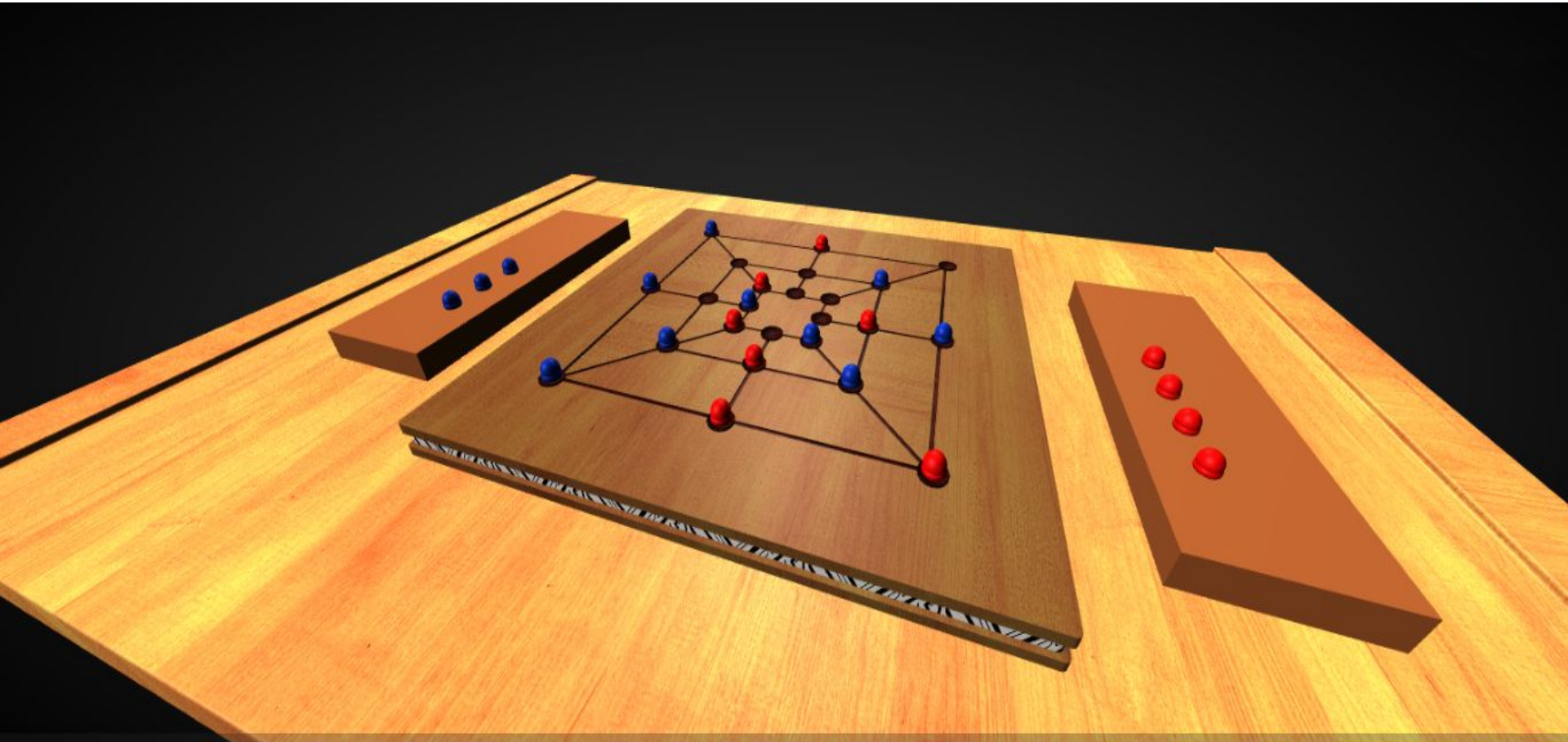
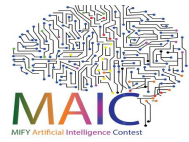
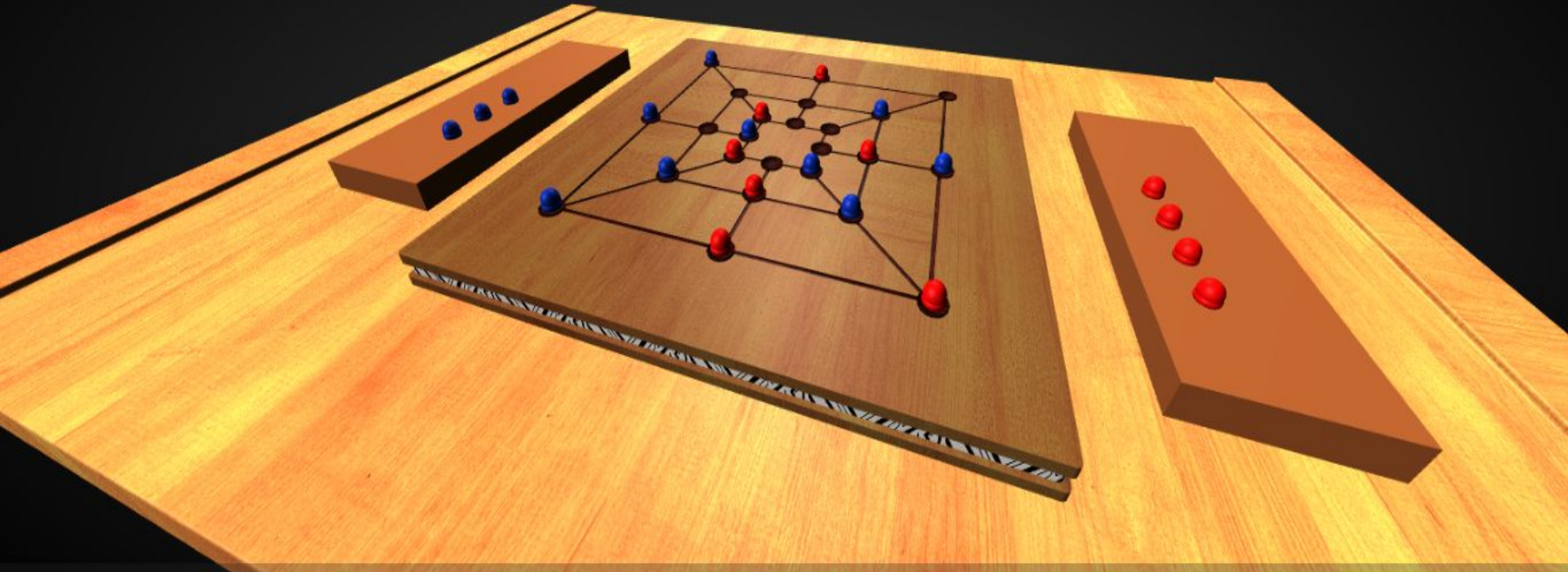


# MAIC 2022



## MORABARABA



## GAME PRESENTATION

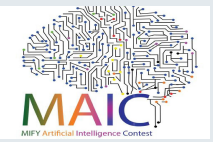
## GAME PLAY



# GAME PRESENTATION

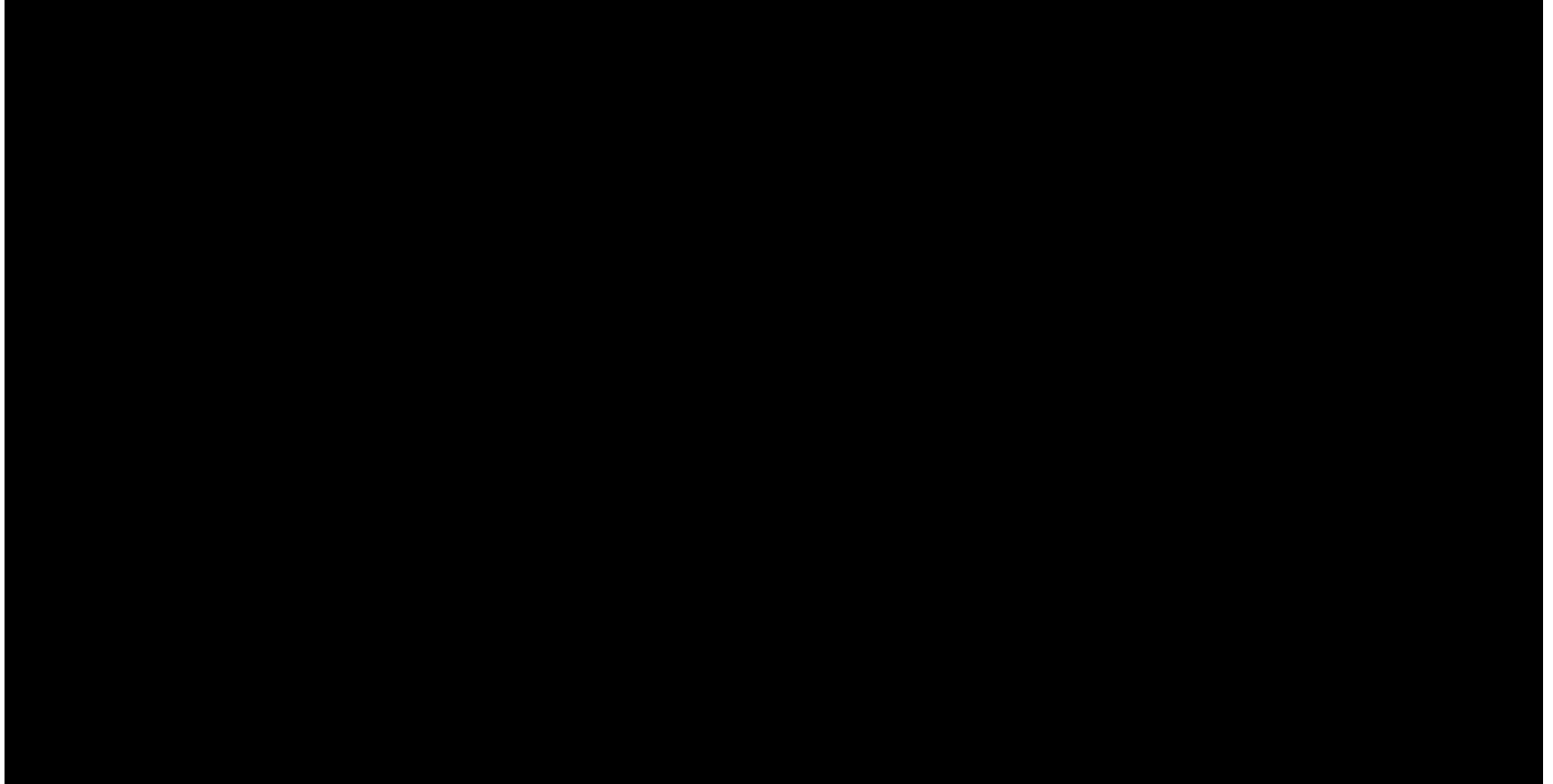
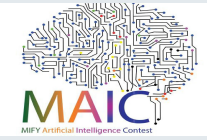


# DISCOVERY

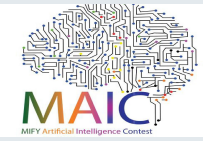




# DISCOVERY



# SHORT STORY



While some believe that the morabaraba was introduced to southern Africa by British settlers, variants of morris exist in many parts of the world: India, Ghana, Kenya, Zimbabwe, etc.

In traditional European games like nine-man morris, the counters are called "men", but in the South African game the counters are called "cows", the game being particularly popular among young people who herd cattle.



## GENDER

- ❖ Strategy Game
- ❖ Board Game

## SKILLS

- ❖ Tactics
- ❖ Strategy

## OTHERS

- ❖ Two players
- ❖ Playing time < 1h
- ❖ All ages





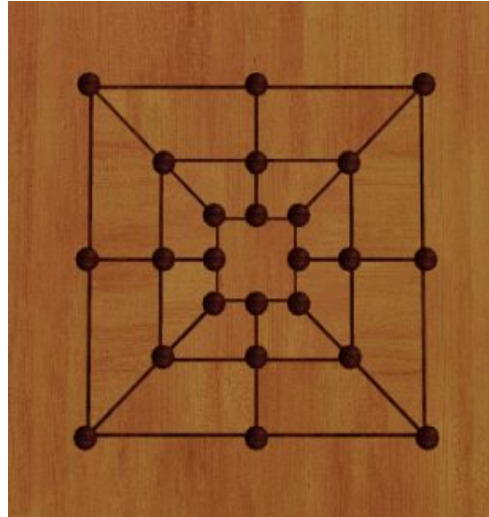
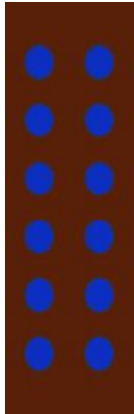
# GAME PLAY

## There are three main phases to the game:

1. Placing the cows
2. Moving the cows
3. Flying the cows

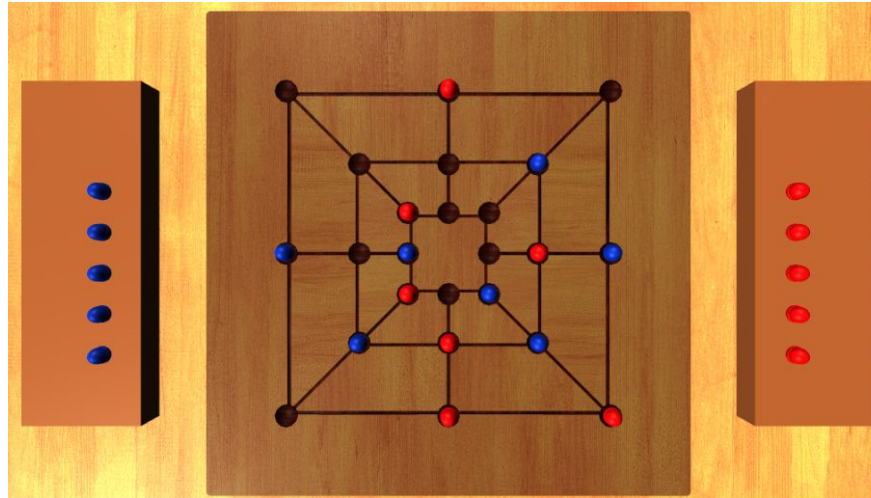
## Step 1: Placing the cows

- The board is empty when the game begins. Each player has 12 pieces, known as "**cows**"; one player has **blue** cows and the other has **red** cows



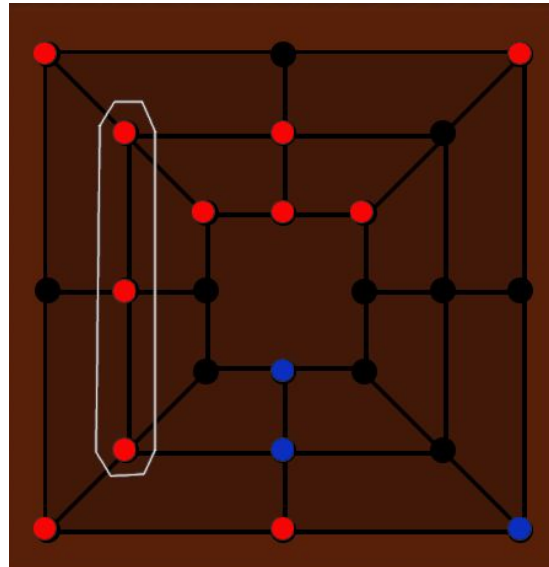
## Step 1: Placing the cows

- Each turn consists of placing a cow on an empty intersection on the board



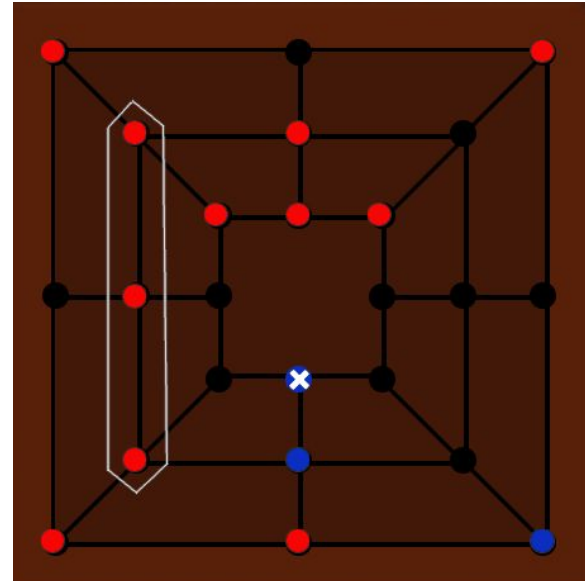
## Step 1: Placing the cows

- The aim is to create a "mill": a row of three cows on any line drawn on the board



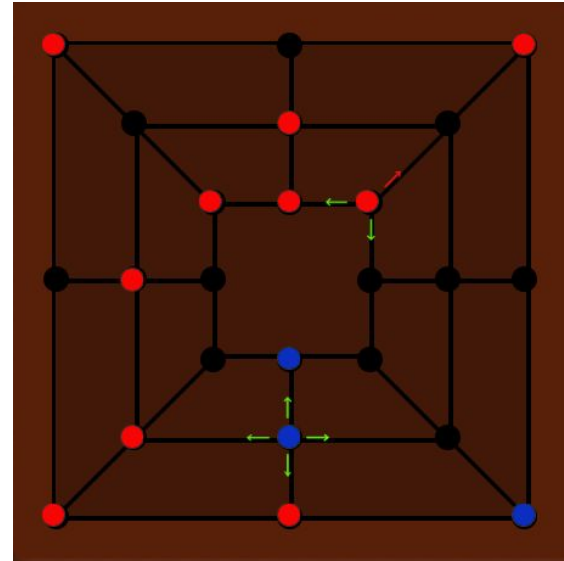
## Step 1: Placing the cows

- If a player forms a mill, he or she may remove one of the opponent's cows.
- A cow in a mill may not be shot unless all of the opponent's cows are in mills, in which case any cow may be shot.
- Even if a move creates more than one mill, only one cow can be shot in a single move



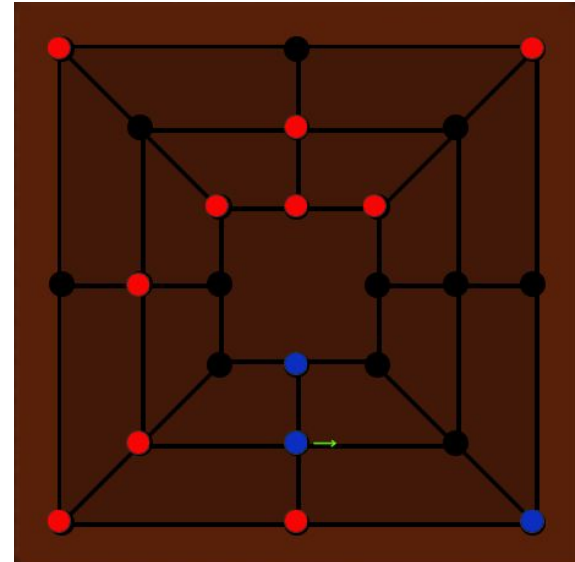
## Step 2: Moving the cows

- The movements take place along the axes



## Step 2: Moving the cows

- After all the cows have been placed, each turn consists of moving a cow to an empty adjacent intersection



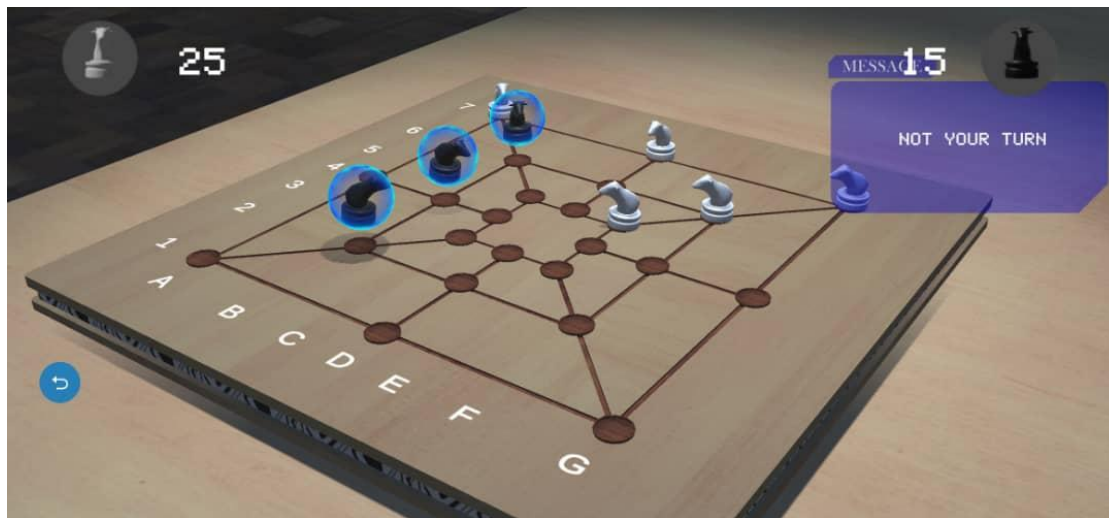


## Step 2: Moving the cows

- A mill may be broken and remade repeatedly by shuffling cows back and forth. Each time the mill is remade, one of the opponent's cows is shot. Of course, by breaking the mill the player exposes the cows which were in a mill to the risk of being shot by the opponent on his or her next turn.
- Players are allowed to "break" their own mills
- A mill which is broken to form a new mill can not be formed again on the next move

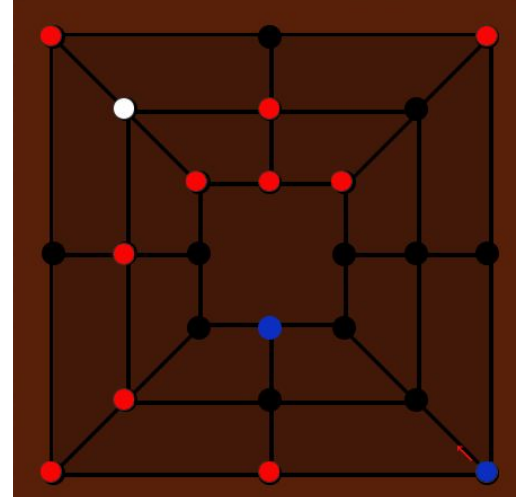
## Step 3: Flying the cows

- If one player has three cows and the other player has more than three cows, only the player with three cows is allowed to fly



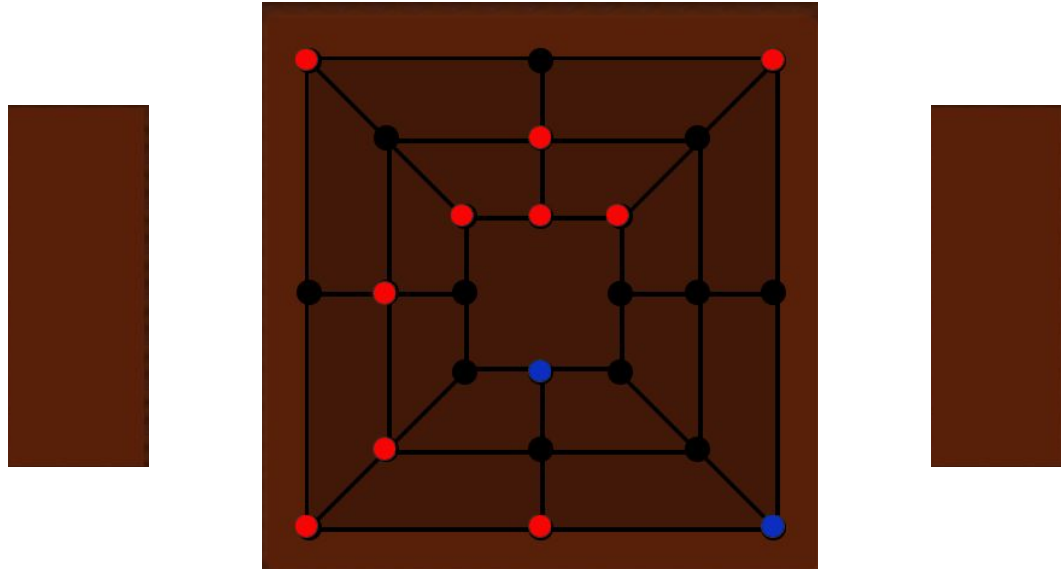
## Step 3: Flying the cows

- When a player has only three cows remaining, desperate measures are called for. This player's cows are allowed to "fly" to any empty intersection, not just adjacent ones.



## Step 4: Finish the game

- A win occurs if one opponent has just two cows or if there are no moves.



## Step 4: Finish the game

- If one code crashes, then the other one wins by default



**END**