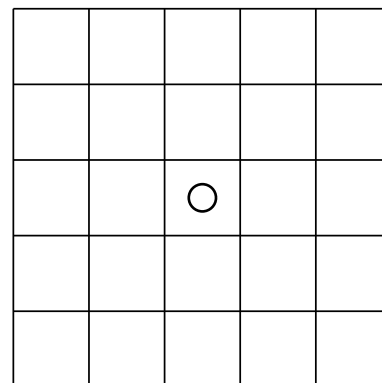


SEEGA

A 5 x 5 game of space, flanks and one empty centre



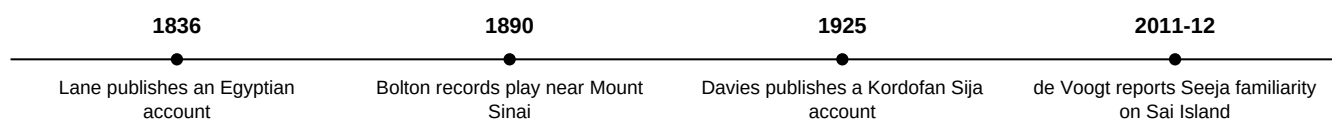
WHAT THE RECORD SUPPORTS

Edward William Lane published a 5 x 5 Seega account in 1836 from observations made in Egypt in 1825-35. His rules place twelve stones per player around an empty centre, then begin movement through that centre.

In 1890, H. Carrington Bolton described another 5 x 5 form after observing play near St Catherine's Monastery at Mount Sinai. Its freely chosen placement and optional same-stone capture continuation are the closest reviewed match for this edition.

WHY THE BOARD FEELS UNUSUAL

- 1 Placement leaves only the centre open.
- 2 The first move into the centre creates the first travelling vacancy.
- 3 Capture is active: close around one enemy; entering between two is safe.



A DOCUMENTED VARIANT, NOT AN ORIGIN STORY

The reviewed sources document particular forms in Egypt, near Mount Sinai, in Kordofan and on Sai Island. They do not establish that Seega began in ancient Egypt, that every form uses the same rules, or that play has continued unchanged.

THIS PAMPHLET TEACHES

The Forgotten Games 5 x 5, Bolton-aligned edition. Its no-legal-move loss and third-repetition draw are disclosed digital adjudication choices, not rules supplied by Lane or Bolton.

Rules

2 players / 12 counters each / A = dot / B = stripes

1 SETUP AND PLACEMENT

Choose Player A. Starting with A, take turns placing two counters in empty squares. The centre square is unavailable during placement. Continue until all twenty-four counters are on the board.

2 FIRST MOVEMENT

Player A moves first. The first movement must be one orthogonal step into the empty centre. Diagonal movement is never allowed.

3 ORDINARY MOVEMENT

After the first movement, move one of your counters one orthogonal step into an adjacent empty square. There is no jumping.

4 ACTIVE FLANK CAPTURE

If your moved counter now traps an adjacent enemy counter between itself and another friendly counter in a straight orthogonal line, remove the trapped counter. One move may capture on several sides.

5 SAFE ENTRY

Capture is active: only the moving player can create it. Moving into a space between two enemy counters does not cause either enemy to capture you.

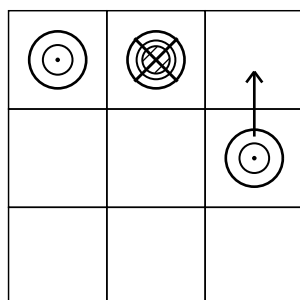
6 OPTIONAL CAPTURE CHAIN

After a capture, the same counter may make another move only if that move captures. You may continue, or stop and pass the turn.

7 END OF THE GAME

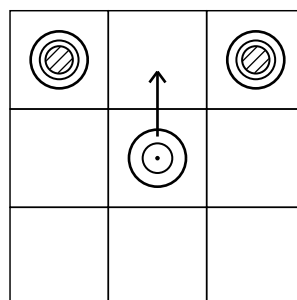
You lose if you are reduced to one counter or fewer, or if you have no legal move. A draw is declared when the same complete position occurs for the third time.

CAPTURE: CLOSE AROUND ONE



A moves up. B is now between two A counters and is removed.

SAFE: ENTER BETWEEN TWO



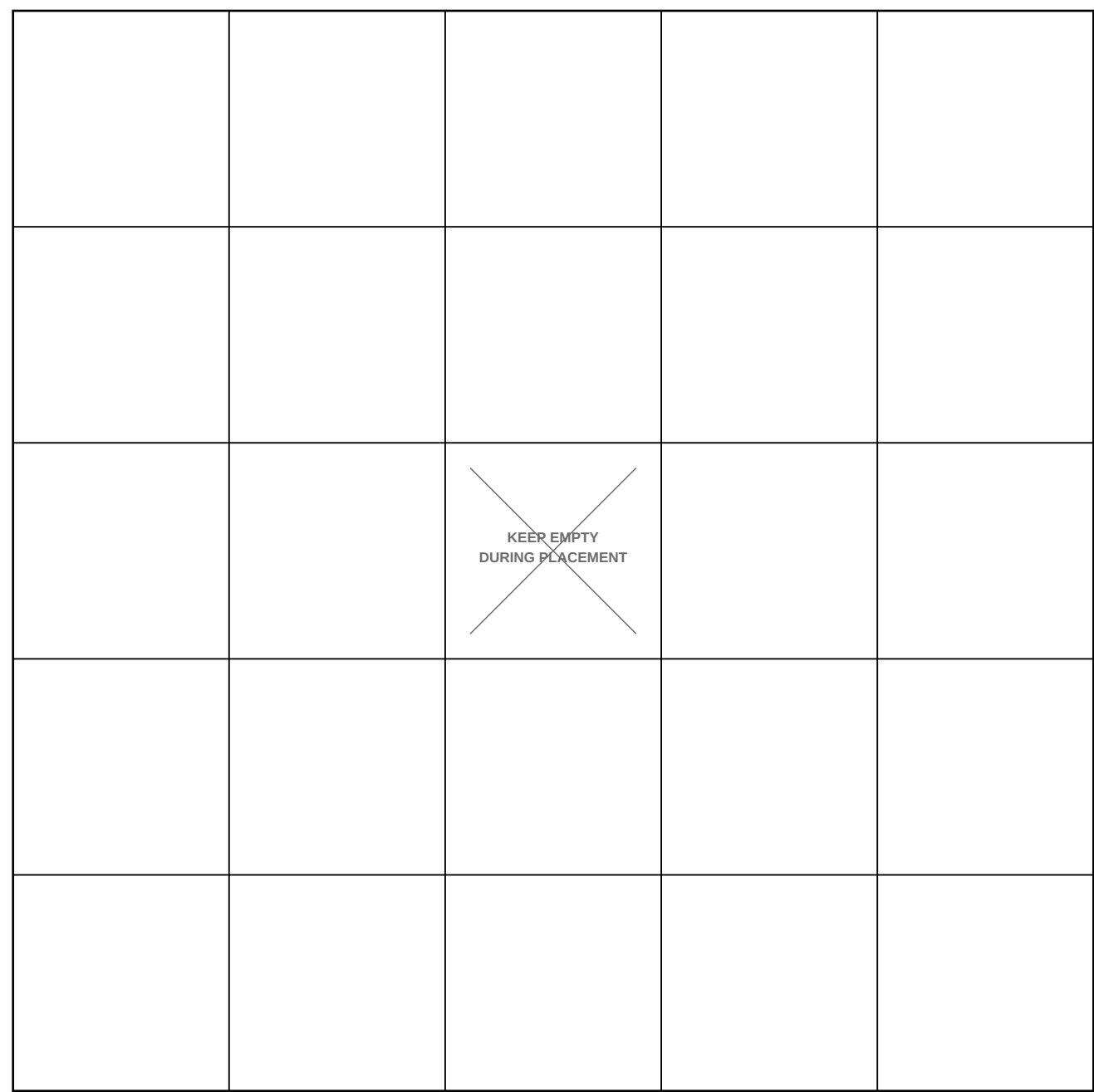
A moves up between two B counters. Because A moved, A is safe.

IMPORTANT VARIANT NOTE

This pamphlet uses the app's no-legal-move loss. Lane instead requires the opponent to sacrifice a counter to open a route; Bolton allows continued movement until a route opens or the sacrifice of a counter.

The 5 x 5 board

Place counters inside the squares. Keep the marked centre empty during placement; Player A enters it on the first movement.

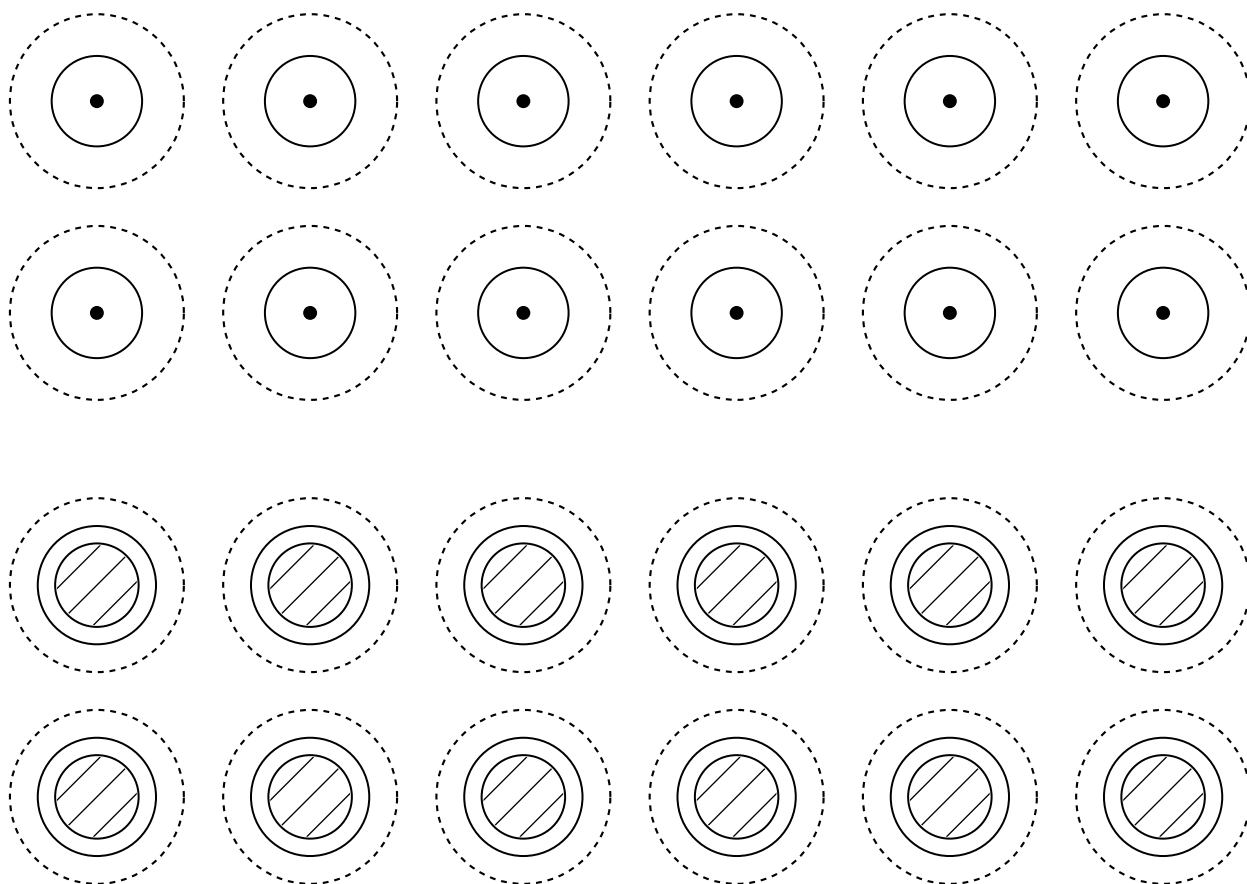


50 mm calibration line

If this line is not 50 mm, disable 'fit to page'.

Counters and notes

Cut along the dashed outer circles. Player A uses the dot counters; Player B uses the striped double-ring counters.



SOURCES AND SCOPE

Edward William Lane, *An Account of the Manners and Customs of the Modern Egyptians*, vol. II (1836), pp. 54-55. H. Carrington Bolton, 'Seega, an Egyptian Game,' *The Journal of American Folk-Lore* 3(9) (1890), pp. 132-134. R. Davies, 'Some Arab Games and Puzzles,' *Sudan Notes and Records* 8 (1925), pp. 138-139. Alex de Voogt, 'Modern Games on Sai Island,' *CRIPEL* 29 (2011-12), pp. 89-95.

Lane and Bolton are nineteenth-century outsider accounts of particular play and rules. Their dates are documentation dates, not an invention or origin claim. This pamphlet teaches the Forgotten Games 5 x 5 interpretation described on page 2.

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