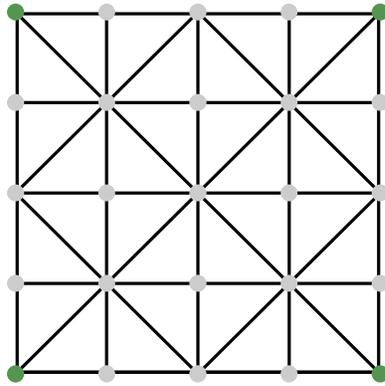


Bagh Chal

The national game of Nepal

Equipment

One person plays the tiger (*bagh*) with four tiger pieces. The other plays the goat (*bakhri*) with 20 goat pieces. The gameboard consists of a grid of 25 points with lines of valid movement connecting them (see right). Pieces are moved along these lines from point to point.



Setup

The four tigers are placed in the four corners of the gameboard. The 20 goat pieces remain off the board until game play begins.

Objective

Goats try to surround the four tigers so that none of them can make any valid move. Tigers win if they capture six goats.

Game Play

Players take turns, moving or placing one piece per turn. The goat player goes first.

The Goat player begins by adding a Goat piece to the board on any open junction.

Then the Tiger player moves one of the Tiger pieces

Play continues this way until all Goat pieces have been added to the board. After that, Goat and Tigers continue to move their pieces, one space per turn until the Objective is reached

Movement: Pieces are moved only one space per turn, along a connecting line to an open, adjacent space. This applies to both goats and tigers.

Capturing: Tigers capture by jumping. Goats can not capture. Tigers can only jump in along a straight and land on the next open junction point past the goat he is capturing. Tigers may only capture one goat per turn (captures cannot be chained as in checkers). Captured goats are removed from the game.

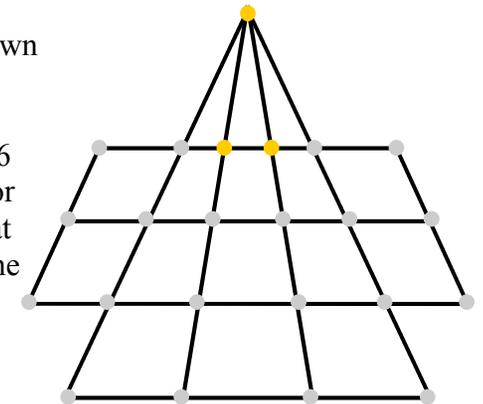
Adu Huli

A game of India

Game play is much the same as Bagh Chal with the following exceptions:

The board for Adu Huli is shown at right.

The players use 3 tigers and 16 goats. The starting position for the tigers is shown in yellow at right (the top three points of the inner triangle).



Game play and objectives remain unchanged: Tigers win if they capture six goats; goats win if they hem in the tigers so that they have no valid moves.