed during the 1920s, in Punjab territory of English India. During the Pre-Vedic period, there is no evidence of any physical art or craft in vogue. Yet, a thought of the equivalent can be framed from a cautious investigation of the conflict weapons, devices and impalements seals and figures found at Harappan and Mohenjo-Daro. During this age the object of actual activity was accomplished through a day to day daily schedule of work, games, sports and entertainments. The Indus valley civilisation or Harappan civilisation started during 2500 BC around the Indus valley, Harappa and Mohenjo-Daro, which presently is eastern Pakistan. This civilisation is very notable in their progression of innovation and way of life [11]. Realities about the civilisation have been represented from the tremendous unearthings made by archeologists, which makes sense of about the lifestyle of individuals of Indus valley.

Findings from Indus Valley Excavations

The unearthings led at the Indus valley locales additionally assist us with figuring out the games and previous seasons of individuals of Indus valley. There is likewise proof that play for kids likewise had a ton of significance by the toys that has been uncovered from these destinations [12]. There is a weapon which looks like the cutting edge spear, round balls which looks like the shot put chunk within recent memory and a plate molded instrument looking like out current disk. spear was called as ' gateway' . All of these artifacts shed light on the people's hobbies and suggest that games like javelin and discus throw may have originated during this time.



Dicing and Board Games

In the various Indus-Valley excavations that were carried out at the archaeological sites, various types of gamesmen were discovered. Marbles balls and dice were utilized for games [13]. Dicing was an extremely famous game as it would be clear from countless dices uncovered. Both cubical and rounded examples have been, found. Most likely dices were utilized alongside table games. Two deficient examples of game sheets have been found.

There were different archeological locales in the territory of Gujarat, western piece of India. The most conspicuous among them is Lothal which is in Bhal area of Gujarat. Archeologists have found gold pendants, scorched cinders of earthenware, Gamesmen, dots, unguent vessels, chank shells, spoons and decorates were made for commodity and nearby utilization.



Dice & Board Game with Gamesmen

The items seen here were found at Mohenjo-daro and may have been utilized for messing around. The stone balls, one of which is improved with chiseled concentric rings, are painstakingly made and profoundly cleaned. Since they are not exhausted, these balls might have been utilized for games as opposed to as dabs, and so on. The more modest stone balls have been marbles [14]. At Mohenjo-daro, a lot of well-baked clay dice were discovered. The Indus dice, in contrast to modern dice, place one on either side of two, three on either side of four, and five on either side of six. The sum of the points on any two sides equals seven. Albeit no emphatically recognized game sheets have been found, apparently a game including the job of dice and consequently possibility and destiny was played in the Indus culture.

Positively dicing was one of the most famous entertainments of later Vedic India and, in light of the various models found at Mohenjo-daro of a game utilizing dice, likewise appears to have delighted in extraordinary blessing in pre-Aryan India. The specific reason for the very much terminated dirt article on the lower right is obscure. Various sections of indistinguishable items were found, demonstrating that such articles were normal in the Indus culture [15]. It has been recommended by one researcher that this item was utilized as a Shape for bread; maybe, it could have filled in as a sort of game board (the Egyptian round of mhn utilizes a to some degree comparable winding board). Whatever its capability, the item's twisting improvement, with its example of development and involution, may well have had some extraordinary importance for the occupants of the Indus valley.



Stone Balls Dice and Maze

Animal Fighting

Creature battling was another relax during this progress. Hunting was the significant game. Seals showing men involving bows and bolts for killing wild pigs and dears have been found. Punching or boxing was likewise played [16]. A few toys of youngsters made of earth have been found which shows that kids drew in themselves with loads of games. Consider these gamesmen or counters,

which were used in a variety of board games, among the various artifacts discovered during the Indus Valley excavations and other excavations worldwide.



Iravatham Mahadevan makes reference to it as “One of the social characteristics in the Indus Valley is that they had the bull battle. Some well known seal show a man running towards a bull, seizing its horns, doing a somersault over the rear of the bull, and arriving at the opposite end. Indeed, even today in the Dravidian south bull battling and bull pursuing are extremely normal games. This is probably going to be one of the attributes which interface the Dravidian south with the Indus Valley.”

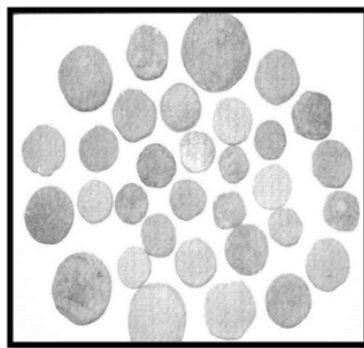


Findings from Tamilnadu

The Tamil people are thought to have their own civilization. Their property is at the southernmost tip of India. In old times, the south of Vidhya range region covering the current day states comprising of Tamil Nadu, Andhra Pradesh, Karnataka, Kerala, part of Maharashtra and Orissa are considered to have a comparative culture, called the Tamil culture (Tamil Civilisation) [17]. In Tamil nadu the antiques found in the different places, for example, Karur,Uraiyr, Kaveripattinam, GangaikondaCholapuram, Kanchipuram, Korkai and Boluvampatti stands declaration for that likeness. As of late Keeladiunearthings have brought out numerous old antiquities which date back to sixth Century BCE.

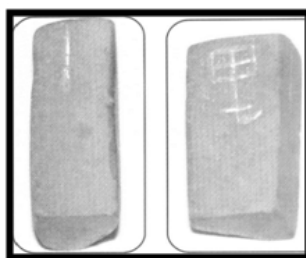
Alagankuam Excavation

In alagankuam there three quantities of Earthenware gamesmen in same shape with various sizes are uncovered. They estimated from 3cm to 4.5 cm in level in Tamilnadu. A few uncovered destinations yielded earthenware gamesmen from Karur, Kaveripattinam, Uraiyr, Gangaikondacholapuram, Alagankulam and boluvampatti. These destinations have yielded just earthenware gamesmen [18]. However, the destinations like atrinjikhera, bahal,nagda,nasik, nevasa, lothal and so forth., in north India have yielded the gamesmen in earthenware as well as in bone, ivory, conch and stone.in early notable period gamesmen found at Tamilnadan yielded just earthenware gamesmen. The previous season of individuals incorporated the playing of chess of which gamesmen have been found both in earthenware and stone. These gamesmen were made of well-levigated dirt. All of the gamers had excellent black polish and were solid.



An object made of a potsherd is an interesting find of this site. It is made up of a rim portion of the rouletted ware having four sides. Three sides bear the symbols while the fourth side is plain. The first side is seen with a vertical line [19]. The second side is marked with a symbol like tree in railing having a horizontal line on the left, while the third side is similar to the second with a slight variation having the horizontal line on the right. The fourth side is left plain. An item made of a potsherd is a fascinating find of this site.

It is comprised of an edge part of the rouletted product having four sides. Three sides bear the images while the forward side is plain. The main side is seen with an upward line [19]. The subsequent side is set apart with an image like tree in railing having a level line on the left, while the third side is like the second with a slight variety having the flat line on the right. The forward side is left plain.



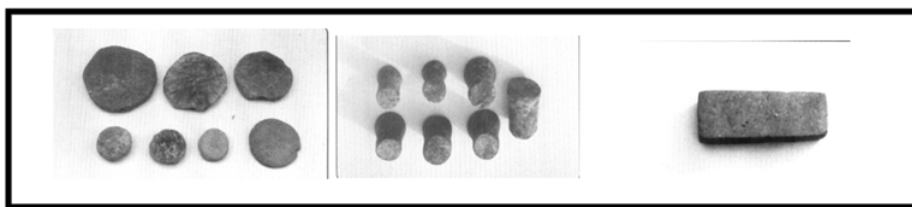
The figure of a pony or a Donkey is jotted on the internal surface of the dish. It appears to be that a man is situated on the rear of the creature. The donkey has been alluded to as Attiri in the Sangam writing. It is usually called as KoveriKazhuthai in neighborhood Tamil. There are numerous artistic references about the donkey which have a place with the group of pony and the illustrious and nobels used to ride on it.



Mangudi Excavation

This removal yielded eight gamesmen in the principal layer. They were strong, round and hollow in shape and for the most part 2 cm in level. Some of them had a wide round base and a tightening

body. Earthenware dice was tracked down in this unearthing at a profundity of 0.80metre in the principal layer. It is rectangular in shape (5 cm. x 1.5 cm). It has four sides and no stamping or spots are viewed as in any of the sides [20]. Anyway it looks like the ones tracked down in the unearthings at Nasik,Ujjain and Lothal. Hopscotches Level, broken bits of potshards with edges ground to a round shape were utilized by youngsters to play a jumping game. The tokens they used to mark a quarter of their choice were these hopscotches. Such tokens were found in the Harappan locales in the Chalcolithic levels,atKalibangan and Lothal. These tokens were normally tracked down in every one of the early verifiable levels in the districts of focal and Western India and furthermore in pieces of Deccan. The state of hopscotche stays unaltered from the Harappan to the verifiable times. At Mangudi around 5 hopscotches were found. The majority of the specimens, which date from 300 BCE to 100 ACE, were found in the first layer. Their sizes vary. They were for the most part made of coarse red product.



Hopscotches, Gamesmen and Dice at Mangudi

Keeladi Excavation

Among the curios found, the exhuming report of Keeladi in Tamil Nadu makes reference to “The event of antiques, for example, dice, jump scotches and gamesmen, truly mirrors the previous time exercises of the antiquated individuals [21]. Greater part of the gamesmen recuperated from unearthings are of earthenware. 600 hopscotches have been produced by Keeladi. Indeed, even now a similar game is common in Madurai and different locales known as Pandi or NondiVilayattu is a game played on a rectangular region partitioned into 8 equivalent parts by for the most part young ladies and ladies. Dices were likewise recuperated from the site. The event of single and twofold holed earthenware plates addresses that possibly they were utilized as wheel of the toy truck or curve circle game pieces. Aside from these, 80 chessmen of comparative shape yet in various sizes were gathered from the exhuming. So the presence of these game items posterizes the games and hobby exercises of the youngsters, yet additionally of the elderly folks of the antiquated society.” Keeladi report (Sivanantham, Seran, 2019)says : “ In the noteworthy period gamesman were made from earth material. Two kinds of gamesman were seen in Keeladi uncovering. These items may be utilized to play the antiquated games like chess. The Keeladi uncovering work yielded 26 quantities of gamesmen. They give off an impression of being made of consumed earth and for the most part dark tone” The Dices found in Keeladi were like the ones found in the spots where Indus-Valley civilisation thrived.



Hopscotches, Dice and Gamesmen at Keeladi

Gaming in Ancient India - Post-Indus Periods

The Vedic time frame (1500 BCE to 500 BCE) marks a critical stage in old Indian history, described by the synthesis of the Vedas - the most established hallowed texts of Hinduism [22]. Inside this huge collection of writing, references to games are dissipated, giving looks into the sporting exercises of the time. Rigveda, the most established of the Vedas, makes incidental notices of games, alluding to their social importance. Games during the Vedic time frame were wellsprings of diversion as well as held ceremonial and representative significance. The Atharvaveda, for example, contains songs that depict specific games as contributions to divinities, proposing a strict aspect to these exercises. The imagery connected to games in Vedic writing underscores the interconnectedness of day to day existence, otherworldliness, and common bonds.

In the Vedic time frame, games assumed a double part in strict and social settings. From one perspective, they were integrated into strict customs, filling in as emblematic demonstrations of commitment. It was believed that these games, which were frequently accompanied by chants and hymns, were a means of praising the gods and seeking their blessings. Then again, games were necessary to parties, cultivating fellowship and supporting local area ties. They were a method for entertainment as well as instruments for building social union. The Vedic writing uncovers that games were not restricted to the domain of relaxation; they saturated different parts of life, mirroring the interconnectedness of the otherworldly and the ordinary. The development of games' role in subsequent periods was paved by their incorporation into religious practices and social interactions.

The Mauryan (322 BCE to 185 BCE) and Gupta (320 CE to 550 CE) realms address critical ages in antiquated Indian history, seeing the combination of political power, financial thriving, and social blossoming. The gaming culture evolved during these times under the influence of shifting social dynamics. Archeological proof from destinations related with the Mauryan and Gupta periods shows a continuation of gaming rehearses from the Vedic time [23]. Be that as it may, the variety of gaming relics recommends an extension and refinement of gaming inclinations. Game loads up, dice, and different carries out from this time uncover a more complex and fluctuated gaming scene, perhaps reflecting expanded urbanization and social trade.

The cultural changes during the Mauryan and Gupta domains, including urbanization, exchange, and social connections, perceptibly affected gaming inclinations. The recently discovered thriving and a more complicated social construction might have added to the development of a more extensive exhibit of games taking special care of different preferences and social classes. The Gupta time frame, frequently alluded to as the "Brilliant Age" of antiquated Indian history, saw headways in different fields, including writing, science, and expressions [24]. This period likewise logical saw a thriving of scholarly pursuits, potentially impacting the nature and intricacy of key games. The illustrious courts, specifically, became habitats for refined gaming, mirroring the social and social complexity of the time. In conclusion, the Vedic, Mauryan, and Gupta periods all shed light on the dynamic nature of ancient Indian gaming culture. Games continued to play a multifaceted role in shaping the cultural landscape of ancient India, from its ritualistic origins in the Vedas to its diversification and refinement in the Mauryan and Gupta empires.

Keeladi, situated in the Sivaganga locale of Tamil Nadu, India, has arisen as a key archeological site giving important experiences into old Indian history. The unearthings at Keeladi were started in 2015 and have uncovered an abundance of relics tracing all the way back to the Sangam time (roughly sixth century BCE to third century CE). The Sangam time frame is known for its rich artistic custom, and Keeladi's discoveries supplement this with unmistakable proof of material culture. Keeladi's significance stems from its capacity to bridge the cultural and chronological gap that exists between the end of the Indus Valley Civilization and subsequent periods of Indian history

[25]. The site's essential area along old shipping lanes proposes its significance as a social and financial center during the Sangam time frame. The relics recuperated from Keeladi give a nuanced comprehension of the material culture, social practices, and financial exercises of individuals who lived around here during that time.

Keeladi has yielded a different cluster of relics, going from earthenware and metal items to gems and gaming-related things. The antiquities feature the day to day existence, mechanical headways, and social acts of individuals of old Tamil Nadu. Specifically compelling are the gaming-related things, like game sheets, dice, and tokens, revealing insight into the sporting exercises that connected with the inhabitants of Keeladi.

The gaming curios revealed at Keeladi give an entrancing look into the gaming society of the Sangam time frame. Game sheets, unpredictably cut from materials like stone, uncover examples and arrangements suggestive of those tracked down in the Indus Valley Human progress. The plan complexity and craftsmanship of these sheets recommend a continuation of the creative and sporting customs laid out in before periods. Dice recuperated from Keeladi show similitudes to those from the Indus Valley, highlighting mathematical markings or images. The examination of dice can offer bits of knowledge into the idea of the games played, including whether they were vital or chance-based. The presence of gaming pieces and tokens further advances how we might interpret the assortment and intricacy of antiquated games around here.

A comprehensive examination of the continuity and evolution of gaming culture over time is made possible by contrasting the gaming artifacts from Keeladi with those from the Indus Valley Civilization. While differences in design, materials, or gaming principles may indicate regional variations or innovations, they may also indicate cultural continuity. The correlation will zero in on understanding whether explicit games continued across these periods or on the other hand assuming new gaming customs arose. Investigating shared characteristics and divergences adds to a more extensive comprehension of how games developed as social and cultural elements changed over the long haul.

Cultural Significance of Games

In ancient India, games were more than just fun; they assumed a pivotal part in molding social elements and local area life. The mutual idea of gaming is obvious in archeological discoveries, where game sheets and carries out are found in different settings, from families to public spaces. The demonstration of messing around gave a road to social connection, cultivating securities inside families and networks. In old India, games were not selective to explicit social layers; rather, they filled in as a shared belief where people from various foundations could meet up [26]. The common experience of messing around helped separate social obstructions, working with correspondence and kinship. Whether played in families or local area spaces, games gave a medium to mingling, supporting the feeling of local area and shared character.

The sporting parts of old Indian games assumed an essential part in advancing local area holding. As people played games for fun, they found ways to relax and have fun, which helped make the community life more alive. During gaming sessions, a positive social atmosphere was created by the laughter shared, friendly competition, and spirit of cooperation. The effect of games on local area holding reached out past simple relaxation; it assumed a part in the comprehensive improvement of people inside the local area. By partaking in games, people delighted in sporting advantages as well as evolved mental abilities, vital reasoning, and social manners. The shared idea of gaming encouraged a feeling of having a place and interconnectedness, fortifying the social texture of old Indian social orders.

Games in antiquated India were not restricted to mainstream areas; they frequently assumed a critical part in strict customs. References in Vedic writing recommend that specific games were integrated into strict functions as representative demonstrations of dedication. The demonstration of messing around during strict customs filled in as a type of proposing to divinities, connecting the common and consecrated domains [27]. These formal games were saturated with representative implications, supporting otherworldly convictions and practices. It's possible that religious contexts were influenced by the significance of particular games. Dice's randomness, for instance, may have been interpreted as a sign of God's will, while strategic board games may have represented cosmic order. The transaction among games and strict customs highlighted the all encompassing mix of different parts of life in antiquated Indian societies.

Past strict customs, games in antiquated India were entwined with more extensive social practices. Certain games might have reflected cultural progressive systems, while others might have represented infinite equilibrium and request. The cultural values and norms that were reflected in the rules, designs, and symbolism of games provided a unique lens through which to comprehend the underlying philosophies of ancient societies. Games, through their social imagery, might have filled in as devices for sending cultural standards and moral qualities to more youthful ages. The demonstration of playing and the stories related with explicit games could have been instrumental in giving moral examples and social legacy. Along these lines, games worked as social curios that both reflected and added to the forming of antiquated Indian social orders.

Discussion

This paper suggests that the Hopschotches, Dice, gamesmen and counters found in Keeladi are the gamesmen of the game like the Egyptian game Senet or a prepackaged game played by Indus individuals. The hopschotches (referenced as counters utilized for games known as Pandi or nondivilayattu common in Madurai and different locales) are the counters of the game like table games other prepackaged games pervasive during that period. Since, there are specifics about the table games in the antiquated Tamil scholarly works, the presence of game sheets can be affirmed. These exhuming discoveries shows that Tamil individuals were likewise game sweethearts and impermanent game sheets might have been made by drawing on the floor or wooden blocks since gamesmen were found around the city [28]. The excursion through the gaming society of old India, from the Indus Valley Development to the Keeladiunearthings, uncovers an intriguing advancement set apart by progression, transformation, and social dynamism. In the Indus Valley, gaming curios exhibited a complex and shifted gaming society, with games like "Snakes and Stepping stools" alluding to getting through customs. The Vedic time frame acquainted formal and representative components with gaming, incorporating them into strict practices and social connections. As we progressed through the Mauryan and Gupta realms, cultural changes impacted gaming inclinations, bringing about an expansion and refinement of gaming society. The flourishing of intellectual pursuits during the Gupta period, which is regarded as a golden age, probably contributed to the complexity of strategic games. The gaming scene kept on adjusting, mirroring the advancing idea of antiquated Indian social orders.

The excavations at Keeladi provided a crucial link and shed light on Sangam-era gaming practices. The objects, such as game boards, dice, and tokens, not only demonstrated regional variations and innovations but also reflected earlier customs. The progression of specific game plans and the presentation of new components highlighted the unique idea of gaming society in antiquated India. The investigation of games in antiquated India disentangles the multi-layered social meaning of these exercises. Games were more than just things to do; they were necessary to social associations, encouraging local area bonds and rising above cultural obstructions. The public

idea of gaming, clear from the Indus Valley to Keeladi, highlights its job in molding aggregate personalities and building up a feeling of having a place. In the Vedic period, the connection between games and religious rites showed how secular and sacred practices are intertwined. Games filled in as vehicles for social transmission, encapsulating cultural standards, moral qualities, and emblematic portrayals of vast request. The sporting parts of gaming added to a dynamic local area life, advancing unwinding, pleasure, and mental turn of events.

Fundamentally, games in old India were an impression of the social, social, and profound components of the social orders that took part in them. The study of gaming culture provides a unique lens for understanding the rich tapestry of ancient Indian civilizations, from the sacred Vedic rituals to the Keeladi recreational activities. Concentrating on gaming society in old social orders offers a significant road for reproducing different features of these developments. Insights into daily life, social structures, and cultural practices that may not be as readily apparent from other types of archaeological or historical evidence can be gained by investigating games. The omnipresence of gaming curios across various periods and districts proposes that games were a widespread part of human experience, rising above geological and worldly limits.

A more complete comprehension of ancient societies can be gained by comprehending the cultural significance of games. Games were not separated exercises but rather implanted inside the more extensive setting of cultural customs, local area elements, and social articulations. The investigation of games enlightens the interconnectedness of various parts of life, permitting scientists to develop a more nuanced story of old civic establishments. Future examination in the field of antiquated gaming society could dig further into explicit viewpoints that stay less investigated. Near examinations between various districts and time spans inside old India could give a more far reaching comprehension of territorial varieties and social trades. Additionally, a more nuanced examination of the social and cognitive aspects of ancient gaming can be provided by interdisciplinary approaches that incorporate insights from psychology, anthropology, and sociology. Gender roles, social hierarchies, and economic activities may all be affected by gaming, which could shed light on previously unknown aspects of ancient societies. Examinations concerning the job of gaming in training and the transmission of social information could reveal insight into the more extensive ramifications of games in forming the scholarly scene of old human advancements.

Conclusion

By looking at the antiquities uncovered in different areas of the state with the Keeladi discoveries, early men of South India invested their energy by game playing during their recreation time also. The hopscotches, gamesman and dice stand as a proof of this. This study shows that a very much edified individuals lived in the southernmost piece of India too during the old Egyptian, Sumerian, Roman and Greek civic establishments. Customary games and sports might be of various types, yet these are for individual, harmony, local area, human asset, learning and grasping, joining force improvement. Generally speaking, these customary games are for the sake of entertainment, wellbeing, wellness and social respectability and obviously the gaming society would have spread starting with one spot then onto the next and played with varieties as indicated by the district.

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