Tigers & Goats is a traditional 2-player game from Nepal. Print and cut out the board game and game pieces to play.

To play: One player controls the four tigers on the board, while the other player controls the twenty goats. The object of the game is for the tigers to ‘eat’ (jump over) as many goats as they can, or for the goats to block all of the tigers so that they can no longer move. Players move along the lines on the board from point (where lines intersect) to point. A tiger may only jump over one goat per turn and only if the point on the other side of the goat is free for the tiger to jump to. Goats block a tiger by filling the points around the tiger so that the tiger has no point to move to or jump to.

To start: The four tigers start on the four corners. One goat is placed at any point on the board per turn. No goat is allowed to move from one point to another until all goats have been positioned on the board. A tiger may either move along the lines from one point to another per turn or jump a goat along a straight line. When a goat is jumped by a tiger it should be removed from the board. Each player’s turn is over when one game piece is moved from one point to another.

To win: The tigers win when six goats have been jumped. Goats win the game when all tigers are blocked and unable to move.
A Nepali game called “Bagh Chal,” meaning “tiger moving.”