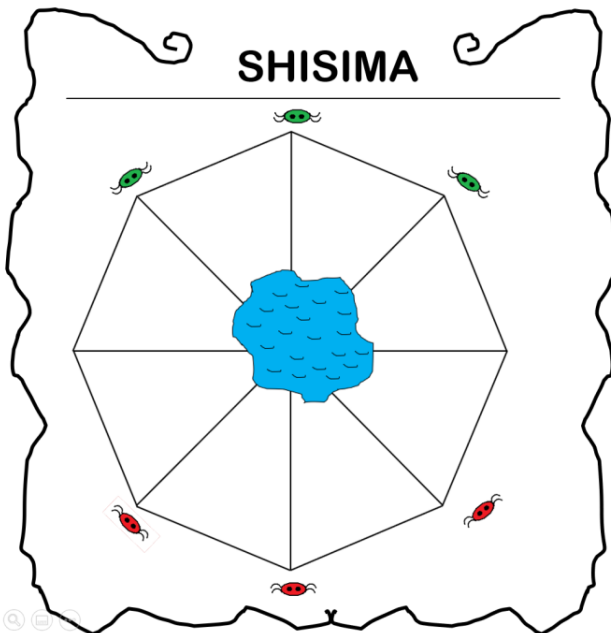


SHISIMA

Shisima is a two-player abstract strategy game from Kenya. It is related to tic-tac-toe, and even more so to *Three Men's Morris*, *Nine Holes*, *Achi*, *Tant Fant*, and *Dara*, because pieces are moved on the board to create the 3-in-a-row. Unlike those other games, Shisima uses an octagonal board.

Shisima means "body of water" and the pieces are called *imbalavali* which translates to "water bugs" as the pieces move quickly on the board as water bugs do on the surface of a lake.



The board consists of an octagon, and four diametrical lines connecting each corner of the octagon to its opposite corner. The four diametrical lines intersect at the middle of the octagon forming the central intersection point of the board. Each of the eight corners of the octagon is also an intersection point, therefore there is a total of 9 intersection points (here-in-forth called "points").

SHISIMA

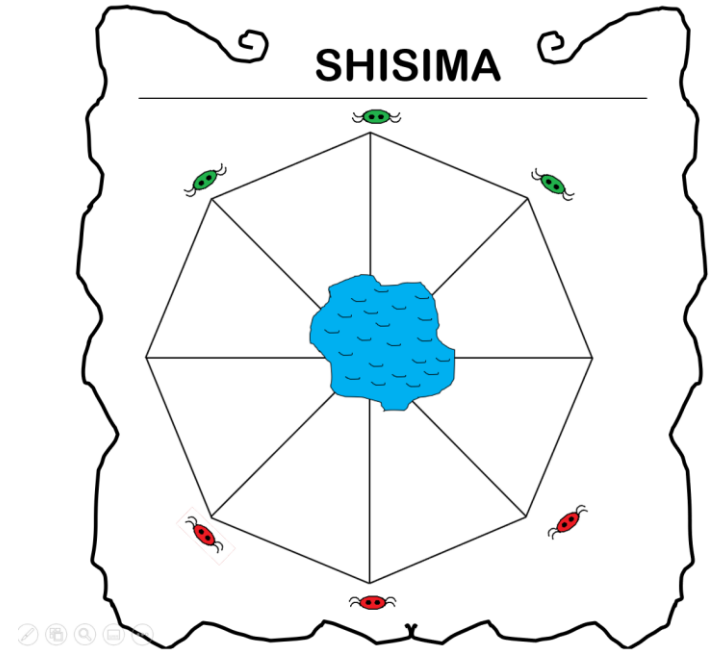
Instructions:

Each player has 3 pieces. One plays one color pieces, and the other plays the other color. You can print the pieces provided here or you can use any small objects like legos, rocks or bottle tops (just make sure there are 2 sets of different colors).

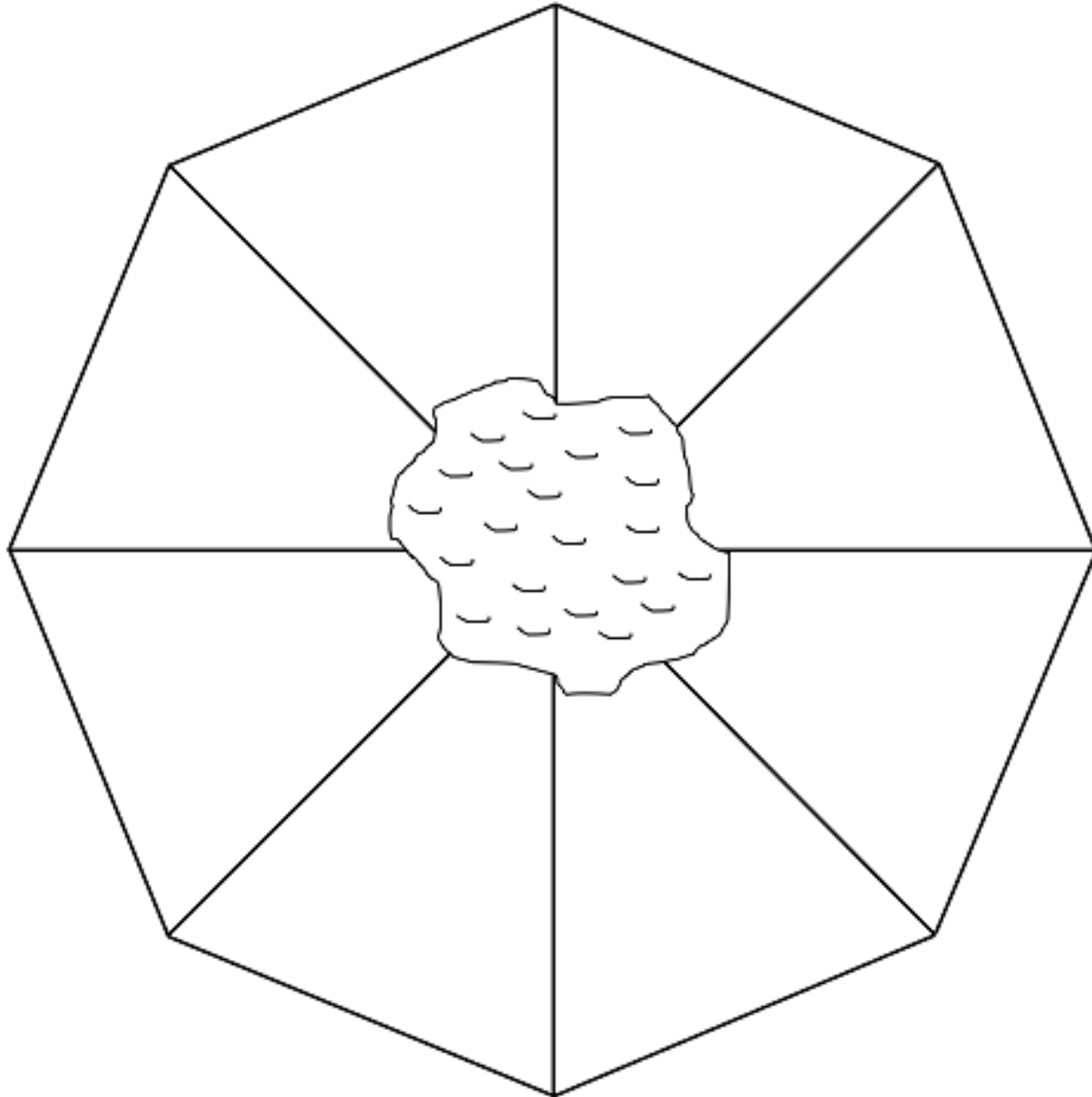
Each player places their 3 pieces on three successive vacant points along the octagon's perimeter. There must be a vacant point on both ends of each player's set of pieces. This leaves three vacant points at the beginning of the game including the central point of the board.

Rules:

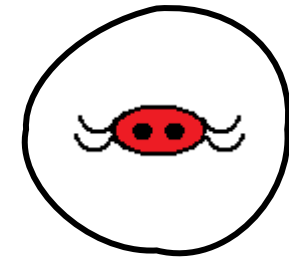
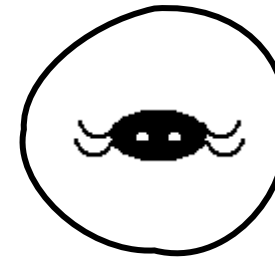
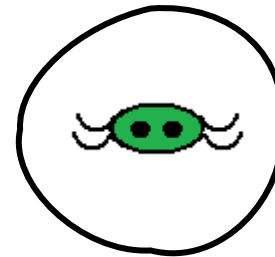
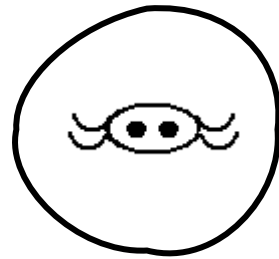
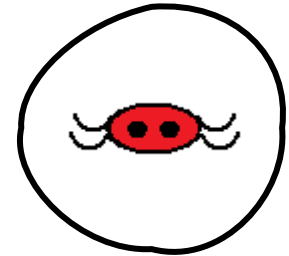
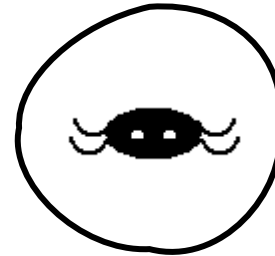
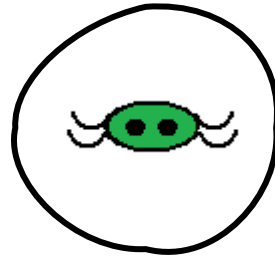
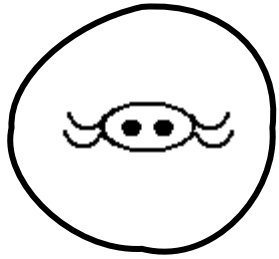
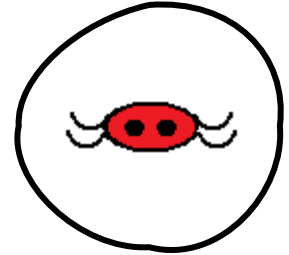
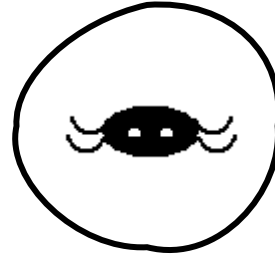
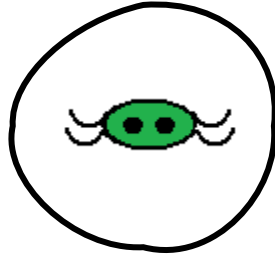
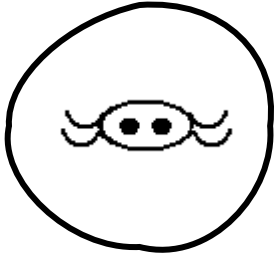
1. Players alternate their turns
2. Each turn a player may move one of their pieces to an adjacent vacant point on the board along a marked line.
3. The first player to make a "three-in-a-row" with one's pieces along a diametrical line wins the game.
4. Repeating a position three times is a draw.



SHISIMA



SHISIMA



Imbalavali Pieces