

Seega

a 20-minute board game for two players

EQUIPMENT:

This game may be played on a 5x5 board, or a 7x7 board. You'll need 2 sets of 13 or 25 markers, depending on which you play.

HOW TO PLAY:

There are two phases of play: adding and subtracting.

ADDING:

Players take turns placing two markers into squares on the board. Once placed, markers do not move. The center square may not be used in this phase.

SUBTRACTING:

Players take turns moving one marker up, down, left, or right, trying to capture his opponent's markers. If a move results in a capture, the same player moves again. If a player has no moves, she may take one of her opponent's markers.

CAPTURE:

Markers are captured when they are adjacent to one enemy piece, and an enemy marker is moved into an empty square on the opposite side. More than one marker can be captured in a single move.

STRATEGY:

The edge points are more secure, and therefore more valuable.

HISTORY:

These rules come from a Dr. Lane, who learned the game in Equatorial Africa around 1840, according to Edward Falconer. It is probably much older.

