

Goats and Tigers game is a strategic, two-player (or 2 teams) board game that originated in Tamil Nadu (aadu puli aatam) and is also played in Karnataka (Huli gatta) and Andhra Pradesh (Puli Joodam or Puli - Meka).

The tigers 'hunt' the goats while the goats attempt to block the tigers' movements.

Contents

- Gameboard : 1 no.
- Tiger Pawns (Orange): 3 nos.
- Goat Pawns (Grey): 15 nos.

Objective

The objective of the goats is to encircle/corner the tigers, so that none of the tigers can move. The objective of the tigers is to kill all the 15 goats.

A fight for supremacy between the hunter and the hunted ensues here.

Gameplay

- The battle for supremacy begins with fifteen goats being assigned to one player and three tigers to the other player.
- Start the game with three tiger pawns. Place one tiger on the apex point, and the other two tiger pawns can be placed in any four of the points closest to the apex point (See Fig.1).
- The pawns must be put at the intersections of the board lines and moves should follow these lines.
- The player controlling the goats moves first by placing a goat pawn onto a free intersection on the board.
- Then, it is the tiger's turn. One tiger is then moved to an adjacent position along the lines that indicate the valid moves. Moves alternate between the players.
- A tiger pawn captures a goat by jumping over it to an adjacent free position (as in checkers). Goats can not move until all the fifteen goat pawns have been put on the board.

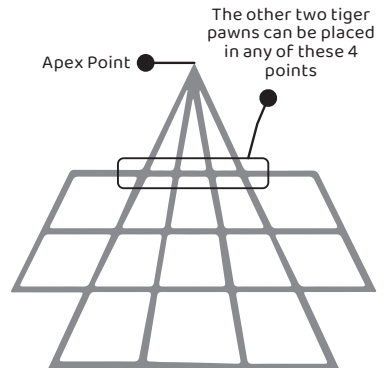


Fig.1

Rules

The TIGERS must move according to these rules:

- They can start capturing goats any moment after the game has started.
- They can capture only one goat at a time.
- They can jump over a goat in any direction, but it must be to an adjacent intersection following any of the lines on the board provided that the space is empty.
- A Tiger cannot jump over another Tiger.

Objective:

- The Tiger has to capture all the 15 goats

The GOATS must move according to these rules:

- They must leave the board when captured.
- They cannot jump over the Tigers or any other Goats.
- They can only move after all fifteen have been put on the board

Objective:

- The Goats have to encircle/corner the tigers so that none of the tigers can move

The winner is the player who achieve his/her objective first.