

PLACE DE MILAN

1 - Bagh Chal

Strategy board game - Népal

Bagh Chal is a national board game that is widely played in Nepal; it belongs to the hunting games. The two players (tigers and goats) have a different number of pieces and different aims to win the game.

The same type of game is played all over the world: fox and geese in England, coyote and chickens in Mexico, cows and leopards in India. It seems that these games appeared at the same time in India and in the North of Europe

2 players | from 8 years on

Object: Tigers aim to eat 12 of the 20 goats by jumping over them.

Goats try to avoid being eaten and they win by shutting in the 4 tigers so that they are unable to move.

Rules

- The 4 tigers are positioned at the four corners of the board. Players then have alternating turns with the goat player starting.
- When it's his turn the goat player puts a goat on any vacant position on an intersection of the lines on the board. At his turn the tiger player can move a tiger to the next intersection or eat a goat by jumping over it onto a vacant position. Tigers can jump 2 or more goats as long as there is a vacant position in between. No goat can be moved, until all 20 goats have been placed on the board. In this part of the game, the goat player can only defend a goat by placing another goat on the board to prevent a tiger from having a landing place.
- In the second part of the game, each player moves a piece in turn.
- The game is over when the tigers have captured 12 goats or when the 4 tigers are shut in

2 – Pallankuli

Strategy board game | Sri Lanka | ASIA

Pallankuli is a sowing game, played by children and women especially in Tamil Nadu. This game is played with similar rules in Africa, the Middle East, Asia and various South American countries. The first games have been found in 400 BC in Egypt and in India. Hundreds of different rules exist all over the world. Here is one of the variants.

2 players | from 8 years on

Object: to capture as many seeds as possible.

Rules

- Each row of 7 cavities is the territory of the player sitting nearest to it. To start, 6 seeds are placed in each cavity. The first player picks up the seeds from any of the 6 cavities in front of him that make up his territory. Once the cavity has been selected, all the seeds have to be scooped up and sown anti-clockwise, placing the first seed in the cavity to the right of where they were scooped up from, and then on without skipping a cavity.
- If the last seed is placed in a cavity, which already contains at least one seed, the player takes all the seeds of the next cavity and repeats the process until the last seed is dropped into an empty cavity.
- Two ways to capture: 1. The player who is sowing empties all the cavities that contain 4 seeds on the way. 2. The last seed drops in an empty cavity, there are two possibilities: the next cavity is empty and no seeds are taken. Or the next cavity has seeds, all are then taken. It's then the turn of the 2nd player.
- If one of the two players has no more seeds on his side of the game, the other player takes the seeds in his own territory and the game is over.

PLACE DE L'EUROPE

3 – Yoté

Strategy board game | Senegal, Mali, Burkina Faso | AFRICA

Mainly played in Senegal, Mali and Burkina Faso, Yoté is also known in other African countries under the name of Choko or Tioki. The rules of this game are very simple, leading to unexpected turns of events and often to bets between players and spectators.

2 players | from 7 years on

Object: to capture all the opponent's pièces

Rules

- Each player starts with 12 bottle-pawns. In the beginning, the board is empty
 - In turn, each player may either :
 - place a pièce on any empty space **or**
 - slide one of this pièces on the board (in a straight line, never diagonally) **or**
 - capture an opponent's pièce
 - To capture a pièce, the player must jump over an opponent's pièce neighbouring his (like in checkers). The player may jump only one pièce at a time.
- When a player captures a pièce, he may then select any other of the opponent's pièces on the board and capture it as well.
- The winner is the player who has captured all the opponent's pièces. If a player is unable to move, then the game ends and he has lost

ALLEE ERNEST-ANSERMET

4 – Awele

Strategy board game | Ivory Coast | AFRICA

Awele is the most well known sowing game. Traces of the game have been found dated about 400 BC in Egypt and in India. The game is also present in the Middle East and in Asia. The African slaves brought it to Antilles and American countries. About 200 variations developing from one region to the next, sometimes even from one village to the next. Here is one of the variants.

2 players | from 8 years on

Object: to capture as many seeds as possible.

Rules

- 4 seeds are placed in each cavity on a board that is made up of two rows of 6 cavities making 12 in total. Each row of 6 cavities is the territory of the player sitting nearest to it, with the two end cavities used as stores for captured seeds.
- The player who starts can pick up from any of the 6 cavities in front of him. The seeds are scooped up and sown one by one anti-clockwise, placing the first seed in the cavity directly to the right of where they were picked up from and then on without skipping a cavity.
- Seeds are captured when the last seed is sown on the opponent's side, bringing the cavity to 2 or 3 seeds. The player also picks up the seeds from the previous cavities on the opponent's side if they contain 2 or 3 seeds.
- If a player sows the whole way round (11 or more seeds) he skips the first cavity.
- When the opponent has no more seeds in his camp you sow on his side when it's your turn to play. The game is over when a player has no more seeds and you can't give him any. Each player then counts the captured seeds. The winner is the one who has the most.

PLACE ARLAUD

5 – Backgammon

Game of chance and strategy | England | EUROPE

Backgammon is a far descendent of a Roman game called the twelve lines, and a Persian game called Nard. After many evolutions it found its actual name in England in the 18th century. The latest innovation is the betting die, which brings a more strategic dimension to the game. Very popular in many Mediterranean countries, this game is known under different names and with different rules from one country to the next.

2 players | from 8 years on

Object: be the first to bring his checkers «home» (the 6 points to the left for the light checkers and to the right for the dark checkers)

and then remove them from the board.

- Moves: to start, roll the two dice (a&b) fixed to the table. Doubles (double 5, you move forward 4 x 5 spaces). You can move a checker the number of spaces indicated on each die:

- If the landing point is free or

- If the landing point is occupied by one or more of your own checkers (maximum 5) or

- If the landing point is occupied by only one of your opponent's checker, it is then «hit».

If the landing point is occupied by 2 of the opponent's checkers, you cannot stop there. If you can move according to the numbers indicated on both dice, you must do so. Hit checkers: hit checkers must start the course again. If you have one or more checkers out because they have been hit, you must re-enter all of them before you can start moving other checkers. If it's not possible you pass your turn. You re-enter hit checkers by placing them on your own home points as long as they are free or occupied by only one opponent's piece (in that case it is his turn to be hit). The turning of the dice indicates the point.

Removing checkers: you can start removing your checkers when they are all home. If a checker is hit and goes out you must first bring it back home before you can remove any other checker. You must remove your checker according to the number on the die or bring it nearer to the exit.

When there are no more possible moves you are allowed to remove a checker with a bigger number.

Winning the game:

When a player has removed all his checkers the game is over. If the opponent has removed at least one checker it's a Hit (stake x1). If the opponent hasn't removed any checkers it's a Gammon (stake x 2).

If all the opponent's checkers are not home it's a Backgammon (stake x 3).

ESPLANADE DE LA CATHEDRALE

6 – Awithlaknannai

Fighting snakes | Strategy board game of the Zuni Indians, New Mexico | AMERICA

This game originates in the Middle East from a game called Alquerque. It was brought to Spain by the Arabs. In the Middle Age the Spanish changed the board and the rules: the game of checkers was born.

They, at their turn, brought it to America where the Zuni Indians adapted it under the name of Fighting snakes. Many boards represent two snakes confronting each other, evoking an episode of their mythology.

2 players | from 7 years on |

Object: to capture all the opponent's pieces.

Rules

- Starting position as shown on the display unit near the game.
- Each player in turn moves a piece to the next intersection or takes a piece by jumping over it as long as the next intersection is empty.

Multiple catches are allowed.

PARC MON-REPOS

7 – Pettie – Penthe grammai

Pettie | Strategy board game | Greece | EUROPE

Pettie is one of the first known strategy board games. Sophocles mentioned it 2500 years ago. The ancient Greeks called it Penthe grammai or game of five lines. Only two other board games – a Scandinavian one called Hnefatafl (10th century) and a Somali one called Seega – allow a capture by encircling.

2 players | from 7 years on

Object: to capture 4 of your opponent's pieces.

Rules

- The 2 players place their five pieces on the row nearest to them.
Each player moves one of his pieces in a straight line (never diagonally) to an empty space of the board.
- A piece is captured when the opposing player encircles it on the same horizontal or vertical line.
- The winner is the player who captures 4 of his opponent's pieces.