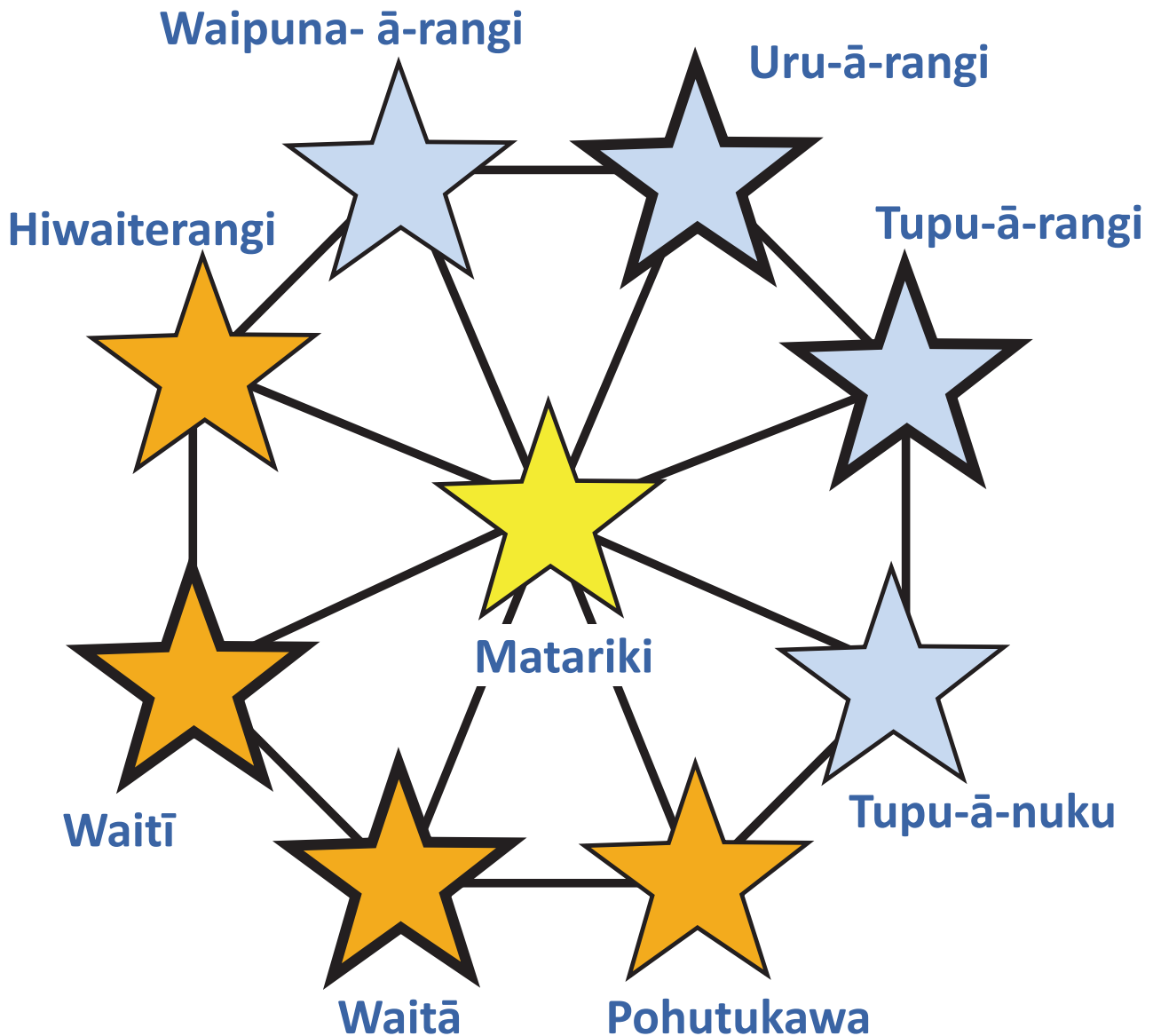


Mū Tōrere

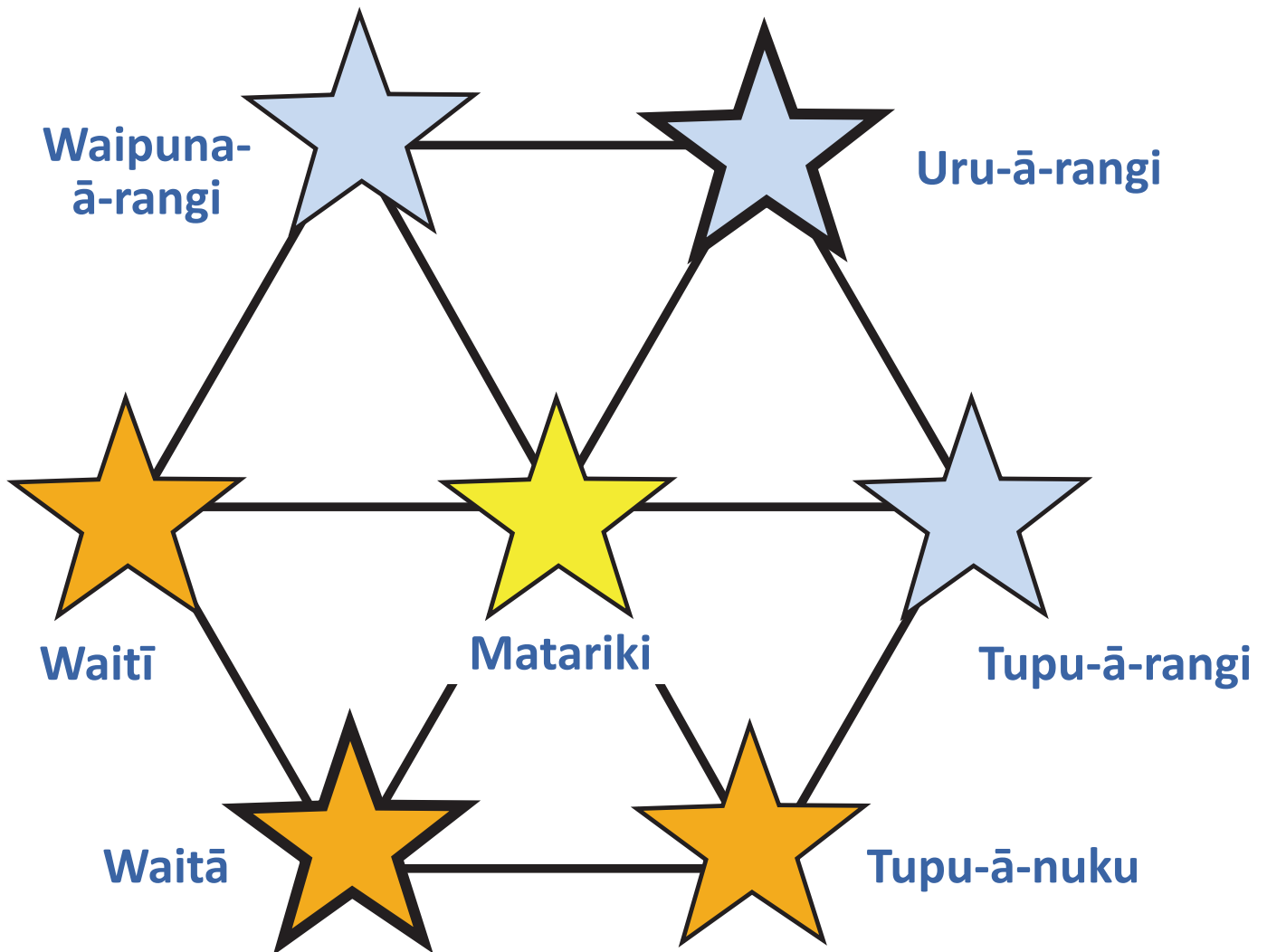


Rules: This is a game for two players.

Each player needs four counters. One player starts with their counters on orange (Hiwaiterangi, Waitī, Waitā, and Pohutukawa). The other starts with their counters on blue (Tupu-ā-nuku, Tupu-ā-rangi, Uru-ā-rangi, and Waipuna-ā-rangi). The first move can be made by either player but it must be from a non-bolded star into the centre (Matariki). The next player must also move from a non-bolded star. So the bold stars are tapū for the first two moves by each player. Then it is game on!

Players can only move to a star next to one they are on. The star they move to must be empty. There is no jumping. The first player to trap their opponent wins. That means there is no way for their opponent to move.

Mū Tōrere Ngāwari



Rules: This is a game for two players.

Each player needs three counters. One player starts with their counters on orange (Waitī, Waitā, and Tupu-ā-nuku). The other starts with their counters on blue (Tupu-ā-rangi, Uru-ā-rangi, and Waipuna-ā-rangi). The first move can be made by either player but it must be from a non-bolded star into the centre (Matariki). The next player must also move from a non-bolded star. So the bold stars are tapū for the first move by each player. Then it is game on!

Players can only move to a star next to one they are on. The star they move to must be empty. There is no jumping. The first player to trap their opponent wins. That means there is no way for their opponent to move.