

Bagh Chal

Overview:

Bagh Chal (also known as the "Tiger Game") is a strategic two-player board game that originates from Nepal. The game involves one player controlling tigers and the other controlling goats. The goal is to either capture a set number of goats or block the opponent's tigers from moving.

Objective:

- Tigers aim to capture 5 goats.
- Goats aim to block the movement of the tigers.

Rules of play:

The Tigers:

Initial Setup:

The tigers start at the four corners of the board.

Movement:

Tigers can move from one intersection to an adjacent one along the lines (vertically, horizontally, or diagonally).

Tigers can jump over a goat, but only if the goat is directly in front of the tiger, and the tiger lands on an empty intersection on the other side of the goat.

A tiger cannot jump over another tiger.

Tigers win by capturing five goats.

The Goats:

Initial Setup:

Goats are not placed on the board at the start of the game.

Placement:

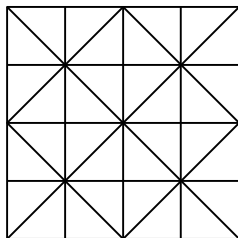
Goats are placed one at a time on any empty intersection on the board. This continues until all 20 goats are placed.

Movement:

After all goats are placed, goats can move similarly to tigers by stepping to an adjacent intersection.

Goats cannot jump over any pieces, whether tigers or other goats.

Goats win by blocking all the tiger' movement, preventing any further moves.



Dice Kings Chess

Overview:

Dice king chess is a two player strategy game that does not involve luck.

Objective:

The first player to either capture their opponent's King or move their own King to the top corner of the board wins the game

Setup:

The game is played with dice pieces (instead of pawns) and a King. Dice are placed on the board, 5x5 or 7x7, and each die has the number one facing up and three facing the back edge of the board.

How to play:

Moving Dice:

A player moves one of their dice based on the number shown on the top of the die. When a die moves, it rotates in the direction of the move:

Move left: The die rotates leftward.

Move forward: The die rotates forward.

Rotating the Die:

As the die moves, the number on top changes based on the direction it is moved. The new number determines how far the die can travel the next time it moves.

Capturing Pieces:

A piece is captured by landing on the the piece's square.

Moving the king:

The king piece moves one space orthogonally or diagonally one space.

Winning the Game:

Victory 1: Capture the opponent's King.

Victory 2: Move your own King to one of the top corners of the board.

Extra Rule (optional):

A player can only capture an opponent's die if both dice have matching numbers on top.