

BAGH-CHAL

Four tigers. Twenty goats. One closing net.

A FOUR-PAGE A4 PRINT-AND-PLAY PACK / MONOCHROME / INK-LIGHT

SIDES Tigers / Goats	PIECES 4 / 20	GOAL Hunt / Block
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What we know

Bagh-Chal is a living Nepali hunt game built around unequal powers: four tigers can move and capture, while twenty goats cannot capture and must close every tiger route. A 2021 report documented Sagar Maharjan and friends playing at a paati in Naya Bazar, Kirtipur.

The name appears in R. L. Turner's 1931 Nepali dictionary, which describes four tiger stones, twenty goat stones and capture by leaping. J. H. Hutton's 1921 account records an unnamed 4/20 structural parallel on the same 25-point board. It does not give the name Bagh-Chal or a Nepali provenance. These records do not establish when or where the game was invented.

Three separate records

1921 UNNAMED 4/20 PARALLEL Same board structure; no Bagh-Chal name or Nepali provenance.	1931 BAGH-CHAL IN PRINT A Nepali dictionary records the name and the four-tiger/twenty-goat form.	2021 LIVING PLAY IN KIRTIPUR A Nepali newspaper report meets the game between players at a paati.
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Sources used in this pack

Gutiérrez-Perera, Fernández-Oliveras and Oliveras, 'Play in Scientific and Mathematical Non-Formal Education. Bagh Chal, a Tigers-and-Goats Game' (2016), DOI 10.15405/epsbs.2016.05.19; R. L. Turner, *A Comparative and Etymological Dictionary of the Nepali Language* (1931), p. 431; J. H. Hutton, *The Sema Nagas* (1921), pp. 110-111; Shranup Tandukar, *The Kathmandu Post*, 9 September 2021; Horniman Museum and Gardens, object HC.1999.625.18.

How to play the selected five-capture ruleset

This pack follows the connected 5 x 5, four-tiger, twenty-goat account selected by Forgotten Games. Goats move first. Players alternate one action per turn.

- 1

Set up
Put one tiger on each corner point. Keep all twenty goats off the board. The goat side takes the first turn.
- 2

Place the goats
While goats remain off-board, the goat side places exactly one goat on any empty point. A goat already on the board cannot move yet.
- 3

Tiger turns
On every tiger turn, move one tiger. It may either step to an empty adjacent point along a drawn line, or make one legal capture.
- 4

Begin goat movement
After the twentieth goat has been placed, the goat side moves one goat per turn to an empty adjacent point joined by a drawn line.
- 5

No goat captures
Goats never jump or remove pieces. Their strength comes from occupying points and closing routes.
- 6

Tiger capture
A tiger may jump over one adjacent goat into the empty point immediately beyond it. All three points must be collinear and joined by one continuous drawn route.
- 7

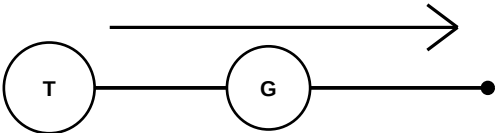
One capture only
Capture is optional and ends after one goat. A tiger cannot turn during a jump, jump over a tiger, jump over two goats or continue into a second capture.
- 8

Tiger victory
The tiger side wins immediately after capturing its fifth goat.
- 9

Goat victory
The goat side wins immediately when none of the four tigers has a legal step or capture. In this selected reading, that can happen during either phase.

THE DRAWN LINE IS THE RULE

A jump is legal only when the tiger, goat and landing point sit on the same continuous board route. Looking straight on the page is not enough if the line is absent.



T jumps G and lands on the empty point

Keep beside the board

GOAT TURN

Reserve left? Place one goat. Reserve empty? Move one goat one step along a line.

TIGER TURN

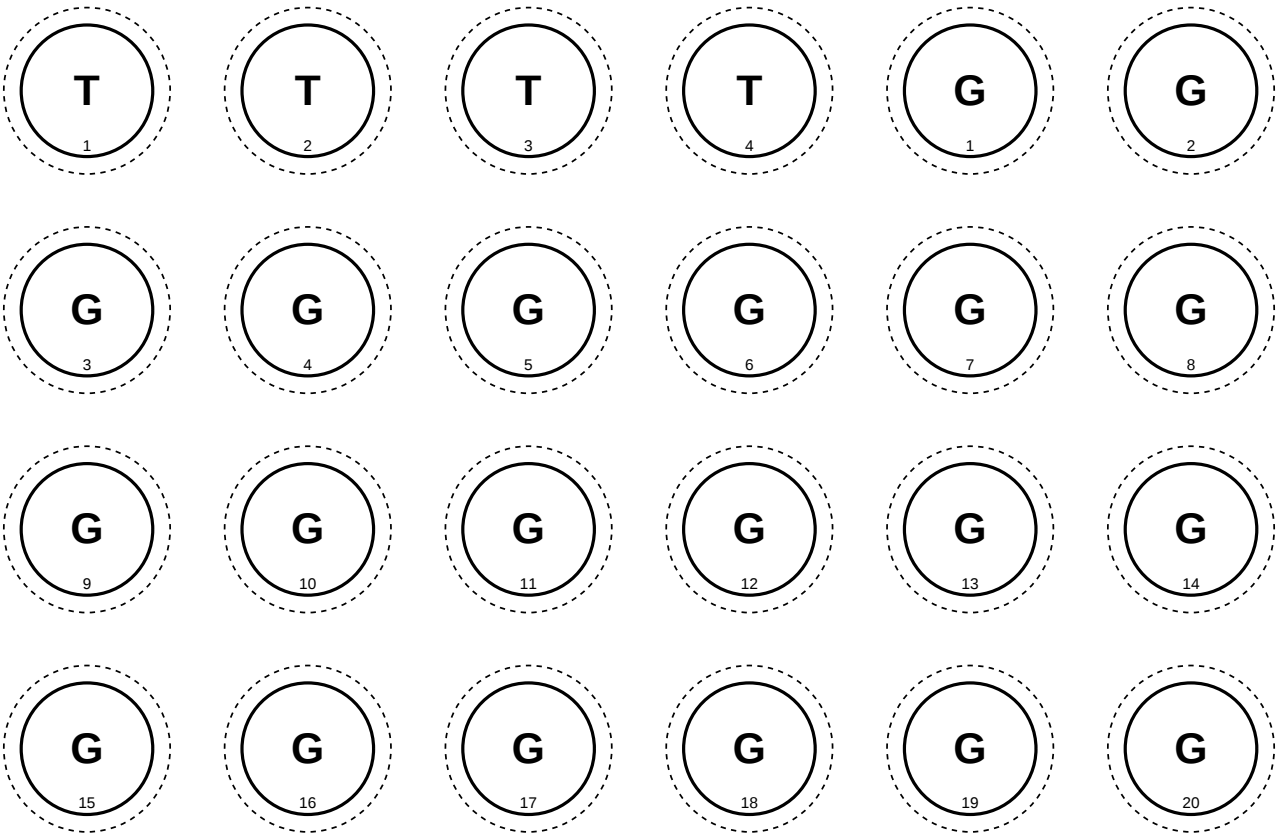
Move one tiger one step, or jump one adjacent goat along a continuous line.

WIN CHECK

Tigers: five goats captured. Goats: every tiger has no legal step or capture.

Cut-out counters

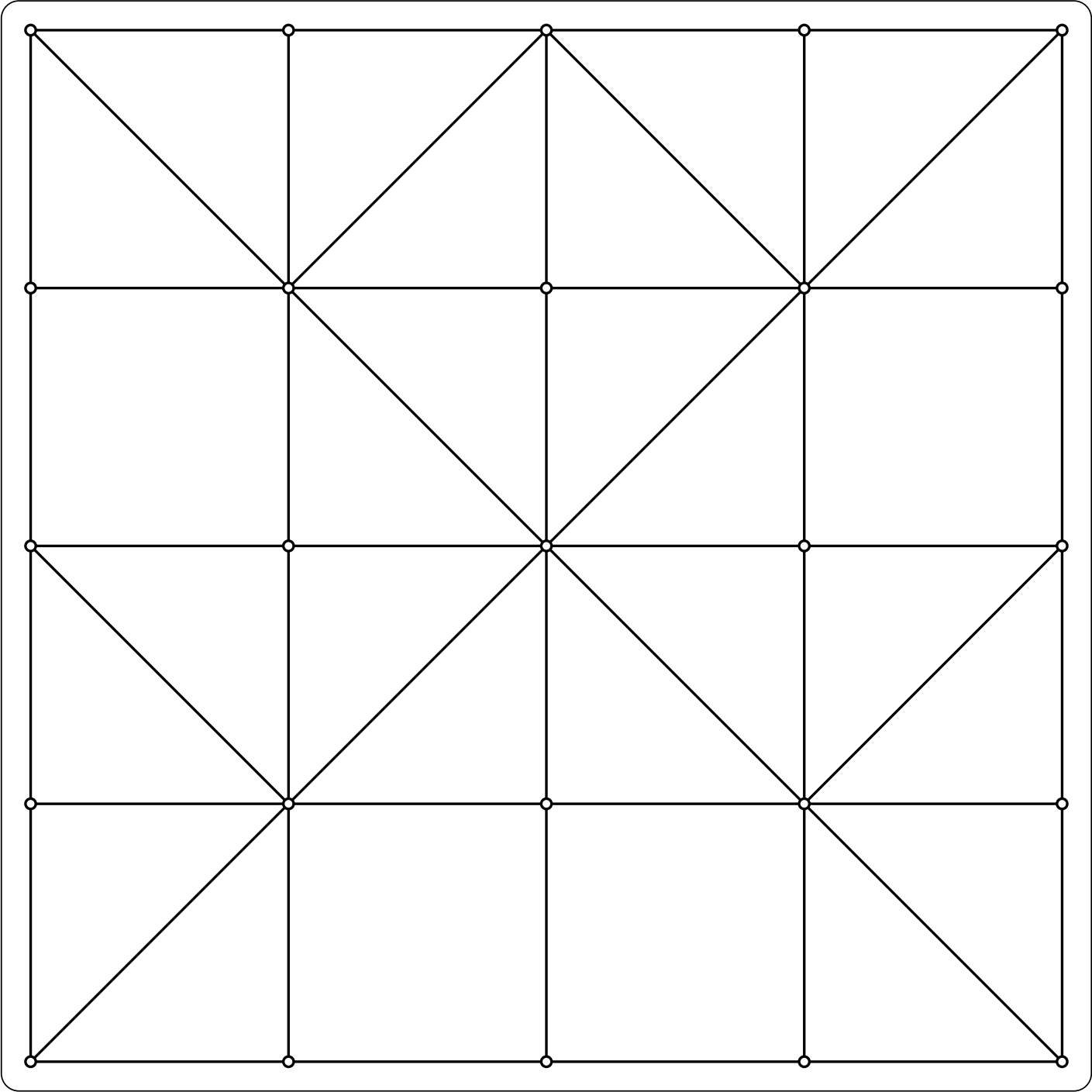
Cut on the dashed circles. Mount on card if you want stiffer pieces. Four T counters are tigers; twenty G counters are goats.



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Bagh-Chal board

Place one tiger on each corner point. Keep all twenty goats off-board. Goats move first. **PRINT AT 100% / DO NOT FIT TO PAGE**



Scale check:  This line should measure 50 mm

4 TIGERS / 20 GOATS / 25 POINTS