Xi Gua Qi
(Watermelon Chess)

Setup:
Each player selects 6 tokens of their chosen color, placing 5 tokens on the outside circle and 1 token in the central circle, positioned on the 6 intersections closest to them.
(see illustration 1).

The starting player is typically determined by rolling a die.

Gameplay:

Player Turns: Players take turns moving one token 1 space along the board's lines.

Movement: Tokens can move one space in any direction but must remain on intersections.

Capture: If a piece is trapped by surrounding it, preventing further movement, and the aggressor, the last piece moved, is of the same color as the trapped piece, then it is not removed, but if the aggressor does not share the same color as the trapped piece, it is removed even if some of the pieces that surround the trapped piece share the same color.
(See example 2)

Capture Limit: Only one capture per turn is allowed. If multiple pieces are trapped by a single movement, then the aggressor must choose one that is removed from the game, and the other/others remain.
(See example 2)

Objective: The game is won by capturing 4 opponent tokens or when the opponent has only 2 tokens left on the board.
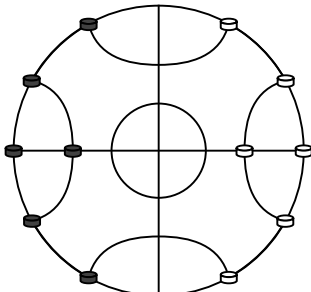

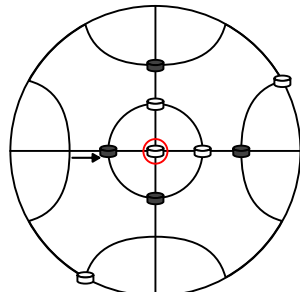**Illustration 1.**
Starting position.

Illustration 2.
Black is the aggressor, trapping trapping two white pieces. He decides to remove the white piece in the middleIllustration 2.

Bear Hunt

Setup:
Place the bear in the center.
Place the three hunters on the edge of the board. (reffer to illustration 1 for the starting position).

Place the turn counter on the first space (space "I") of the turn track.

Play:
The hunters move first, then players alternate turns.

Only one piece may be moved by each player in a turn.
Players cannot pass on a turn.
Both the hunters and the bear move one junction at a time following the pattern on the board.
A junction is a place where two or more lines meet.
Players cannot pass on a turn.
After the bear player has moved, they also move the turn marker one space further along the time track.

Winning:
The hunters win if the bear can no longer move to another junction. The bear wins if it is not captured before the turn marker reaches 30 (XXX).
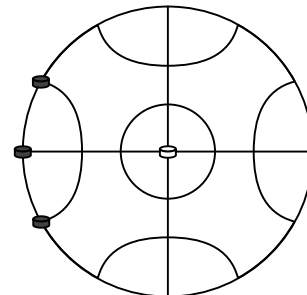

Illustration 1.
Starting position.