



Bagh Chal बाघ चाल (tiger and goat)

Rules for a Nepalese strategy game

Bagh Chal (Nepalese for 'tiger jump') is a traditional board game from Nepal in which four tigers compete against twenty goats. The aim of the game is for the tigers to catch or eat at least four goats, while the goats try to block the tigers so that the tigers can no longer move.

Gameplay: At the beginning, place the four tigers on the four corners of the game board. The goats start the game outside the board.

As the goat player, place a goat on a free spot on the board each turn. This continues until all 20 goats have been placed. As the tiger player, move a tiger one space along the lines to a neighbouring free point each turn.

The **tigers** can move along the lines to neighbouring free points, they cannot jump over other tigers. Tigers can jump over a neighbouring goat if the space behind it is free, and thus catch or eat a goat. The jump over a goat must be straight (no corner jumps). The caught goat is removed from the board. Only one goat can be caught in each turn (no chain jumps). When the tigers have caught or eaten four goats, they are full and have won the game.

The **goats** can only move after all 20 goats have been placed on the board. They can move along the lines to neighbouring free points. Goats cannot jump or catch tigers. A captured goat cannot return to the playing field.

Players can also agree on the goal of how many goats must be captured (usually four) to win.

More information about the game at <https://en.wikipedia.org/wiki/Bagh-chal> or <https://nepalmed.de/produkt/bagh-chal/?lang=en>