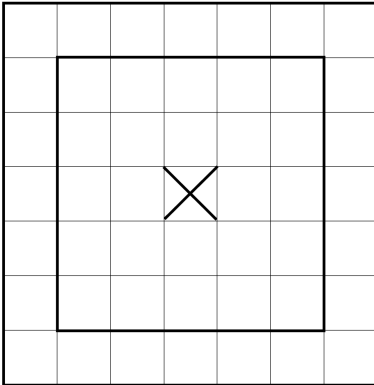


## SEEGA



This is a game for 2 players. Start with the easiest version on a 25 square board each player having 12 men (coloured counters). Then graduate to boards with 49 or 81 squares and 24 or 40 men each. Either 25 or 49 squares can be used on the board shown. Aim to set traps to capture your opponent's pieces and to create barriers that your opponent cannot move across.

**STAGE 1:** In turn, put 2 of your men on the board, not on the centre square, until all the men have been placed.

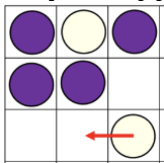
**STAGE 2:** Player 1 starts by moving one of his men to the centre square, if unable to do so removing one of the opponent's men. Then take turns to move one of your men horizontally or vertically, not diagonally. They cannot jump over other men. To capture a man, places 2 of your men, one on either side of one of your opponent's men (horizontally or vertically). If a player puts a man between two opponent's men, nothing happens. After a capture, you can move again if that results in another capture. To win you must capture all your opponent's pieces.

**VARIATIONS** You can change the Stage 2 starting rule so that, if Player 1 cannot move a piece to the centre, then Player 2 has two turns. In another variation, the player that can't make a move, can force their opponent to remove a piece that will allow the player to make a move.

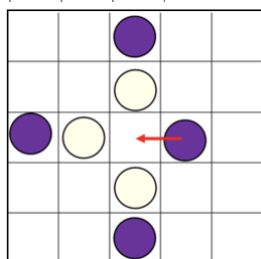
In some versions of Seega, the game is over when one player has only one piece left. In others, the game is only over when one player has lost their final piece.

## HELP

Start with the easiest version, each player having 12 men, and play on a 25 square board. Then graduate to 24 or 40 men on boards with 49 or 81 squares. Aim to create a barrier that your opponent cannot move across, and to move your men to set traps for your opponent.

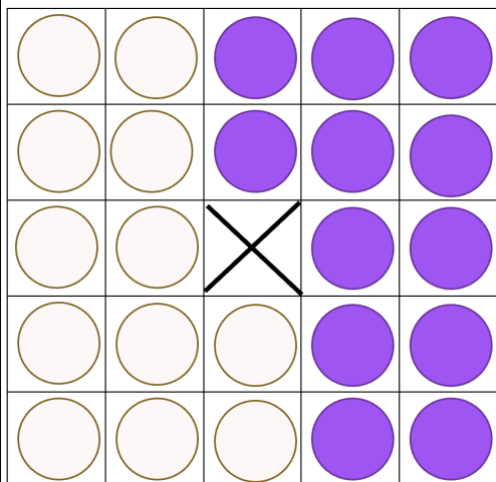


Cream can capture one of Purple's pieces by moving the piece as shown by the arrow.

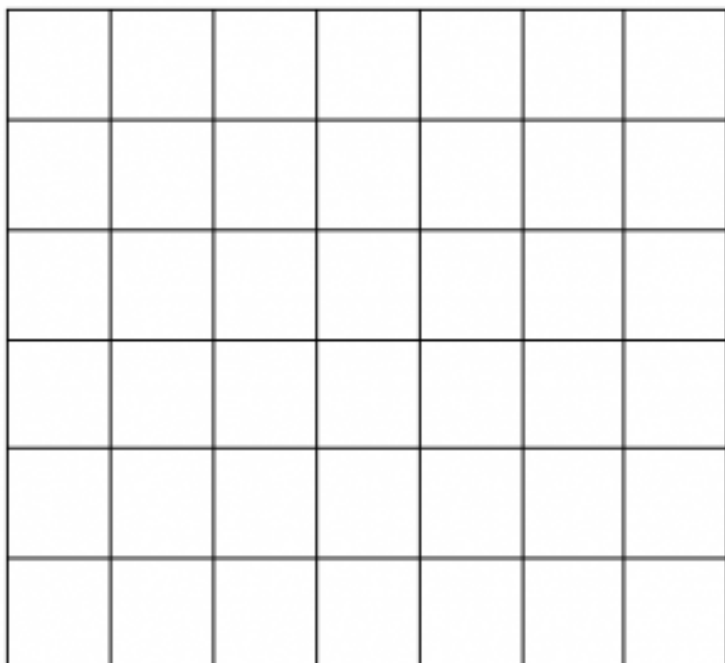


Purple can capture three of Cream's pieces at the same time by moving the piece as shown by the arrow.

## NEXT – SIMILAR GAMES



**JUMP** (also called **BLOCK**) starts with this layout. The men (pieces) are moved singly, one space at a time horizontally or vertically, but never diagonally. Captures are made in single or multiple jumps over opposing men and not as for Seega. It is not obligatory to make a capture every time it would be possible.



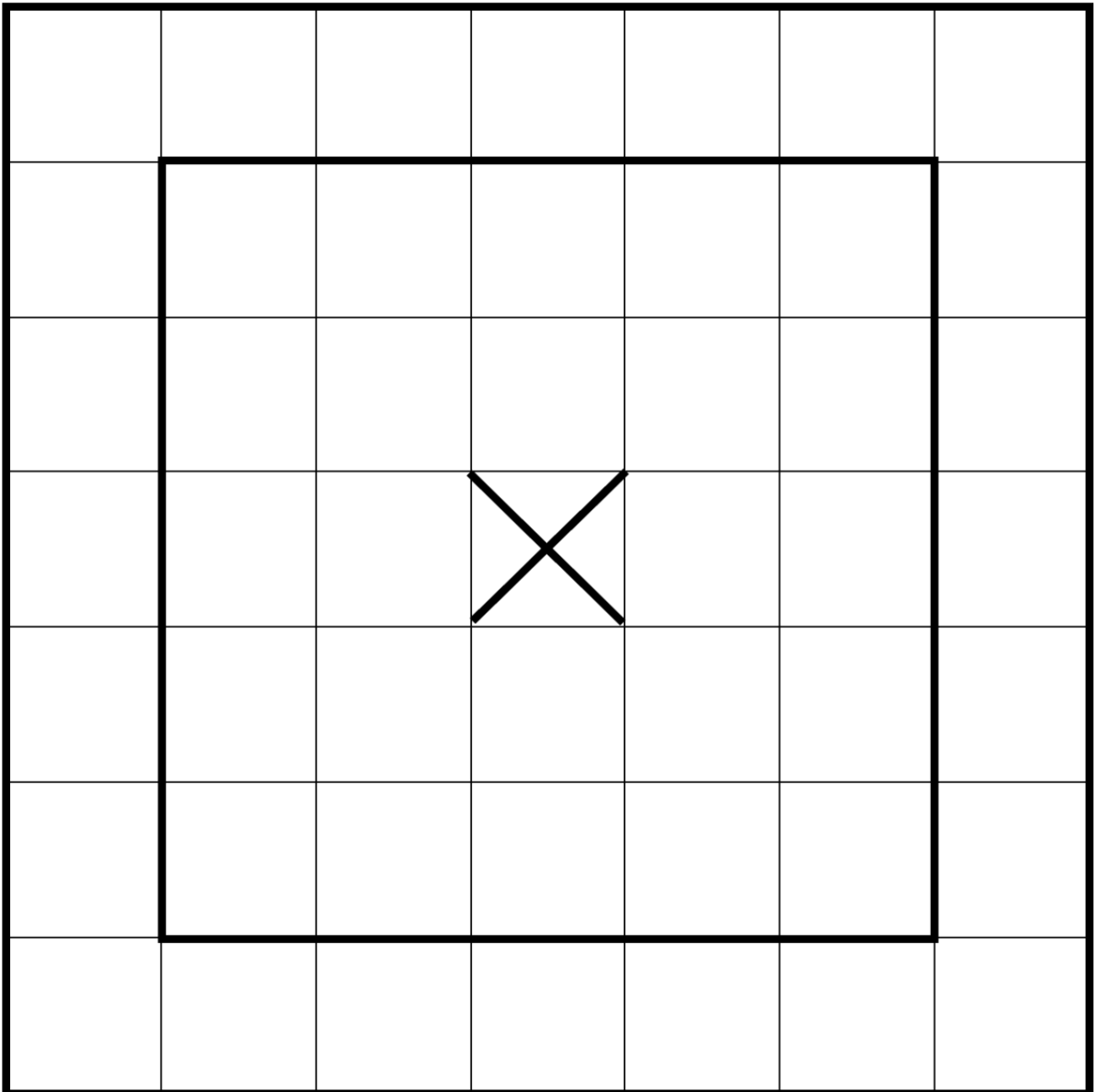
**DEERAH** is another game for 2 players on a 6 by 7 board. Each player has 12 men (pieces) in a distinctive colour. They take turns to place one of their men on the board until all are in play.

At each turn after that they move one man one square, but not diagonally. The aim is to make lines of 3 either horizontally or vertically, removing an enemy piece each time they make a line. Lines formed during the initial

phase of placing men on the board do not count, nor do lines of any other number of men. The winner is the player who makes it impossible for the opponent to make another line of three. This game is popular in Africa, especially in Nigeria.

**GAMEBOARD MARKED FOR BOTH THE 12-MEN GAME AND THE 24-MEN GAME.**

Use counters, bottle tops, stones, dried beans or other small objects as the men (game-pieces).



## NOTES FOR TEACHERS

Seega is one of a class of games where 2 armies face each other, and victory depends on capturing your opponent's pieces (or men). Seega was an old game, lost then re-invented in the 19<sup>th</sup> century. The game was more a pastime of the poor than the rich, often played with pebbles on a lattice scratched into the ground. Boards were scratched into the temple stones at the Temple of Seti built by the Egyptian pharaoh Seti I in the 13<sup>th</sup> century BCE. Seega resembles games played in ancient Greece and Rome, Petteia and Latrunculi. The Greeks claimed that Petteia came from Egypt, and perhaps a game similar to the modern Seega is one that the Greeks adopted.

### Why play this game?

Playing this game with determination to win helps people to develop powers of concentration, strategic planning and logical reasoning. It does not involve school curriculum related knowledge but it is a good game for maths clubs and for families.

### Learning objectives

In doing this activity students will have an opportunity to develop the generic competences of powers of concentration, strategic planning and logical reasoning.

### Suggestions for teaching

Discuss the objective of the game which is to set traps for your opponent, and help learners to appreciate that this takes strategic planning which means planning several steps ahead. Two good strategies are illustrated on the first page. Players need to recognise winning positions and aim to set similar traps.

### Key questions

This is a game of strategy so, for each turn, players need to ask themselves questions like:  
"Which of my pieces are at risk of being captured and what can I do about it?";  
"Which of my opponent's men am I aiming to capture?";  
"What would be my next best move?";  
"What would my opponent do then?" etc ...

### Follow up

Play JUMP and DEERAH as described in the NEXT box, which are similar games.

Also see the L Game <https://aiminghigh.aimssec.ac.za/the-l-game/> which is a simple game but challenging, and also one that calls for strategically planning several moves ahead.

Go to the **AIMSSEC AIMING HIGH** website for lesson ideas, solutions and curriculum



links: <http://aiminghigh.aimssec.ac.za>

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