BAGH BAKRI

Ministry of Education
Government of India

SCAN

PLAY

KHOL KHEL

BUDDHI YOGA
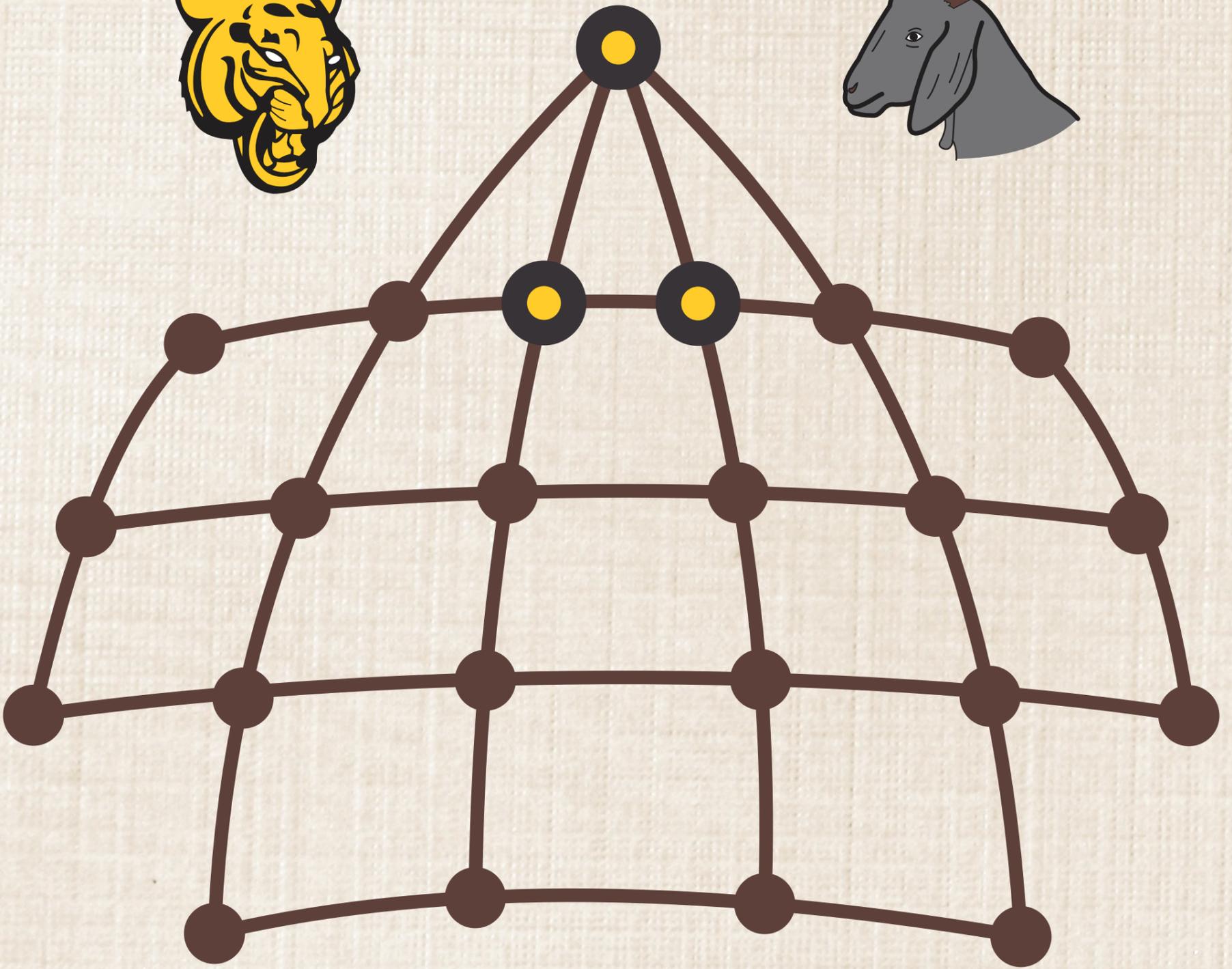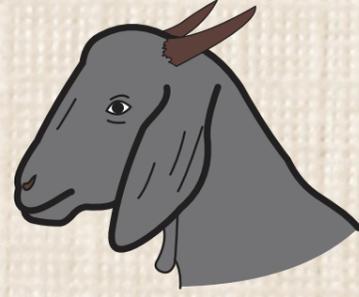
'Baagh Bakri' or "Tiger and the Goats" derives its "fun" from real-life situations that reflect the uneven struggle of society and imply its natural existence through the backdrop to animal husbandry all over the world.

Two players are pitched against each other, without the use of dice. A formal but simple grid defines the possible movement of the pieces of the two players. This board layout was once very popular and can still be found etched on the stone floors of many ancient temples. There are many versions of such "grids" and many variations to the playing pieces (elephants or lions instead of tigers and humans or sheep instead of goats) and the number of playing pieces. But all the games share a common principle, the "stronger" can jump over and kill the "weaker". The "weaker" pieces can act powerfully together and can immobilise or trap the "stronger" making movement impossible for them and forcing them to loose.

Contents:

United we stand, divided we fall
"Proverb"

1 game board. 3 yellow coloured tigers. 16 blue coloured goats.

How to Play

1. There are 3 tigers and 16 goats. The markers may accordingly be understood.

2. Pieces can only be placed at the intersections of the grids. These are further marked with dots. Lines denote the path of movement. Pieces should always move along the lines. Movement of a piece between adjacent points is possible only when the points are connected by a line.

3. At the beginning tigers are placed at three points as depicted by the larger orange/yellow dots on the game board.

4. During a turn only one piece can be moved.

5. A goat is placed on any open point on the board such that it is safe from tiger's attack. Next one of the tigers is moved to its adjacent open point. All goats are introduced one by one on the board one each during its turn. (i.e., one goat is placed on a point, next one tiger moves, next one more goat is placed on a point, next a tiger moves, next one more goat is placed on a point and so on).

6. All goats have to be introduced on the board before any goat can "move".

7. If a tiger encounters a lone goat with an open point just behind it, then the tiger jumps over the goat to the open point and takes out the goat from the board as shown in Fig. 3 and Fig. 4 below.
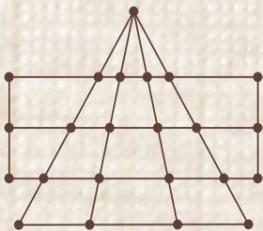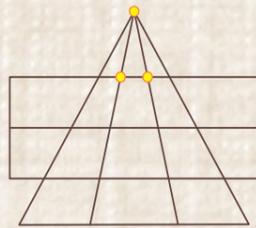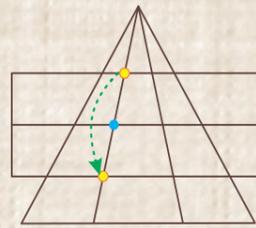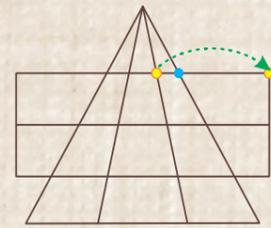

Fig.1   Fig.2   Fig.3   Fig.4

8. Tiger cannot jump over a goat if there is no open point behind the goat as shown below in Fig. 5 and Fig. 6.

9. Tiger can jump only once during its turn and cannot jump multiple goats in a single turn.

10. A goat that has been taken out of the board by a tiger is permanently out of the game and cannot be re-introduced on the board during that game.

11. After all goats are introduced on the board, goats start moving. Only one goat can be moved to its adjacent open point during its turn.

12. Goats cannot jump over anything.

13. Tigers cannot jump over another tiger. Goats should avoid getting jumped over by tigers and try to surround tigers such that they cannot move as shown below in Fig. 7 and Fig. 8.

14. Tigers try to take out as many goats as possible and avoid getting tied down by goats.

15. Goats try to tie down all tigers rendering them immobile.

16. Game ends when either tiger takes out more than 6 goats or goats manage to immobilize all tigers.
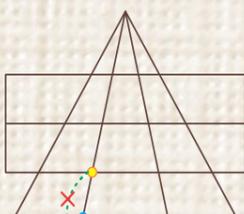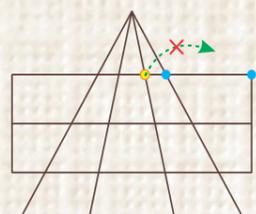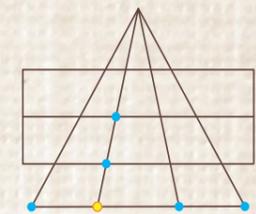

Fig.5   Fig.6   Fig.7   Fig.8