

HTJB: Intl. Mind Games

Rulebook for

<i>Achi</i>	<i>Moja na Nusu</i>	<i>Tano Vyura</i>
<i>Ene Vyura</i>	<i>Morabaraba</i>	<i>Tant Fant</i>
<i>Ene Nyoka</i>	<i>Rapido</i>	<i>Tapatan</i>
<i>Jare</i>	<i>Saba</i>	<i>Tatu Ndege</i>
<i>Kubwa Tatu</i>	<i>Sabr</i>	<i>Tatu Nyoka</i>
<i>Kunjing</i>	<i>Shax</i>	<i>Tatu Vyura</i>
<i>Kuruka Saba</i>	<i>Shisimu</i>	<i>Tresillo</i>
<i>Kuruka Sita</i>	<i>Sita</i>	<i>9Men Morris</i>
<i>Kuruka Tano</i>	<i>Sita Nyoka</i>	<i>7Men Morris</i>
<i>Lazima Saba</i>	<i>Sita Vyura</i>	<i>6Men Morris</i>
<i>Lazima Sita</i>	<i>Stack</i>	<i>5Men Morris</i>
<i>Lazima Tano</i>	<i>Tableaux</i>	<i>3Men Morris</i>
<i>Mbili</i>	<i>Tano</i>	<i>Team Play</i>
<i>Mbili na Nusu</i>	<i>Tano Nyoka</i>	

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The Search for Tresillo

I was introduced to Tresillo in 2001. Tresillo is a board game from Cuba which was taught to me during a slow period at work. What began as a way to pass time during work breaks, eventually led me on a search to what is possibly the oldest game in the world. We often use that expression “the oldest game in the world” to indicate our awareness for some transparent insincere ploy to which we are being subjected and we probably use the phrase without giving much thought to what the oldest game in the world may actually be beyond feigned sincerity. However in my pursuing due diligence for the production of Tresillo, evidence of the oldest game in the world emerged. It is a game that has been played in various forms throughout the world for at least 3400 years and is still played today and it has even made its way to the internet.

The Cubans know the game as Tresillo. In Somalia, the game is drawn in the dirt and called Shax. The Ghanaians know the game as Achi and among the rural herdsmen of South Afrika it is called Morabaraba while the Xhosa named it Umlabalaba. For the Italians, it is recognized as Filetto and the Greeks and Macedonians described the game as Triodi-the place where three roads meet. The Germans have named it Muhle, the English Mills and the French Merelles. It is played as Luk tsut k'i or Yih in China and Tapatán in the Philippines.

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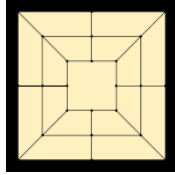
There is evidence of the game found cut in roofing slabs of Egyptian temples that date it back to 1400 BCE as well as evidence of play among the denizens of the Roman Empire. Viking ships and cathedrals in England bear markings to indicate the games' play during the dreariness of an oceans' crossing or the dullness of a less than inspiring Sunday's sermon. In 1283 King Alphonse X of Spain wrote in his Book of Games concerning the Morris games which were played in Spain and utilized the same board and rules. In a Mid-Summer Night's Dream William Shakespeare described the Nine Men's Morris court being filled with mud. Colonial and 19th century America also knew this game and during the mid 20th century Milton Bradley briefly reproduced a version that had been popular in the Middle Ages but was obsolete by the 1600's.

To this wealth of history and games we bring together the various rules and a board incorporating the archetypical elements allowing for universal play and we offer more than two dozen other abstract strategic games allowing for group and team play. We also offer *Tableaux*, a very simple game that like the others provides the opportunity to discover how to think.

The Oldest Game in the World lives on. So play on World; play on.

Sa'id @ The House That JAK Built

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Tresillo: 3 Way™

Tresillo (tray-cee-yo) is based on a popular Cuban board game whose date of origin has been obscured by the passage of time. Tresillo is a strategic, territorial board game that is won by inhibiting your opponent's ability to move, reducing his ranks to 2 pieces or in the abbreviated versions possessing more of your opponent's pieces. Tresillo is part chess, checkers, Go and part Tic-Tac-Toe. It is a game to be played and enjoyed by ages 12 and up with challenges to every age group. Tresillo provides an opportunity to hone critical thinking skills with emphasis on strategic planning while testing the powers of observation, analysis and decision making, and it creates the opportunity for shared space and social interaction. Tresillo is a game the whole family can enjoy.

Stay (Beginners)

2 Players

Objective: *Collect opponent's chips by achieving Tresillo (three chips in a row, horizontally, vertically or diagonally).*

- *Play is initiated by one player placing his chip on*

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an open spot on the board followed by opposing player placing his chip on an open spot.

- *Players alternate play seeking to achieve Tresillo and stopping their opponent from doing so.*
- *When a player achieves Tresillo, the opposing player gives him an un-played chip.*
- *Game concludes when all spots on the board are covered or a player is unable to play due to lack of chips.*
- **Tally:** *Whoever has the most of the opposing player's chips is the winner.*

Pluck

2 Players

Objective: *Collect opponent's chips by achieving Tresillo (three chips in a row, horizontally, vertically or diagonally).*

- *Play is initiated by one player placing his chip on an open spot on the board followed by opposing player placing his chip on an open spot.*
- *Players alternate play seeking to achieve Tresillo and stopping their opponent from doing so.*
- *When a player achieves Tresillo, he removes one of his opponent's played chips from the board.*

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- *Game concludes when all spots on the board are covered or a player is unable to play due to lack of chips.*
- **Tally:** *Whoever has the most of the opposing player's chips is the winner.*

Conquer (Tresillo Proper)

2 Players

Objective: *Collect opponent's chips by achieving Tresillo (three chips in a row, horizontally, vertically or diagonally) or inhibit opponent's ability to move.*

- *Play is initiated by one player placing his chip on an open spot on the board followed by opposing player placing his chip on an open spot.*
- *Players alternate play seeking to achieve Tresillo and stopping their opponent from doing so.*
- *When a player achieves Tresillo, he removes one of his opponent's played chips from the board.*
- *After all the pieces are played and are on the board or captured by the opposing player, play continues from the board by moving a chip to an open adjacent spot (no jumping) with the same objective in mind of achieving Tresillo or inhibiting the ability of the opponent to move.*
- *Play continues until a player is unable to move or*

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one player is reduced to two pieces.

- **Tally:** *The winner is the player who has inhibited his opponent's ability to move or has removed 10 of his opponent's chips from the board.*
- **Alternative Play:** *When a player achieves Tresillo, he is given an un-played chip by his opponent. If opponent has no chip to give, then a chip is removed from the board by demanding player.*
- *In **advanced play**, the first player to reach 30 points (or some other predetermined goal) wins.*
- *One point is awarded for each captured chip and 2 points for each of the opponent's chips that are trapped on the board.*
- *Players alternate starting the game and tally is taken at the conclusion of play.*

Stack

2-4 Players

*Objective: Earn 50 points through achieving Tresillo (three chips in a row, horizontally, vertically or diagonally) and collecting opponent's chips. Stack is a **Hold Your Man** styled version where each player is responsible for preventing the opponent who plays after him from reaching winning status.*

- *Each player has 12 same colored chips.*

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- *Play is initiated by one player placing his chip on an open spot on the board followed by the player to his right placing his chip on an open spot or on the chip of an opposing player (stacking).*
- *Players alternate play seeking to achieve Tresillo and stopping their opponent from doing so.*
- *A stack cannot exceed 5 chips.*
- *When a player achieves Tresillo (three chips in a row, horizontally, vertically or diagonally) he removes a stack that is topped by an opponents' chip.*
- *Stacks/chips in a Tresillo are protected from confiscation and may only be taken if no other chips are available*
- *Player replays his chips contained in a confiscated stack and keeps opponents' chips.*
- *When all chips are played, a player moves an uncovered chip to any adjacent space that is not covered by his chip or to a stack that does not contain 5 chips and is topped by an opponents' chip.*
- *If a player is unable to play, the turn is lost and next player plays.*
- *If a player uncovers a stack and Tresillo results, the player whose chips form the Tresillo has*

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second priority to remove a stack from the board provided the Tresillo remains.

- *When a player is reduced to 3 chips he is allowed to “fly” an uncovered chip to anywhere on the board except on his own chip or to a stack with 5 chips.*
- *Game concludes when one color remains on the board and no chip is un-played.*
- **Tally:** *1 point per chip including own chips and chips on board.*
- *First player to reach 50 points or other predetermined goal wins.*
- *If playing elimination, the player who plays before the winner is eliminated for failure to hold his man.*
- *In the event that if after all the chips are played, a point is reached that the players conclude that it is impossible for one color to dominate the board, an impasse is declared and chips remaining on the board are left uncounted.*
- *Player to right of previous initiator starts next round.*

2 Players

- *Each player takes two colors and they alternate*

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play and alternate colors.

- *A player may stack on his color chip with his alternate color.*
- *Other Stack rules remain the same.*

Team Play

- *Each team selects two colors and each team member takes possession of one of the colors.*
- *Play is initiated by one player placing his chip on an open spot on the board.*
- *Player on opposing team to his right places any one of his chips on an open spot or on any chip of a different color-stacking.*
- *A stack cannot exceed 5 chips.*
- *Play continues as players alternate play seeking to achieve Tresillo and stopping their opponent from doing so.*
- *When a team member achieves Tresillo (three chips in a row, horizontally, vertically or diagonally) he removes a stack that is not topped by his color chip.*
- *Stacks/chips in a Tresillo are protected from confiscation and may only be taken if no other chips are available.*
- *Player replays his chips contained in a confiscated*

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stack and keeps all other chips.

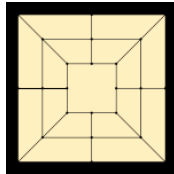
- *Confiscated chips are not returned to team members.*
- *When a player has played all his chips, that player moves one of his uncovered chips to any adjacent space or stack that is not covered by the same colored chip and does not contain 5 chips.*
- *If a player is unable to play, the turn is lost and the next player plays.*
- *If a team uncovers a stack and Tresillo results, the team whose chips form the Tresillo has second priority to remove a stack from the board provided the Tresillo remains.*
- *When a player is reduced to 3 chips he is allowed to “fly” an uncovered chip to anywhere on the board except on his own chip or to a stack with 5 chips.*
- *Game concludes when one team remains on the board and no chip is un-played.*
- **Tally:** *1 point per chip including own chips and chips on board.*
- *First team to reach 50 points or other predetermined goal wins.*
- *In the event that if after all the chips are played, a*

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point is reached that the teams conclude that it is impossible for one team to dominate the board, an impasse is declared and chips remaining on the board are left uncounted.

Rapido

- *Rapido is a variation of Pluck or Stay played without a contemplative interval between plays.*



Morabaraba

Morabaraba is the South African version of the game that finds its roots among the rural herdsmen of that country. The description given below is compatible with Mind Sports South Africa's "Generally Accepted Rules".

There are three main phases to the game and the pieces are referred to as "cows" based upon the game's origin among herdsmen:

- *Placing the cows*
- *Moving the cows*
- *Flying the cows*

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Placing the cows

- *The board is empty when the game begins. Each player has 12 pieces, known as “cows”; each player has different color cows.*
- *The players decide which cows moves first.*
- *Each turn consists of placing a cow on an empty intersection on the board.*
- *The aim is to create a “mill”: a row of three cows on any line drawn on the board.*
- *If a player forms a mill, he may remove or “shoot” one of the opponent’s cows.*
- *The shot cow is removed from the board and not played again.*
- *A cow in a mill may not be shot unless all of the opponent’s cows are in mills, in which case a cow may be shot.*
- *Even if a move creates more than one mill, only one cow can be shot in a single move.*

Moving the Cows

- *After all the cows have been placed, each turn consists of moving a cow to an adjacent empty intersection.*

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- *As before, completing a mill allows a player to shoot one of the opponent's cows. This cow may not be in a mill unless all of the opponent's cows are in mills.*
- *Players are allowed to break their own mills.*
- *A mill may be broken and remade repeatedly by shuffling cows back and forth.*
- *Each time the mill is remade, one of the opponent's cows is shot.*
- *A mill which is broken to form a new mill cannot be reformed again on the next move.*

Flying the Cows

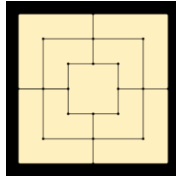
- *When a player has only three cows remaining, desperate measures are necessary. The player's cows are allowed to "fly" to any empty intersection, not just the adjacent ones.*
- *If one player has three cows and the other player has more than three cows, only the player with three cows is allowed to fly.*

Finishing the game

- *The game is won by inhibiting your opponent's ability to move or by reducing his herds to two cows.*
- *If either player has only three cows and neither*

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player shoots a cow within ten moves, the game is drawn.



Shax

Shax is the Somali version of the game which finds its roots in antiquity and is well known through tribal tradition.

Shax is played with 12 pieces per player and is played on the 9 Men's Morris board (3 squares and no diagonals).

Shax is played in two phases

- *The placement phase*
- *The movement phase*

The placement phase

- *Each player takes a turn placing a piece on any unoccupied corner or intersection on the board.*
- *The players try to locate their pieces in a way that will be to their strategic advantage in the second phase of the game.*
- *While placing their pieces each player also aims to be the first to place three in a row, on any part of*

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the board (no diagonals). This is called a jare.

- *No pieces are removed during this phase of the game.*
- *In constructing a jare players must be careful not to score a jare at the expense of poor deployment of pieces badly affecting the future outcome of the game.*

The movement phase

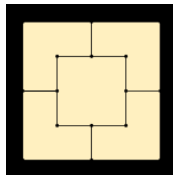
- *When both players have placed all of their pieces on the board the player who made the first jare has the right to remove one piece belonging to the other player, from anywhere on the board.*
- *The other player then removes one of his opponent's pieces without regard to his having made a jare.*
- *If no jare was made during the first phase of the game the 2nd player makes the first removal and then the original 1st player makes his removal of an opponent's piece.*
- *The 1st player of the 2nd phase then takes the first turn to move one his pieces to any adjacent empty space that has now been created.*
- *Each player then tries by such moves, in turn, to establish a new jare.*

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- *Each time a new jare is established the maker has the right at that time to remove one of his opponent's pieces from anywhere on the board.*
- *If a player is unable to move, the besieged player demands a way out: "jid i sii aan jar aheyn" (give me a way without jare).*
- *The besieger is bound to open up a space by moving one of his pieces without scoring a jare.*
- *If such a move happens to result in the besieger scoring a jare, that player is not allowed to exercise his normal right to remove one of his opponent's pieces from the board. Oodan (closed) is the term used to describe this situation.*
- *Play continues until one player has removed all but two of the opponent's pieces from the board or a player forfeits.*

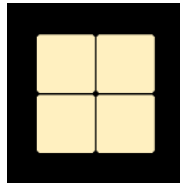
Variations:

- *One variation is played on a board with two squares (6 Men's Morris board) and 8 pieces per player.*

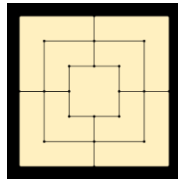


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- A second variation (**Jare**) is played among the young using 1 square [3 x 3 board and the center position (3 Men's Morris board)] and three pieces. After the pieces are played to the board, play continues by following the pattern, no flying. First to achieve 3 in a row wins.



(See jidwaq.netfirms.ca/Somali/shax for more information on Shax.)



Nine Men's Morris/Merelles/Muhle/Mill

These are some of the names for the version of the game played throughout Europe and popular in the Middle Ages and are still played today.

Each player starts with nine pieces, or "men" which move among the board's 24 spots. The object of the game is to leave the opposing player with fewer than three pieces or, as in checkers, no legal moves.

Placing the pieces

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- *The game begins with an empty board. (Three squares with their sides bisected no diagonals.)*
- *Players take turns placing their pieces on empty spots.*
- *When a player forms a straight row of three pieces in a row along one of the boards lines (not diagonally), he has a mill and removes one of opponent's pieces from the board.*
- *Removed pieces are not returned to the game.*
- *Pieces in a mill can only be removed if there are no pieces available outside of the mills.*
- *Once all 18 pieces are played, play continues from the board.*

Moving the Pieces

- *To move, a player slides one of his pieces along a board line to an open adjacent space.*
- *If a player is unable to move then he has lost.*
- *When a player aligns three of his pieces on a board line he has a mill and removes a piece from his opponent.*
- *Unprotected (outside of a mill) pieces are removed before pieces contained in a mill.*
- *A player reduced to 2 pieces loses.*

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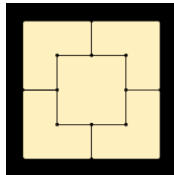
Flying

- *Once a player is reduced to three pieces, his pieces may fly to any empty spot.*

Seven Men's' Morris

Seven Men's Morris is a two player abstract strategy game that is played on a board similar to the 6 Men's Morris board (see below) except the bisecting lines are joined in the center to create one additional spot.

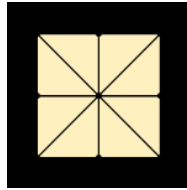
- *Mills are formed only on the squares and may not be reformed without an intervening move or another pillar being formed.*
- *Flying is optional*
- *Other 9 Men's Morris rules apply.*



Six Men's Morris/5 Men's Morris

Six Men's Morris is played with six men (Five men with 5) and on a board with 2 squares bisected horizontally and vertically without diagonals. No flying. A broken mill may not be reformed on the next move. Other 9 Men's Morris rules apply.

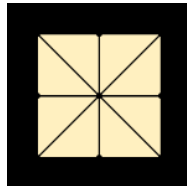
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Three Men's Morris

Three Men's Morris is played on a 3 x 3 board with diagonals and three pieces per player. Flying is allowed. First player to achieve 3 in a row wins. (Use outside square and center star)

- *Board is empty in the beginning and each player places one piece per turn on any vacant space on the board. Pieces cannot move until all 3 pieces have been placed.*
- *After all pieces have been played a piece can move to any open space.*
- *First player to create 3 in a row wins*

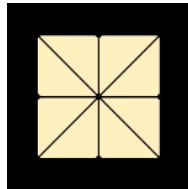


Tapatan

Tapatan is a two player abstract strategy games from the Phillipines. Tapatan is played on a 3 x 3 board with diagonals and 3 pieces per player. (Use outside square and center star.)

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- *Board is empty in the beginning. Each player drops one piece per turn on any vacant space on the board.*
- *Players alternate their turns. Pieces cannot move until all three pieces have been dropped.*
- *After each player's three pieces have been dropped on the board, each piece can move one space at a time following the pattern on the board. Only one piece can be moved per turn.*
- *First player to create 3 in a row wins. If a player is unable to move he has lost.*



Achi

***Achi** is a two player abstract strategy game from Ghana.*

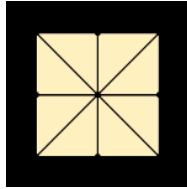
***Goal:** To create a 3 in a row of one's pieces either horizontally or vertically.*

- *Each player has 4 pieces and game is played on a 3 x 3 board with diagonals. (Use outside square and center star)*
- *Board is empty in the beginning and each player places one piece per turn on any vacant space on the board. Pieces cannot move until all 4 pieces*

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have been placed.

- *After all four pieces have been played a piece can move one space at a time following the pattern on the board. (no flying)*
- *First player to create 3 in a row (horizontally or vertically) wins. If a player is unable to move he has lost.*

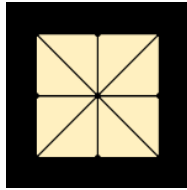


Tant Fant

Tant Fant is a two player abstract strategy game from India. Tant Fant uses the same board as Tapatan and Achi, and has very similar rules and game play. The difference is that in Tant Fant the pieces are lined up initially on each player's side.

- *Each player's pieces are initially lined up on their side of the board called the home rank.*
- *Each piece can move one space at a time following the pattern on the board. Only one piece can be moved per turn.*
- *3 in-a-rows formed in player's home row with their own pieces do not count.*

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Shisima

Shisima is a two player abstract strategy game from Kenya that is usually played on an octagonal board but which can also be played on the Achi/Tapatan board. Shisima means "body of water" in the Kenyan language and the pieces are called imbalavali which translates to "water bugs" as the pieces move quickly on the board as water bugs do on the surface of a lake.

- *Players decide what colors to play, and who will start first.*
- *Each player's three pieces are initially next to each other in a row on the top row of the square facing opposite the other player's three pieces which are also next to each other in a row on bottom row of the square.*
- *This leaves three empty spaces. One empty space in the middle of the board. The other two empty spaces separate the two rows of pieces on both sides.*
- *Each piece can move one space at a time following the pattern on the board. Only one piece can be moved per turn.*
- *The first to create a 3 in-a-row of one's pieces running through the middle of the board wins.*

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- *Repeating a position three times is a draw.*

Tableaux

- **Play:** *The board is covered with 25 chips: 24 chips on the spots and 1 chip in the middle and in alternating plays the players remove 1, 2 or 3 chips.*
- *Whoever has to remove the last chip loses, boom.
(2 players)*
- **Advanced Play:** *The first player selects amount of chips in play ranging from 25-48.*
- *2nd player determines size of the draw from 3-9.*
- *1st player has 10 seconds to play.*
- *Each subsequent play has a five second limit.*
- *Failure to play within time limit results in opposing player being awarded the chips remaining on board or the chips his opponent has confiscated, whichever is larger.*
- *Round ends with a time forfeiture or picking up the last chip*
- **Tally:** *If a round ends with a last chip pick-up, then the winner counts the chips he has removed.*
- *If the round is ended by time forfeiture, then the winning player counts the chips he has removed and the greater amount of the chips remaining on the board or the chips his opponent has removed.*

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- *First player to reach 50 wins.*

Saba (Kuruka Saba bila madhara)

Saba is a two player abstract strategy game that has a basis in the 7 man Morris game. The board consists of two squares that are bisected and the bisecting lines cross each other at the center of the board (center star). The diagonals of the squares are also continual crossing at the center of the board forming a total of 8 paths.

Goal: *Remove 5 of opponent's pieces by constructing 3 man nguzos (pillars).*

- *Board is empty at the beginning of play and each player has 7 men which they take turns in placing on the board.*
- *After all 7 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumping a piece does not result in its removal.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may be reformed in two moves.*

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- *Game is won by capturing 5 of opponent's pieces or inhibiting opponent's ability to move.*

Kuruka Saba (na matokeo)

Kuruka saba is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Saba.

- *Board is empty at the beginning of play and each player has 7 men which they take turns in placing on the board.*
- *After all 7 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- *Jumping is not mandatory.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

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Lazima Saba (na matokeo)

Lazima saba is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Kuruka Saba.

- *Board is empty at the beginning of play and each player has 7 men which they take turns in placing on the board.*
- *After all 7 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- ***Jumping is mandatory unless a pillar can be formed.***
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

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Sita (Kuruka Sita bila madhara)

Sita is a two player abstract strategy game that has a basis in the 7 man Morris game. The board consists of two squares that are bisected and the bisecting lines cross each other at the center of the board (center star). The diagonals of the squares are also continual crossing at the center of the board forming a total of 8 paths.

Goal: *Remove 4 of opponent's pieces by constructing 3 man nguzos (pillars).*

- *Board is empty at the beginning of play and each player has 6 men which they take turns in placing on the board.*
- *After all 6 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumping a piece does not result in its removal.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may be reformed in two moves.*
- *Game is won by capturing 4 of opponent's pieces or inhibiting opponent's ability to move.*

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Kuruka Sita (na matokeo)

Kuruka sita is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Sita.

- *Board is empty at the beginning of play and each player has 6 men which they take turns in placing on the board.*
- *After all 6 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- *Jumping is not mandatory.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

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Lazima Sita (na matokeo)

Lazima sita is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Kuruka Sita.

- *Board is empty at the beginning of play and each player has 6 men which they take turns in placing on the board.*
- *After all 6 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- ***Jumping is mandatory unless a pillar can be formed.***
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

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Tano (Kuruka Tano bila madhara)

Tano is a two player abstract strategy game that has a basis in the 7 man Morris game. The board consists of two squares that are bisected and the bisecting lines cross each other at the center of the board (center star). The diagonals of the squares are also continual crossing at the center of the board forming a total of 8 paths.

Goal: *Remove 3 of opponent's pieces by constructing 3 man nguzos (pillars).*

- *Board is empty at the beginning of play and each player has 5 men which they take turns in placing on the board.*
- *After all 5 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumping a piece does not result in its removal.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may be reformed in two moves.*
- *Game is won by capturing 3 of opponent's pieces or inhibiting opponent's ability to move.*

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Kuruka Tano (na matokeo)

Kuruka Tano is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Tano.

- *Board is empty at the beginning of play and each player has 5 men which they take turns in placing on the board.*
- *After all 5 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- *Jumping is not mandatory.*
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

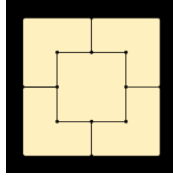
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Lazima Tano (na matokeo)

Lazima tano is a two player abstract strategy game that is an alternative, oft times, fast paced way to play Kuruka Tano.

- *Board is empty at the beginning of play and each player has 5 men which they take turns in placing on the board.*
- *After all 5 men are played to the board pieces are moved to an open adjacent space or may jump an adjacent opponent's piece to an open spot.*
- *Jumped pieces are removed and continuous jumps are allowed.*
- ***Jumping is mandatory unless a pillar can be formed.***
- *Pillars are formed only on the squares.*
- *When a pillar is formed an opponent's piece is removed from the board.*
- *Men in pillars are protected from removal unless there is no one else to remove.*
- *Pillars may not be reformed without an intervening move or another pillar being formed.*
- *Game is won by capturing all of opponent's pieces or inhibiting opponent's ability to move.*

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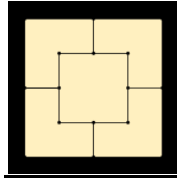


Kubwa Tatu

Kubwa Tatu is a two player abstract game that is played with six men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by removal of 4 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (6 flights) when a player is reduced to 3 pieces.*

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Mbili Na Nusu

Mbili na nusu is a two player abstract game that is played with five men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by removal of 3 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (5 flights)*

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when a player is reduced to 3 pieces.

Mbili

Mbili is a two player abstract game that is played with four men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by removal of 2 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (4 flights) when a player is reduced to 3 pieces.*

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Moja na nusu

Moja na nusu is a two player abstract game that is played with three men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by achieving three in a row.*

Sita Vyura

Sita Vyura is a two player abstract game that is played with six men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*

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- *Pillars may be reconstructed in two moves.*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines and through the corners.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by removal of 4 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (6 flights) when a player is reduced to 3 pieces.*

Tano Vyura

Tano Vyura is a two player abstract game that is played with five men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Pillars may be reconstructed in two moves.*
- *Jumping is permitted once all pieces are played to*

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the board.

- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines and through the corners.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Game is won by removal of 3 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option(5 flights) when a player is reduced to 3 pieces.*

Ene Vyura

Ene Vyura is a two player abstract game that is played with four men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines and corners.*
- *Pieces may move to an open adjacent spot or may*

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jump an adjacent opponent's piece to an open spot in a straight line.

- *Game is won by first player to achieve 3 in a row.*

Sita Nyoka

Sita Nyoka is a two player abstract game that is played with six men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Pillars may be reconstructed in two moves.*
- *Movement between squares is through the center lines and through the corners.*
- *Pieces may move to an open adjacent spot.*
- *Game is won by removal of 4 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (6 flights) when a player is reduced to 3 pieces.*

Tano Nyoka

Tano Nyoka is a two player abstract game that is played with five men on two squares (Six Men Morris board without the center star.)

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- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Construction of a pillar allows for the removal of an opponent's piece.*
- *Pillars may be reconstructed in two moves.*
- *Movement between squares is through the center lines and through the corners.*
- *Pieces may move to an open adjacent spot.*
- *Game is won by removal of 3 of opponent's pieces or inhibiting opponent's ability to move.*
- *Game may be played with flying option (5 flights) when a player is reduced to 3 pieces.*

Ene Nyoka

Ene Nyoka is a two player abstract game that is played with four men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Movement between squares is through the center lines and corners.*
- *Pieces may move to an open adjacent spot.*
- *Game is won by first player to achieve 3 in a row.*

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Tatu Nyoka

Tatu Nyoka is a two player abstract game that is played with three men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Movement between squares is through the center lines and corners.*
- *Pieces may move to an open adjacent spot.*
- *Game is won by first player to achieve 3 in a row.*

Tatu Vyura

Tatu Vyura is a two player abstract game that is played with three men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines and corners.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open*

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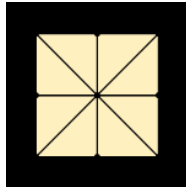
spot in a straight line.

- *Game is won by first player to achieve 3 in a row.*

Tatu Ndege

Tatu Ndege is a two player abstract game that is played with three men on two squares (Six Men Morris board without the center star.)

- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Pieces may move to any open spot.*
- *Game is won by first player to achieve 3 in a row.*



Sabr

Sabr is a two player abstract strategy game. *Sabr* uses the same board as *Tant Fant* and has similar rules and game play. The difference is that in *Sabr* the pieces are lined up initially on each player's side with the middle piece being that of the opponent's.

- *Each player's 3 pieces are initially lined up on their side of the board called the home rank except the middle spot is occupied by the opponent's piece.*

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- *Each piece can move one space at a time following the pattern on the board or it can jump over an opponent's piece.*
- *Only one piece can be moved per turn.*
- *First player to achieve 3 in a row wins.*

Dilemma (Kunjing)

Kunjing is an abstract strategic alignment game that is played by 3 or 4 players with 4 men apiece on the large Tresillo board (3 squares connecting through sides and corners).

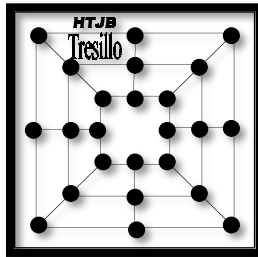
- *Players alternate placing their pieces on the board with the objective of achieving 3 in a row (pillar).*
- *Jumping is permitted once all pieces are played to the board.*
- *Jumping a piece does not result in its removal.*
- *Movement between squares is through the center lines and corners.*
- *Pieces may move to an open adjacent spot or may jump an adjacent opponent's piece to an open spot in a straight line.*
- *Multiple jumps are permitted.*
- *Game is won by first player to achieve 3 in a row.*

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Team Play

Many of these games using 4 pieces or more can be adjusted to team play with team members taking turns in playing. (Note: Choose a team member whom you like and not necessarily someone you love.)

Contents: 1 board, 25 chips, 1 bag, 1 set of rules.



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