

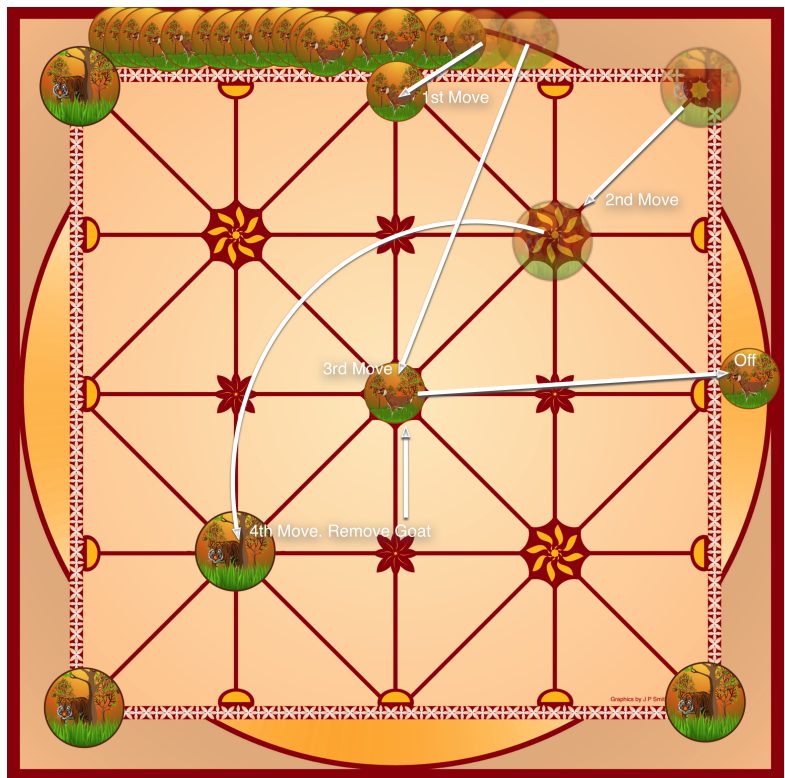
Tigers And Goats

24 pieces are needed altogether. Four pieces are needed for the tigers and need to be larger than the other 20, which are for the goats, or four pieces of one colour and 20 pieces of another. Buttons would suffice, but if no objects can be found to use as pieces, there are printable counters with this pdf. Just cut out and stick on card.

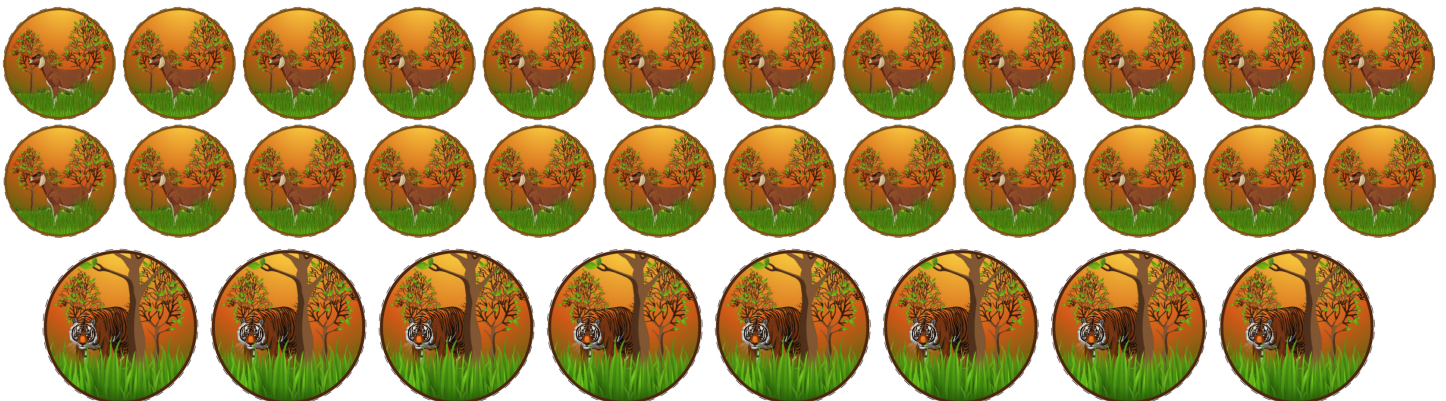
Start with the four larger pieces - the tigers - on each of the four corner points. Goats start by placing one of their 20 pieces on a point then the player for the tigers moves one of their pieces from one of the corner point to another adjacent point. The player for the goats then places another of their 20 pieces on another point and so forth. All 20 goat pieces must be placed on the board before the player can start to move any of the goat pieces. The player for the tigers continues to move their pieces from the start of the game.

Goats cannot capture tigers but work to block the movement of the tigers around the board. Tigers can capture the goats by jumping over a goat to a vacant point adjacent to the goat piece along the connecting line - see example right. The captured piece is removed from the board not to be used again. The tigers win if five goats are captured. Goats cannot jump tigers and tigers cannot jump tigers.

One rule that varies is that a piece that as been moved from one point to another and then back again in succession cannot do this more than twice without a break. This rule is down to your discretion.

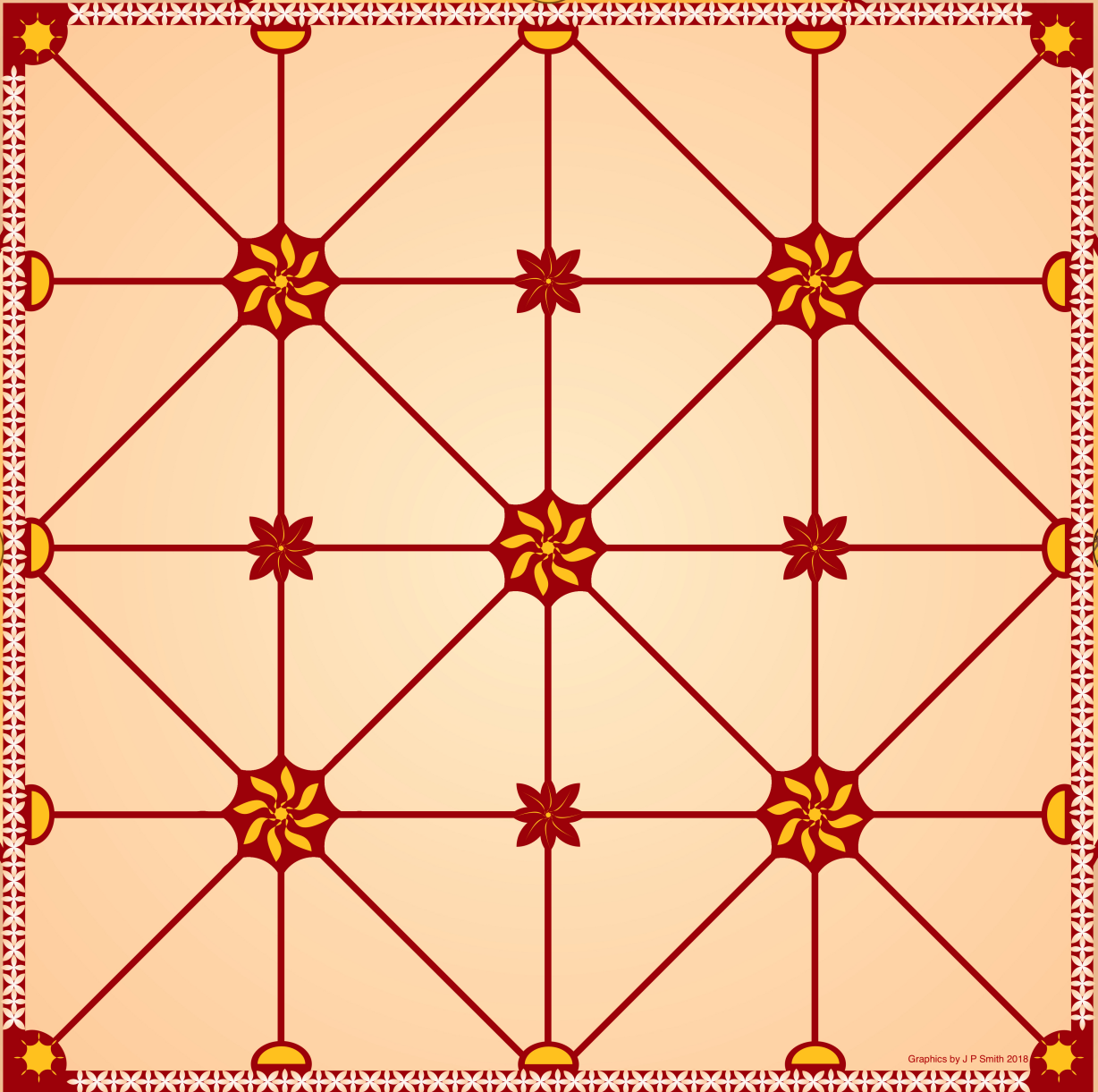


Printable Counters



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Graphics by J P Smith 2018