

Adu Huli Goats & Tigers

Bhavyata Foundation aims to ignite & promote India's dying arts & crafts. We forge a bridge between talented rural artisans and the urban market. We support handloom & handicraft artisans across India, especially linking them to sustainable livelihoods and design innovation.

Explaining the Board



Adu Huli, a popular game, is known by different names in different areas. This board game is a strategic indoor game played between two players, one player represents the 16 goats, & the other player represents 3 tigers. It is a game where goats have to save themselves from being hunted by the tigers. The strength of the goats is in their numbers. At the same time, tigers can win by jumping over a single goat to capture it & remove it from the board.

Benefits: It is a hunting game, helps in developing teamwork & competitive spirit.

How to Play

- As shown in fig. 1, there is a central triangular grid with an intersecting rectangular grid. The Goats & Tigers are placed & moved on the points shown by red dots on the board. At a time, a player can place or move the pawn to an empty point (Red color dots shown in fig.1).
- Initially, all 3 tigers are placed on the points as shown in fig. 2 in yellow circles with T written inside.
- All the goats are introduced one by one on each turn on any empty point on the board. A goat is placed, then a tiger moves, in the next turn, another goat is placed, & again, the tiger moves, and so on.
- The tigers can move on each turn, but the goats cannot move till all the 16 goats are placed one by one on the board.
- As shown in fig.3 and 4, the tiger can remove a goat by jumping over it on an empty point behind the goat. The tiger denoted by T in a yellow circle jumps over the goat denoted by the grey circle as shown by a dotted arrow.

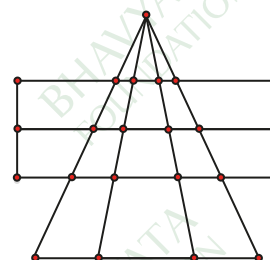


Fig. 1

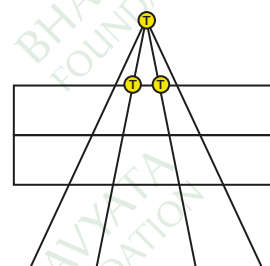


Fig. 2

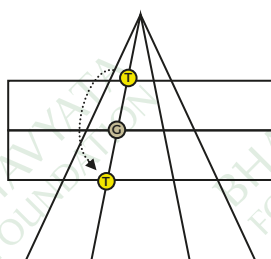


Fig. 3

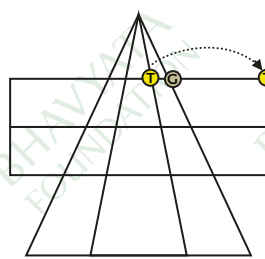


Fig. 4

- Once a goat is eliminated, the same goat cannot be placed back again on the board. Also, the tiger cannot remove multiple goats in one turn, i.e., it does not get an additional turn after removing a goat.

- As can be seen in fig. 5 on the left, a tiger cannot jump over a goat, if there is no empty point behind the goat.
- Also, it cannot change its direction while jumping, as shown in fig. 6 on the right. Also, a tiger cannot jump over another tiger.

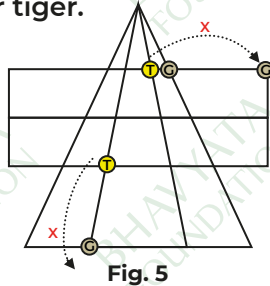


Fig. 5

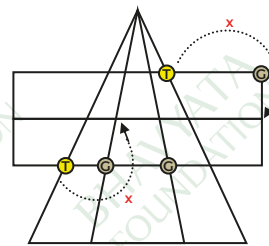


Fig. 6

- The goats can start moving only after all the 16 goats are placed on the board one by one on each turn. A goat can move only to its neighboring empty point during its turn, which a line should connect. Also, the goats can neither jump over goats nor the tigers. The tiger tries to remove more number of goats one by one & wins if it eliminates more than 6 goats from the board.
- The goat wins when it locks all the tigers such that there is no possible move left for the tiger, as shown in fig. 7 & 8. So the goats should avoid being jumped over by the tigers & try to lock them by bringing the goats adjacent to each other around the tiger.
- The tiger & the goat are allowed to move only between the adjacent empty points connected to it by a line. The correct & incorrect ways of moving is as shown in fig. 9.

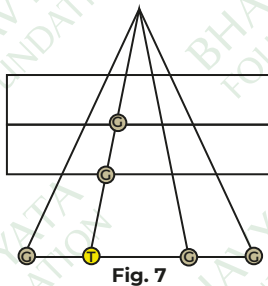


Fig. 7

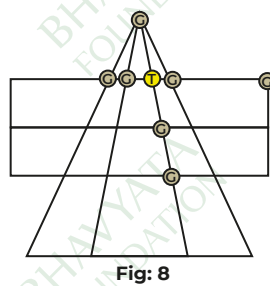


Fig: 8

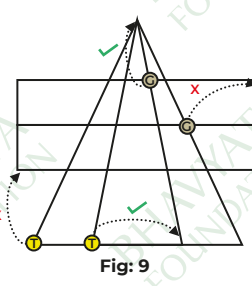
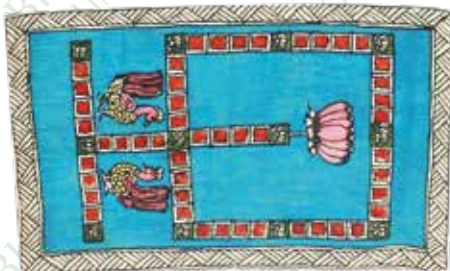


Fig: 9

Winner: Goats win if they can lock the tiger to not jump anymore. Tiger wins if they can remove more than 6 of the goats from the board.

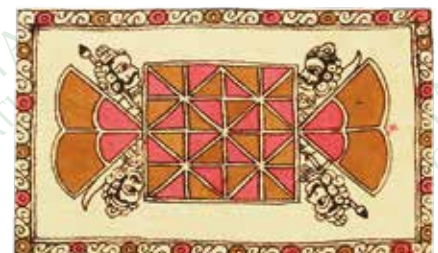
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