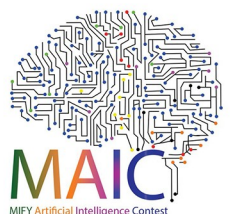
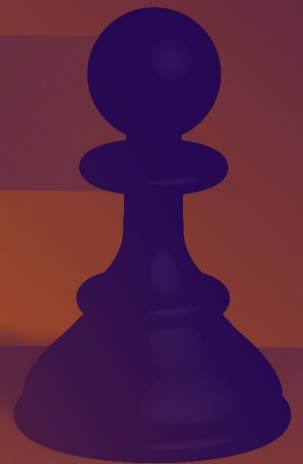
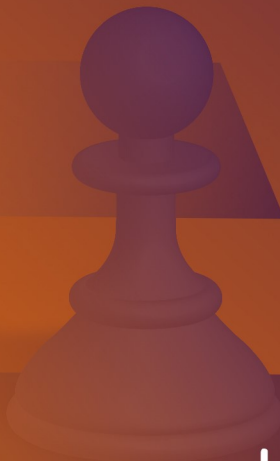


Seega

Game Manual





- **ORIGINS OF THE GAME**
- **GENERAL DESCRIPTION**
- **RULES OF THE GAME**




ORIGINS OF THE GAME

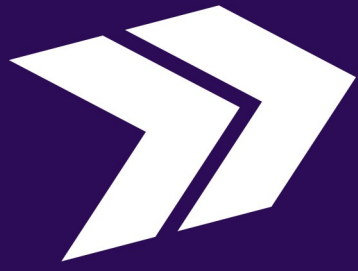


ORIGINS OF THE GAME

The origins of the **Seega** date back to ancient times **when Egypt was under Roman rule**. It is still practiced in present-day Egypt, Ethiopia and especially in Somalia. According to historians, it may have been a descendent of the Roman **Latrunculi**, played throughout the Roman Empire, by the roman soldiers. Today, the Seega (**pronounced "siga"**) is considered to be the national game of Somalia. The rules vary from country to country. In Tunisia, there is a variant, called Kharbga. Although the rules are simple, it's a game that offers **a wide range of strategies**. In Somalia, when Bedouins guiding camels through the desert find themselves facing a sandstorm, they pitch their tents and spend time developing new tactics.

A grayscale background image showing a hand moving a chess piece on a board. The image is partially obscured by an orange text box on the right side.

The origins of the Seega date back to ancient times when Egypt was under Roman rule. It is still practiced in present-day Egypt, Ethiopia and especially in Somalia.







GENERAL

DESCRIPTION



GENERAL DESCRIPTION

First Edition	Antiquity
Likely games	Checkers, Latrunculi
Mecanisms	Strategy, psychology
Number players	2
Age	whichever
Duration of a game	to the players' choice

physical skill	reflection decision	random generator	complete and perfect information
 No	 Yes	 No	 Yes



RULES OF THE GAME



RULES OF THE GAME

REQUIRED EQUIPEMENT

- a 5 x 5 Gameboard each player having 12 pieces; (variants are played on larger boards of 7 x 7 or 9 x 9. **But in general, if the board's size is $n \times n$, each player has $(n^2 - 1)$ pieces**)
- A timer may also be useful, if the players are willing to add time restrictions to the game.



GOAL

Capture as many of your opponent's pieces as possible.

GAME PHASES

A classic Seega game, takes place in two phases: a **deployment phase** and a **movement phase**, in which the game itself is played.

a- The Deployment phase

- Each player chooses a distinctive color and receives the pieces of that color
- The players determine the one who starts the game. They can use a random generator method or any other method which allows them to decide the starting player;
- The players place, each in turn, two pieces on the board until the 24 pieces are all placed. They place, one piece per square, on any square except the middle square, which must remain free.
- The last player who places his pieces begins the second phase of game.
- No captures are made during this deployment phase.

RULES OF THE GAME

b- The movements Phase: this is where the game is really played

- Each in turn, players move a piece of a square to a free square, in the horizontal or vertical direction, but never diagonally.
- In this game phase the central box can be occupied
- When moving a piece, be careful not to block the opponent
- If a player gets stuck, (often at the beginning of the game), his opponent must remove a piece that allows him to make a Move.

CAPTURES

- The captures are done by surrounding. This is also called **custodian capture** or more simply **sandwiching**. When a player manages to surround a piece of the opponent between two of his pieces **after a move**, that piece is captured and removed from the Board. (see Figure 1)
- **The capture is always carried out as part of a Move.** That's why one piece can move between two opposing pieces without being captured (see Figure 2)
- The central square is a refuge. A piece placed there, cannot be captured.
- One piece can capture multiple pieces simultaneously (see Figure 3)



Figure 1



Figure 2



Figure 3

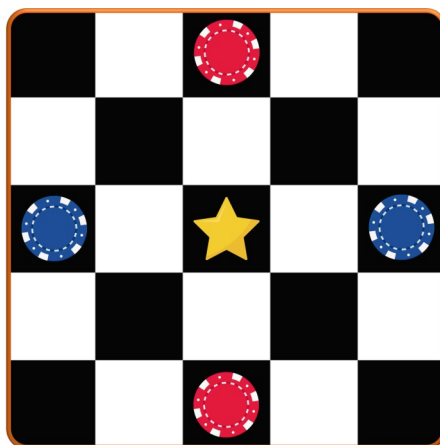
RESULTS

There are 4 ways to finish a game

- When a player manages to capture all the opponent's pieces
- When players agree that there are no possible catches, wins the one that made the most catches
- When each player has managed to build a barrier (continuous line of his pieces), behind which he can move his pieces without any danger of capture. The position remaining in status quo, the player having captured more pieces at that moment, wins the game
- When players agree that there are no more possible catches and they both have the same number of pieces on the gameboard. **It's a draw!!!**

OPENING VARIANT: THE CRUSADE

Some Somali tribes start the game by placing their first pieces as in the figure. This opening reduces the blocking possibilities at the beginning of the game.



The Crusade Opening

