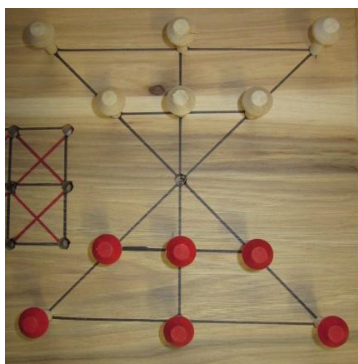


Strategy Games

This set includes pegs and one game board with 4 patterns for many different strategy games. These games originated from all over the world and some are very ancient. Find your favorite, play the variants, or mix it up. Extra pegs included in case of loss or damage. Play with your friends, siblings, or parents. You do not need all the pegs for every game. Unless noted, the game is for 2 players.

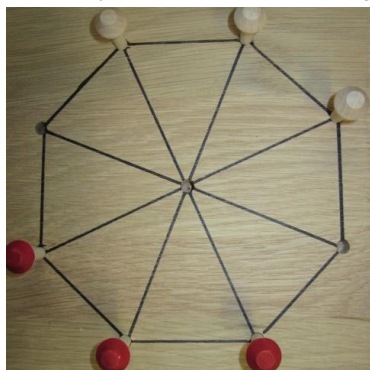
Butterfly, Fich, or Felli - board # 1 - double triangle (Morocco)

- Pegs are set out as shown in the diagram. Players decide who will make the first move.
- You can move a peg one step along a marked line to an adjacent empty point.
- You can remove (capture) a neighboring opponent peg by jumping over it to land on the empty position beyond (as in checkers). If a jump is available, you must make it. If you jump an opponent, you must make a further jump and jump from the new location if possible. You can chain any number of jumps in this way.
- **Fich variant:** The pegs are promoted to "Kings" upon reaching the other player's first rank. They can move any number of unoccupied spaces. They can also leap over an enemy piece from any distance, and land any distance behind it.
- To win: capture all the opponent's pegs.

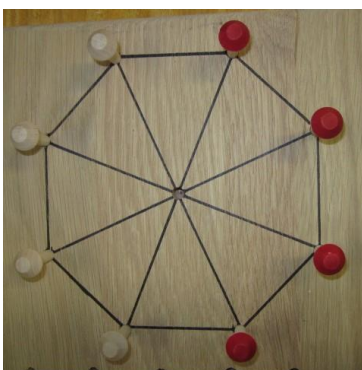


Shisima Rules - board #2 hexagon Kenya

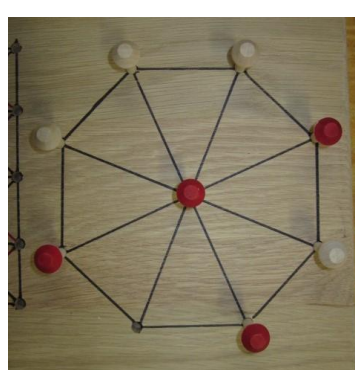
- Each player starts with three game pegs, set on 3 adjacent points on the edge, with a blank between players' pegs, see diagram.
- Take turns moving one peg to an adjacent space or to the center (the shisima, the water). Jumping pegs and two pegs in the same space is not allowed.
- To win: You must have all three pegs in a straight line, including the center.
- Note: if you have your peg in the center and cannot move either of the other two because they are blocked, you have to move the peg out of the center



Shisima initial setup



Mũ tōrere initial setup

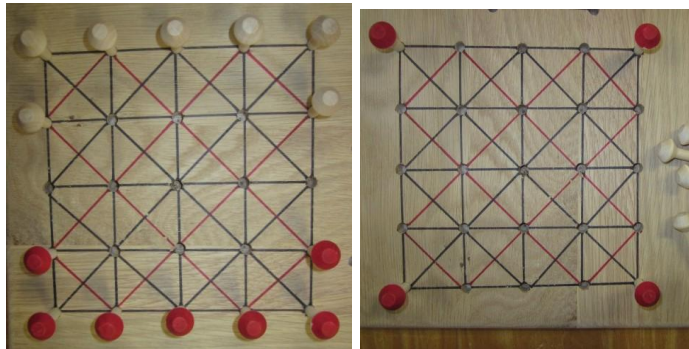


Mũ tōrere sample dark wins

Mū tōrere rules board #2 New Zealand

- Each player starts with four game pegs, set on 4 adjacent points on the edge. The center position is initially empty.
- Take turns moving, either
 - Move one peg to an open adjacent edge space
 - Move to the open center position only if the peg to be moved is currently next to an opponent's peg.
- To win: The player who blocks all the opponent's pegs from moving is the winner.

Five Field Kono Rules board #4 5x5 square(Korea)



Kono

Goats and Tigers

Place pegs in the starting position, as shown.

- Decide who goes first. (*tip: parents never get to go first*)
- Pegs may move one point at a time to an adjacent empty hole
- Pegs may move **diagonally only** along the black or red diagonal lines
- Pegs can move forwards or backwards.
- You may not capture or jump any other peg.
- To win: place all of your pegs on the points previously held by your opponent.

Goats and Tigers Rules (Bagh-Chal, Nepal) board #4

Initial set up: Four tigers placed in the corners of the grid. The player playing the (20) goats adds one per turn in any open spot on the board. Phase 1 is adding all the goats while the tigers move, phase 2 is the goats and the tigers move on each turn.

- Rules for tigers:
 - They can move to an adjacent free position, diagonally or straight **along black lines only**
 - They can capture goats during any move, and do not need to wait until all goats are placed. Capture by jumping over an adjacent goat to an empty space, as in checkers.
 - They can capture only one goat at a time. They can't chain jumps in one turn.
 - They can jump over a goat in any direction, as long as there is an open space for the tiger to complete its turn.
 - A tiger cannot jump over another tiger.

- Rules for goats:
 - They cannot move until all 20 goats have been positioned on the board.
 - They can move to an adjacent free position, diagonally or straight along black lines only
 - They must leave the board when captured and not return.
 - They cannot jump over tigers or other goats.
- To win: the tigers capture five goats, or the goats have blocked the tigers from being able to move.

The game can fall into a repetitive cycle of positions. When all the goats have been placed, no move may return the board to a situation that has already occurred during the game. Sometimes a goat must sacrifice itself.

Teeko Rules board #4 (America)

- Each player gets 4 pegs
- In turn, you place one of your pegs on an open hole.
- Once all 8 pegs are in play, you can move a peg to an adjacent hole straight or diagonally along black or red lines
- To win: you get your 4 pegs in a straight line in adjacent holes

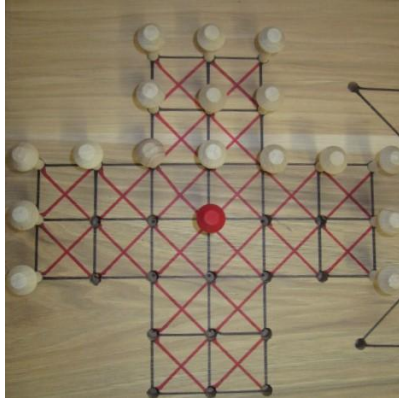
Fox and Geese Rules board #3 cross (England, Northern Europe, & Viking lands)

One player is the fox, the other is the geese. The fox has the first turn

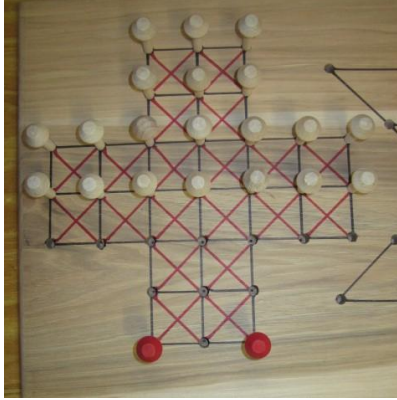
- On each turn
 - Geese can move forward along any line to an open adjacent position
 - The fox can move any direction along any line one position. If there is an adjacent goose with an open spot behind, the fox can jump over the goose and remove it from the board, similar to checkers. Multiple jumps are possible.
- To win: Geese win if they succeed in trapping the fox so he cannot move. Fox wins if it removes enough geese to make it impossible for the geese to trap it or if it moves past the geese to the opposite side of the board.

Variations of Fox and Geese: You can find many versions of the rules.

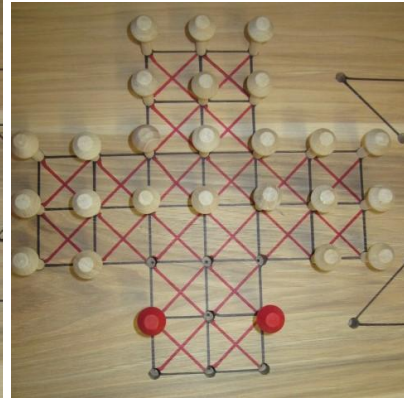
- Play with only 13 geese. Omitting the 4 forward ones. This original version favors the fox.
- Play with only 15 geese. Omitting the 2 forward ones
- Start with the fox next to the geese (as shown), or back one or two positions Or the fox can begin from any open starting point.
- The geese can only move diagonally forward, not sideways or backwards (only works w/ 13 geese.)
- The geese can move in any direction (including backwards).
- The fox **must** jump a goose if he has the opportunity. If it does not, a captured goose is put back into play, if possible.
- The geese move first. Or draw lots to determine who goes first.
- Neither the fox nor the geese can move diagonally.



Fox & Geese



Sheep & Hounds



Asalto

Sheep & Hounds Rules board #3 & variant: Asalto (unknown origin)

- Start with two hounds (fox pegs) in the corners of one wing and 20 sheep (geese pegs) on the opposite end of the board.
- Hounds can move forward or backward or jump and capture sheep in a turn, The capturing is mandatory, as are repeated jumps if possible.
- Sheep can only move forward, diagonally or straight, to an open spot. Sheep cannot jump a hound or another sheep.
- **Asalto variant** rules: Hounds start in any of 9 open spots in the wing. If the hound does not capture a sheep when possible, it can be "huffed" and removed from the board. 24 sheep are used
- To win: The sheep win if they occupy all 9 spots in the wing where the hounds started or the hounds cannot move (or both huffed in Asalto). The hounds win if less than 9 sheep remain.

Tic-tac-toe board #3

- Use one wing (or center) of board (3x3 grid) Take turns adding a peg to one of open holes
- To win: get 3 pegs in a row, straight or diagonally

French Solitaire - one player board #3

- Put pegs in all holes except center, Jump and remove pegs along any line
- To win: be left with one peg