

FURTHER INFORMATION

Readers interested in the game of bagh guti can find more information in the following books:

Murray, H. J. R. *A History of Board-Games Other than Chess*, p. 110. Oxford: Oxford University Press, 1952.

Parlett, D. *The Oxford History of Board Games*, pp. 194-195. Oxford: Oxford University Press, 1999.

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BAGH GUTI

by Damian Walker

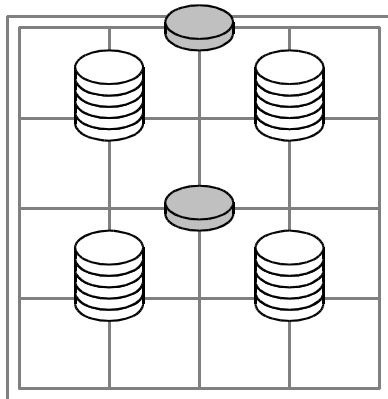
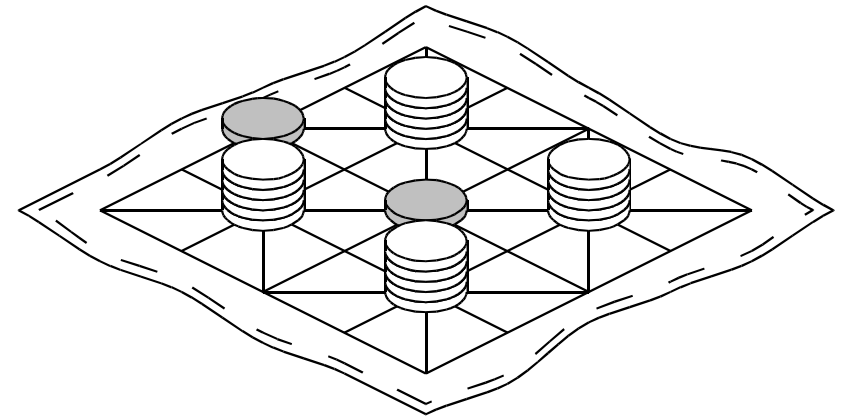


Illustration 3: bagh bandi.



INTRODUCTION & HISTORY

There is a large and varied class of hunt games, called tiger games, from south east Asia. They are all played on square boards, and feature one or more tigers against a number of hunters.

Bagh guti is one such game,

and it comes from India. Its antiquity is unknown; western accounts of the game date from 1906. It is particularly interesting as, unlike many other games of this type, multiple pieces are initially stacked upon a point.

HOW TO PLAY

There are slight variations in the play of this game, account of which is taken in these rules.

Beginning the Game

1. Bagh guti is played on an *alquerque* board, that is, a board of 25 points, arranged on five lines by five, with some of the diagonals marked as shown in Illustration 1.

2. One player takes the part of the two tigers, which are initially placed on the squares shown. The other takes the part of 20 goats, stacked in four piles of five as shown.

3. The tigers take the first move, then the goats, play alternating thereafter until the game is ended.

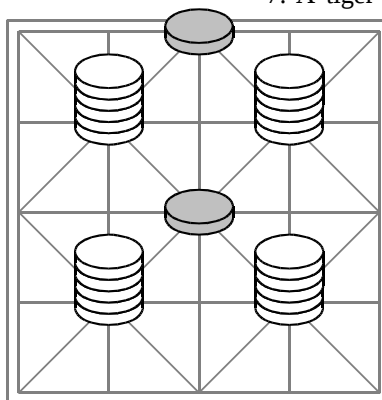


Illustration 1: pieces set out for play.

Moving the Pieces

4. Each player in his turn may move any one of this pieces.

5. A piece may move along a marked line to an adjacent empty point, as shown in Illustration 2.

6. The piles of goats can therefore be unstacked, but cannot be re-stacked again.

Capturing Goats

7. A tiger can capture a single goat by jumping over it, along a marked line, onto the empty point beyond. The goat is then removed from the board.

8. If the tiger jumps over a stack of goats, only the topmost goat is removed.

9. Goats cannot capture the ti-

gers.

Ending the Game

10. The goats win the game by trapping both the tigers so that they cannot move.

11. The tigers win the game by capturing so many goats that their task becomes impossible.

Variations

The rule which allows the tigers the first move is arbitrary, and is not

listed in the original sources. Players may like to try playing the game with the first move given to the goats instead.

There is also a variation on the game, sometimes called bagh bandi, in which there are no diagonal lines along the board (see Illustration 3). Movement is more restricted on this board, but the openings are more varied as the tigers are not given an immediate capture at the start of the game.

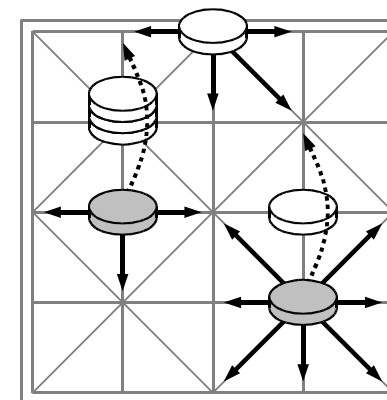


Illustration 2: some moves and captures.