

SEEGA RULES

Rules

There are many varieties of Seega, but we are only including instructions for one of the most common, basic games.

A board of 5 x 5 squares is marked out and each player has twelve distinctive 'stones'. Rocks and potsherds work nicely. The board may be increased to 7 x 7 or 9 x 9, each player then having twenty-four or forty pieces.

Object of the Game

Similar to checkers, you are trying to capture your opponent's pieces. The game ends when a player (the loser) has only one piece left.

Start

To start, the first player lays down two of his or her pieces in the squares marked "X." The other player lays down two pieces in the squares marked "O."

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Next, the players take turns, laying down two pieces at a time in any square but the center square. These turns are taken until all the pieces are laid down. The center square is left open.

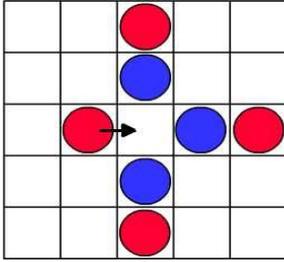
Moving Pieces

Pieces may be moved only to adjacent open squares, but diagonal moves are not allowed.

Taking Pieces

A piece is taken (removed from the board) when it is "sandwiched" by two of the opponent's pieces. Sandwiching diagonally does not count.

"Pieces are only taken when the opponent makes a move that sandwiches the piece. For example, if you move your piece in between two of your opponent's pieces your piece is safe. If in the original layout of the board, one of your pieces is between two of your opponent's pieces, your piece is safe.



In the diagram, when the red stone is moved as shown, it captures all three blue stones simultaneously.

Other Rules

If a player is completely blocked in so that he or she cannot make any moves, then the blocked-in player is allowed to remove any one of the opponent's pieces to clear a path. This situation usually arises only within the first few moves of the game.

A second move in a single turn is allowed if the first move yielded a "take" and an additional move of the same piece will yield another "take." If a whole series of such moves are possible, then several moves in the same turn are allowed.

From BoardGameGeek.com:

Seega is a very old game of indeterminate age, which may have been a descendent of the Roman Latrunculi and, ultimately, related to the Hnefatafl family, as the "sandwiching" method of capture is identical. **Seega** persists today in parts of North Africa. It is played on a 5x5 board (a "Knights" solitaire board is ideal for this) with each player having 12 pieces (usually marbles). Players alternately place two of their pieces on the board until all spaces except one are occupied. No captures are made during this deployment phase. The player who placed the last pieces then moves one piece one space orthogonally, attempting to take opponent's pieces by custodial capture (i.e. "sandwiching"). A piece on the central square - usually marked with a cross - is safe from capture. If a player cannot make a legal move, their opponent continues to play until an opening appears. To win, reduce your opponent to one piece (or none). Draws often occur. Variants are played on larger boards (8 x 8 etc.) and/or with different capturing conditions, such as jumping, as in draughts/checkers.

On the Distad provided board:

Starting positions are the paired symbols along the edges. The cross in the center provides sanctuary (no piece can be captured while on this space).