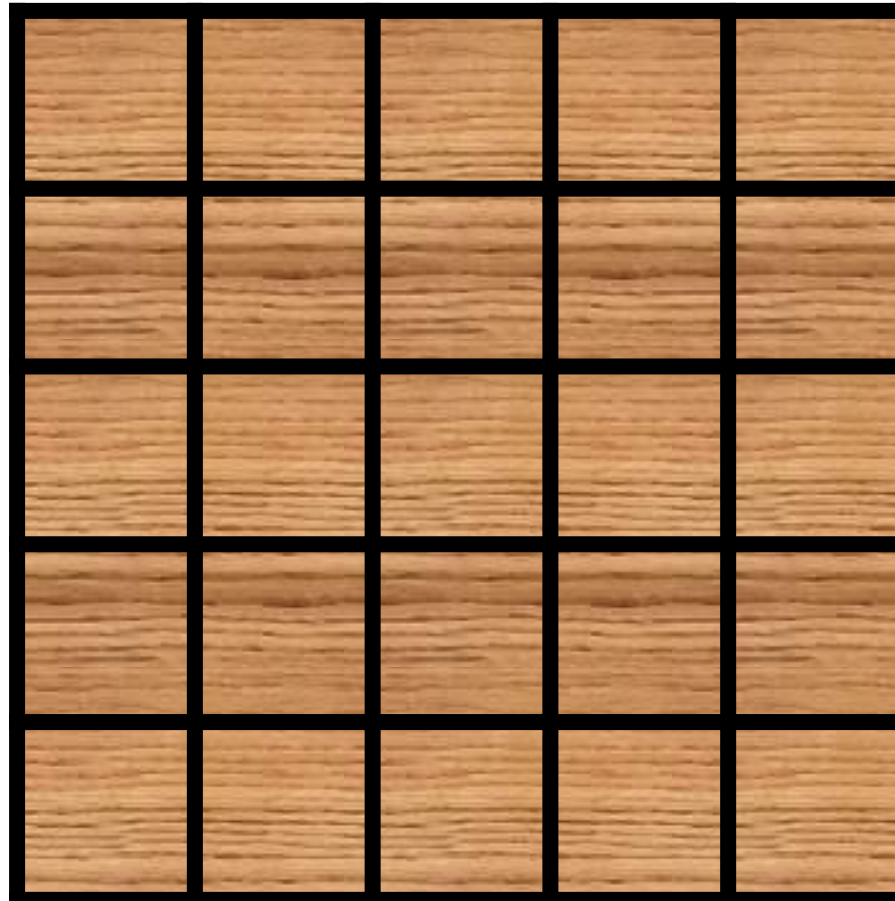
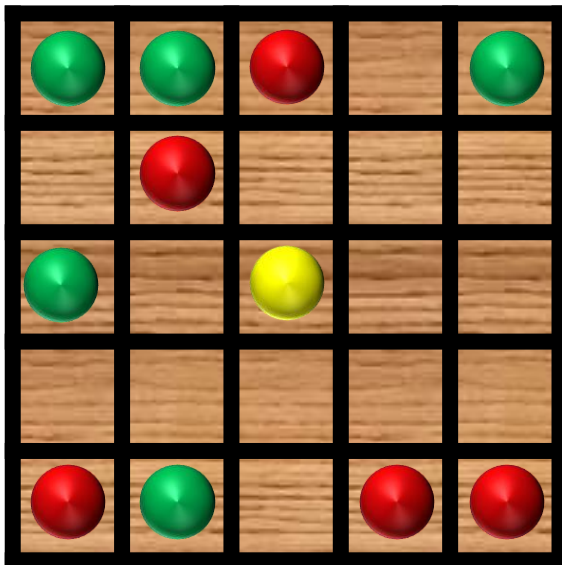


Bobail – An African Strategy Game

This is a game called Bobail. The aim of the game is to move the yellow piece to your end of the board. To play the first player starts by only moving one of their own pieces. All moves from then on move first the yellow piece (called the bobail) then one of their own pieces.

Example:

There is a square on this board that one of the players cannot reach. Which square is it? Which player? Green or red?

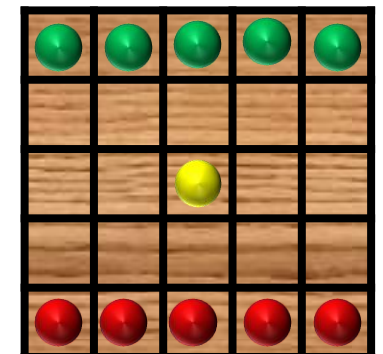


You need:

5 red counters
5 green counters
1 yellow counter

Set up:

Place the yellow in the centre and line reds on one side and green lined up on the other

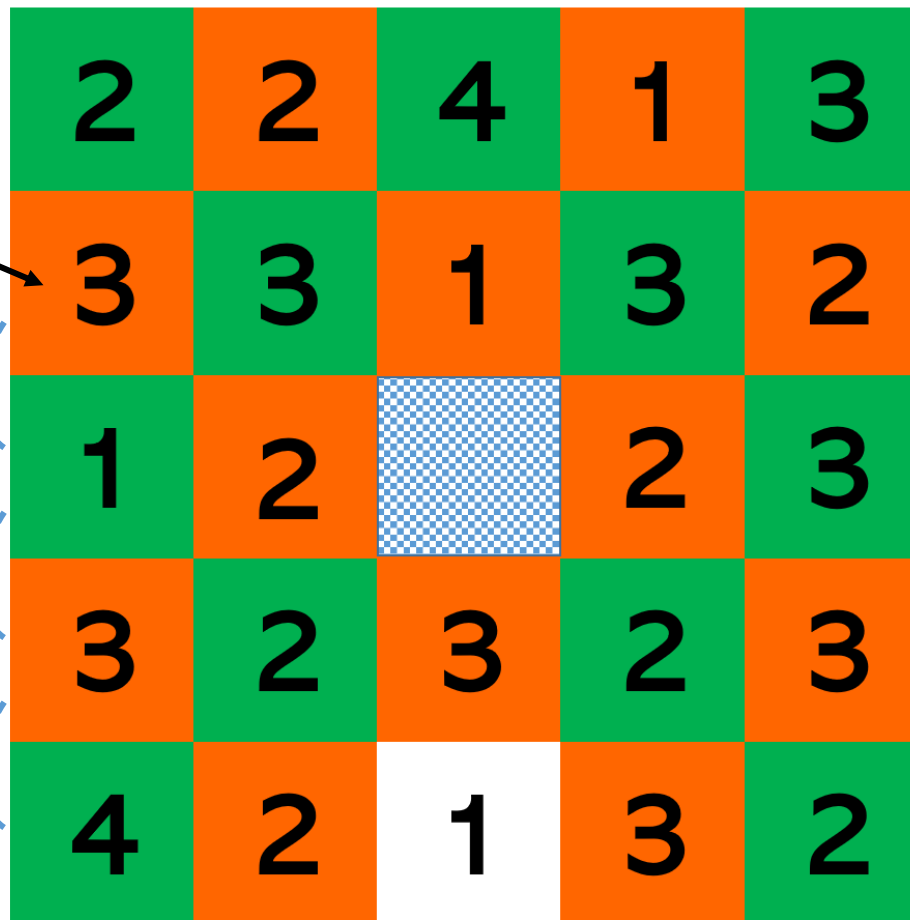


Jumping Mazes

Jumping mazes are usually painted on the floor in playgrounds. You can play on them by starting on the white square and following the instruction on that square to get to another square. Each time you land on a square, you use the instruction to get to the next one

Example:

From this square, you can only move in east or south and need to make 3 jumps

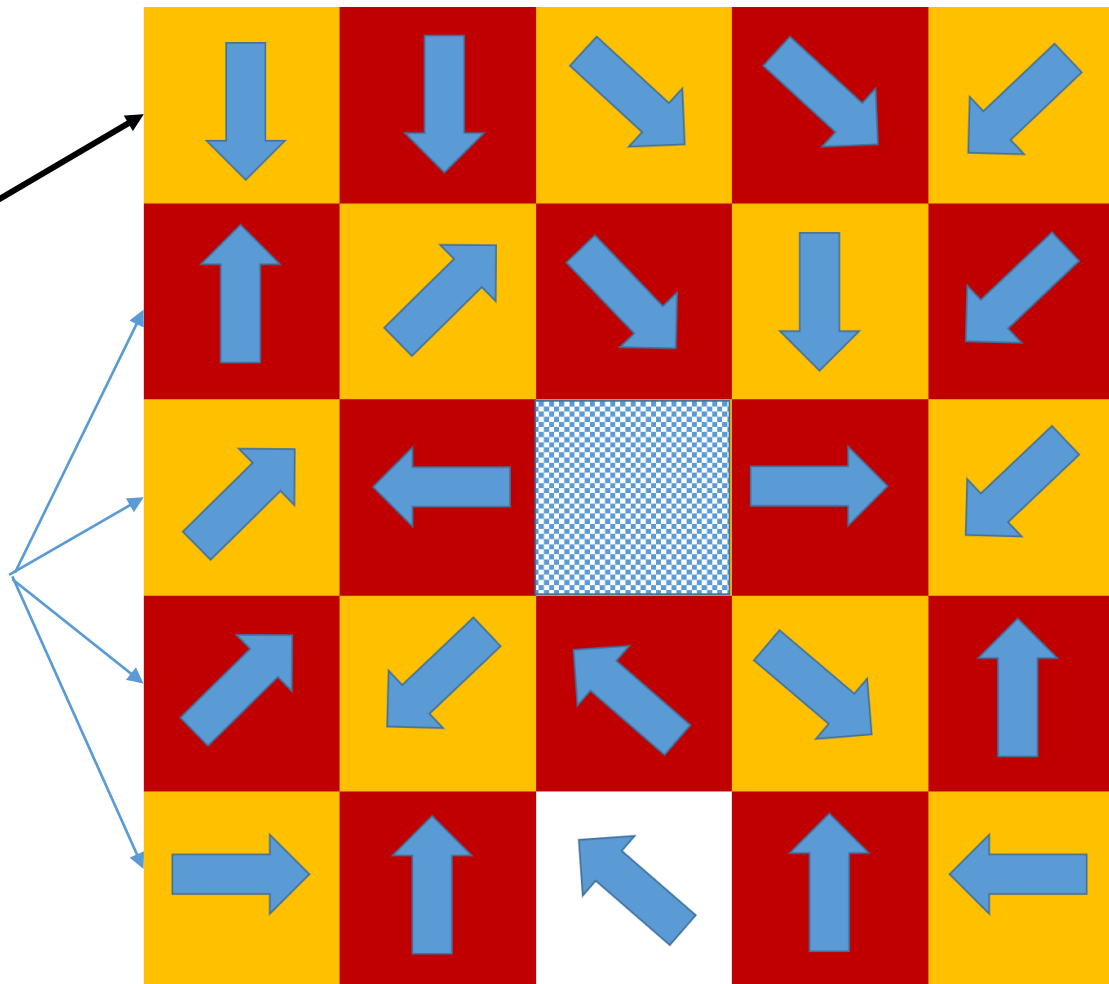


In this example, the instruction on each square tells you how many squares to jump. You can only jump horizontally or vertically (i.e. NOT diagonally) and though you can choose a direction, each of the jumps in that move must go in the same direction.

Jumping mazes are usually painted on the floor in playgrounds. You can play on them by starting on the white square and following the instruction on that square to get to another square. Each time you land on a square, you use the instruction to get to the next one

Example:

From this square, you can move to any square that is on the left most column



In this example, the instruction on each square tells you which direction (e.g. N S E W or NE, SW etc.) to move. You can move to any square that is in that direction.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

[illegible]

The Game of Amazons

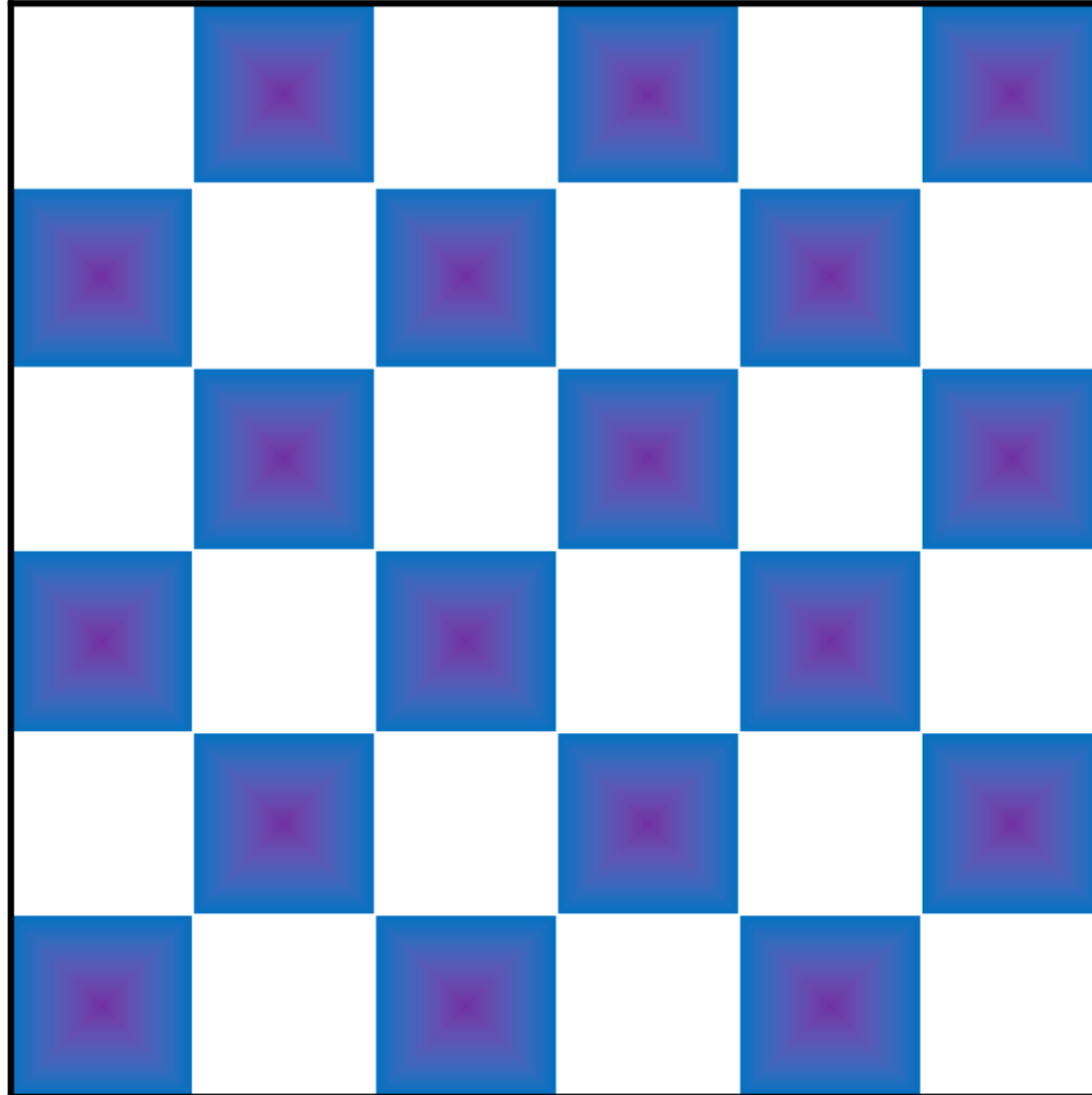
How to Play:

Each player has a number of amazons (immortal chess queens who move just like queens but cannot be captured).

On their move, the queen moves in a straight line vertically, horizontally or diagonally. Once she arrives, she shoots a flaming arrow in a straight line, vertically, horizontally or diagonally on to a square which is then effectively taken out of the game.

Neither queens nor arrows can pass or land on a square where another arrow landed or where a queen currently is.

The last player to be able to make a legal move is the winner.

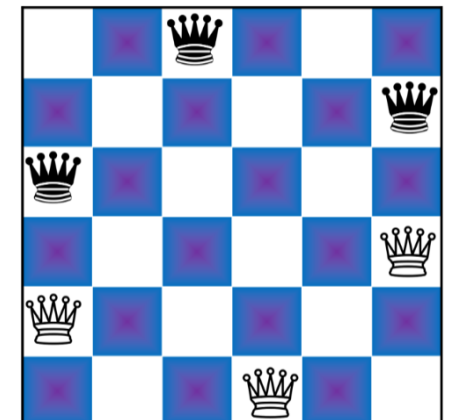


You need:

3 white counters
3 black counters
Lots of coloured counters (for flames)

Set up:

Place the 3 queens (white/black counters) as shown below



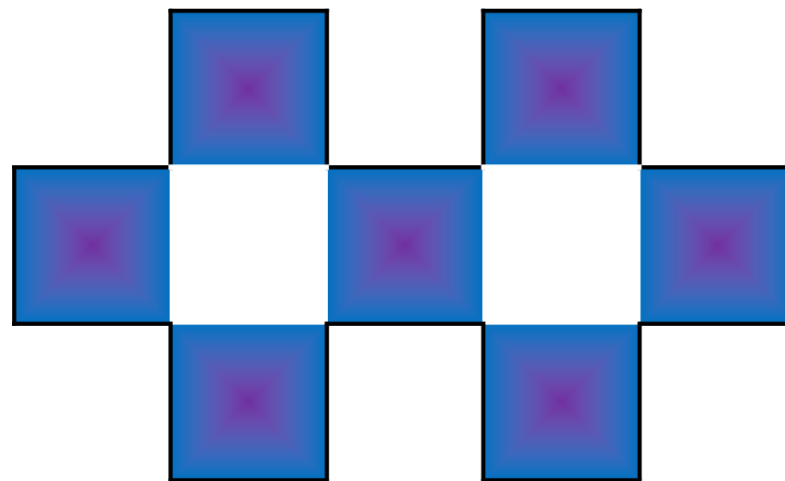
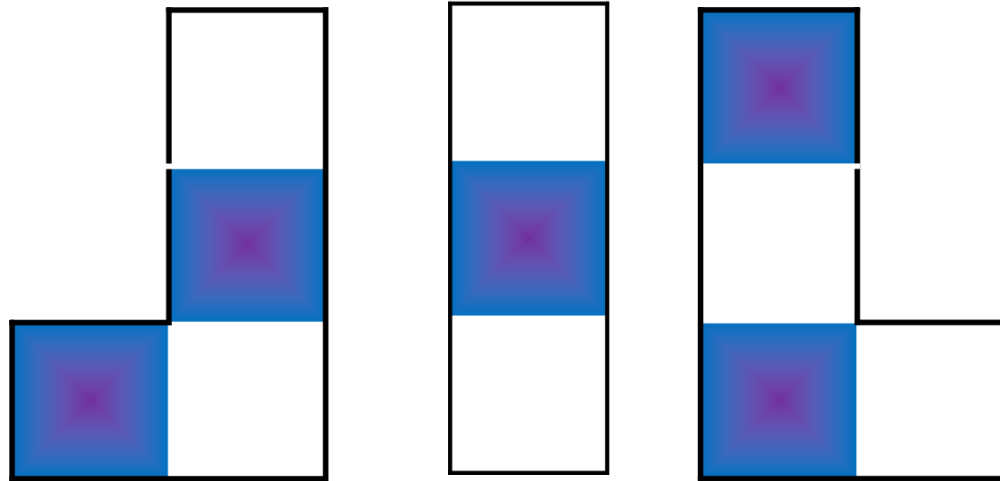
Analysing Amazons

Scoring a game:

A game on a six by six grid with 3 amazons each can last for a maximum of 30 moves. We can work out how many moves each player has before the end of the game in some cases too.

This allows us to give certain game positions a score, based on how many moves a player could be expected to have left. These can be simple integer values if there is one colour of queen left in a region or more complicated values if both black and white queens still occupy a closed off region.

We find that we can actually then add games together to work out who is likely to have won.



Place queens at different places on these grids and see who has the advantage when white starts or black starts.

This is an example of a game that has been split up by fire arrows into different areas controlled by different queens

