

Tigers & Goats



RULES

This is a two-player game like chess or checkers.

MATERIALS

- 1 game board (download here) or draw your own with chalk or markers following this design.
- 15 goat or aadu markers
- 3 tiger or puli markers

For the markers (download here) or use shells, coins (copper pennies make great tigers!), or whatever you can find. But just make sure you can tell the aadus from the pulis!

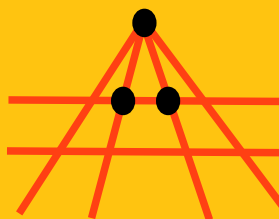
GOAL

- The goats win if they block in the tigers so the tigers cannot move.
- The tigers win if they capture at least 5 goats.

Note: Some rules specify that at least 6 goats must be captured, or even all the goats. Poor goats! So, after you get used to the game, you can experiment with this rule.

GAME PLAY

Set-up: Begin by placing all 3 tigers on the board like this
Now the play begins, but it happens in two phases or acts.



ACT ONE:

This is the goat-placing phase. During this phase of the game, only tigers may move about the board. The play alternates like this:

1. One goat is placed at any intersection of lines.
2. Then a tiger moves exactly one space, to an adjacent intersection. Or if it can, the tiger jumps over and captures a goat.
3. Repeat 1 and 2 until the last goat has been placed.

During Act One, tigers should try to capture as many goats as they can and also be careful to maintain their freedom of movement. The goats should be played to avoid being captured and to block the tigers so they cannot move.

ACT TWO:

Now tigers and goats can both move about freely. The play alternates like this:

1. A tiger moves one space, or jumps over (captures) one goat.
2. A goat moves one space.
3. Repeat 1 and 2 until either 5 goats have been captured or the tigers cannot move at all.

Rules for Moving Goats and Tigers:

The tigers and goats can move exactly one space in any direction on each turn. But they must move onto an adjacent intersection, following the lines of the board.

Tigers:

- They can jump over and capture an adjacent goat if the space beyond the goat is open.
- They can only capture one goat per turn.
- They cannot jump over another tiger.

Goats:

- They can only begin moving (one goat, one space per turn) after all the goats have been placed.
- They cannot jump over anyone! Not over another goat. Not over a tiger.
- They must leave the board once they have been captured.