

Mu Torere

Overview:

Mu Torere is a traditional Maori strategy game played on a board with eight points (called kawai) arranged in a circular or star pattern. The game is simple in concept but requires strategic thinking. Here's how to play:

Board Setup:

The game is played on a board with eight points (kawai). These points are usually arranged in a circle or star pattern, with one central point called the putahi.

Each player has four pieces (called perepere) of their own color—black for one player and white for the other.

The pieces start in the following configuration:

Black pieces are placed on four of the outer points (kawai), and the White pieces are placed on the remaining four points.

The putahi (the central point) starts empty.

Objective:

The goal of the game is to block the opponent by trapping him in a way that he cannot make a legal move.

Gameplay:

Starting the Game:

The game begins with the pieces in the initial configuration, as shown in the illustrations. Black always moves first, and then the players alternate turns.

Moving the Pieces:

A player may move one of their pieces on their turn according to the following rules:

A piece on a kawai can be moved to an adjacent empty kawai (neighboring point).

A piece on the putahi can move to an empty kawai.

A piece from a kawai can be moved to the putahi if the putahi is empty (note: to move to the putahi, the piece must be flanked by at least one enemy piece on an adjacent kawai).

Movement Restrictions:

Pieces cannot leap over each other or skip over points.

There are no captures in Mu Torere, so pieces are only moved to empty spaces.

Blocking the Opponent:

The game is won when a player blocks their opponent. This happens when the opponent is unable to move any of their pieces to an empty adjacent point. The player who successfully blocks their opponent wins the game.

Ending the Game:

The game ends when one player is unable to move. The opponent is then declared the winner.

There are no specific conditions for a draw, but if both players are able to keep moving and avoid being blocked, the game will continue until one player is trapped.

Triad

Overview:

Triad is a two-player abstract strategy game where each player tries to align three of their tokens in a continuous line (either horizontally or vertically) before their opponent.

Setup:

The board is 5x5, has five tokens that are placed in an alternating pattern on opposing back ranks. (See Illustration 1).

Objective:

The goal is to align three of your tokens in a row or column before your opponent does.

Movement:

Tokens move orthogonally (up, down, left, or right). Tokens move as far as possible in one direction until blocked by another token or the edge of the board. Tokens cannot land on or jump over occupied squares.

Winning:

The game is won by forming a straight line of three tokens (horizontally or vertically) before your opponent.

Variation:

Variations to the game include diagonal movement, diagonal 'three in a rows', 7x7 board with increased number of playing pieces and trying to get four in a row (name doesn't work well with this variant rule).

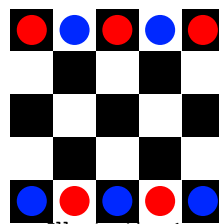
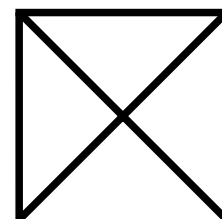


Illustration 1.
Starting position for the game Triad



Example of the board used for the game Horseshoe.

Horseshoe

Overview:

Horseshoe is a simple two-player game of blockade, played on a 5-point board.

Each player has two pieces, and the goal is to block the opponent's pieces to prevent their movement.

Objective:

The player wins by effectively blocking the opponent's pieces, so they can no longer make a legal move.

Gameplay:

Players take turns moving their pieces on the 5-point board.

The movement is restricted by the positions of the opponent's pieces, as the primary aim is to block the other player's pieces from advancing.