

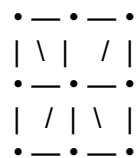
## Game 1: ASALTO

2 players, 1 player has 2 “officers”, other has 24 “mutineers”

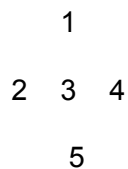
### Objective:

Mutineers should either occupy all of the fort (see below) or prevent officers moving. Officers to capture at least 16 mutineers.

**Board:** The board is 5 blocks, each of 9 points arranged as below. The adjoining points are shared, making 33 points in all.



The five blocks (each like the one above) are organised as follows:



with block 5 (say) the “fort”. Officers start anywhere in the fort, and mutineers start everywhere not in the fort.

### Moves:

Mutineers can move 1 line at a time towards the fort along the connecting lines ( I take this to be East-West, West-East or North to South).

Officers can move North, South, East or West and capture a mutineer by jumping over it to a vacant point, removing the mutineer. They must jump if possible or be removed. Also, they can make multiple jumps and capture several in one go, each time landing on a vacate point.

## Game 2: NINE MEN's MORRIS (3000 years old!)

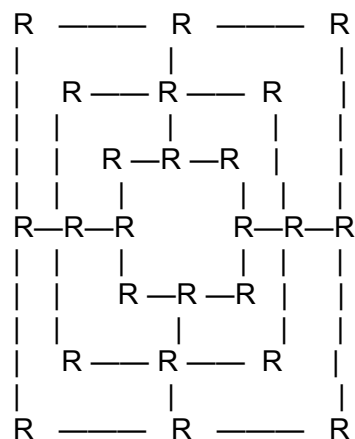
2 players, 9 counters each.

**Objective** is to capture all but 2 pieces of opponent or to prevent them from moving.

### Board:

Imagine a 7 x 7 grid, labelled 1..7, 8..14, etc. At some grid points there is a "rose" (denoted by R), the roses being connected by straight lines. The roses are at the following grid points:

1, 4, 7,  
9, 11, 13,  
17, 18, 19,  
22, 23, 24, 26, 27, 28,  
31, 32, 33,  
37, 39, 41,  
43, 46, 49



### Phase 1 of game:

Place counters on a rose not yet occupied. Aim is to get counters on 3 roses joined by a line (called a "mill"). Doing this allows to remove an opponent's piece - not in a mill if possible.

**Phase 2:** After all counters placed, can move to an adjoining vacant rose (in turn). Every time a mill is formed (or reformed) can remove an opponent's piece.

### Game 3: FIVE FIELD KONO

2 players, 7 counters each (say red (R), blue(B)) placed on either side of a 25 point grid (E = empty):

```
R R E B B
R E E E B
R E E E B
R E E E B
R R E B B
```

**Objective** is to get all counters on the opposite side.

#### Moves:

Players in turn move diagonally 1 row/column at a time.

If the points are numbered 1..5, 6..10 etc,

then players can move 7 - 1, 7 - 3, 7 -11, 7 - 13, etc. as long as the point is vacant.