

# Seega

## Overview:

Seega is an ancient Egyptian board game played on a 5x5 board, where the goal is to capture all of the opponent's pieces. Players each start with 12 pieces, one set light and the other dark. The game proceeds in two phases: the Drop Phase and the Movement Phase.

## Drop Phase:

Players take turns placing two pieces at a time on any empty square, avoiding the center square. The center remains vacant.

Variations allow for starting patterns where players place pieces on designated spaces.

## Movement Phase:

Pieces move one square horizontally or vertically, but not diagonally. They can move onto the center square.

If a player cannot move, the opponent may take an extra turn until a space opens that allows the player to move.

Some variations allow the stuck player to remove an opponent's chip to make room for himself to move.

## Capturing Pieces:

A piece is captured when two of the opponent's pieces are positioned on either side of it, vertically or horizontally.

Pieces may move between two opponent's pieces without being captured, and is only captured if one of the opponent's pieces moves away and back to into a flanking position.

Multiple captures can happen in a single turn, and a player may continue to capture as long as possible.

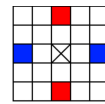
Variations include making the center square immune from capture, though it can still be used for capturing.

## Objective:

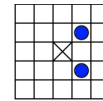
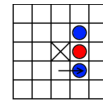
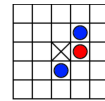
The goal is to capture all of the opponent's pieces. A draw is possible by creating an impenetrable barrier with one's pieces. Some variations give victory to the player with the most pieces at the end in case of a draw.

## Note:

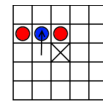
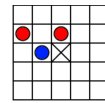
Different countries and variations can slightly modify the game's rules, such as changes in the start pattern, center square rules, or draw conditions.



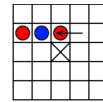
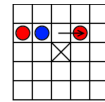
Starting pattern for some of the variations of seega.



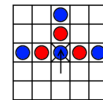
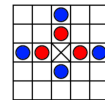
Example of capturing.



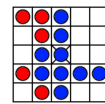
Example of blue moving between two red without getting captured because the aggressor did not close the trap.



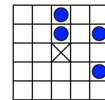
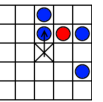
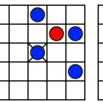
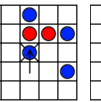
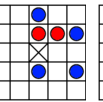
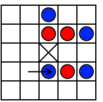
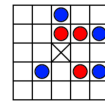
Example of red capturing a blue that moved between two reds.



Example of blue capturing multiple pieces by moving only one piece on his turn



Example of blue forming a wall that would cause a draw.



Example of multiple captures in one turn: Blue is able to capture a red piece with each move allowing him to continue.

# Pineapple chess

## Board Setup:

**Starting Positions:** Each player's pieces are placed in one of the four corner squares.

Player 1's pieces start in one corner (e.g., bottom-left).

Player 2's pieces start in the opposite corner (e.g., top-right).

## Pieces:

**King:** Moves 1-2 spaces orthogonally or diagonally. The king can only capture the opponent's king, and only if it's on the opponent's starting square.

**Knights:** Move 2-3 spaces orthogonally or diagonally. They capture by replacing an opponent's piece.

**Pawns:** Move 1 space orthogonally or diagonally. They capture by replacing an opponent's piece.

## Winning:

Move your king to the opponent's starting square (opposite corner).

or capture all of the opponent's pieces.

