

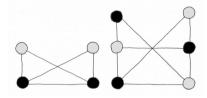
The Historic Games Club

A GAME FOR TWO PLAYERS. PRINT OUT THE PAGE OR DRAW A COPY OF THE BOARD - TAKE A LOOK AT https://www.thehistoricgamesshop.co.uk/the-historic-games-club.html FOR IDEAS FOR MAKING OR FINDING YOUR OWN GAMES PIECES, AND HOW TO PLAY IF YOU HAVE NO OPPONENT. THE BOARDS ARE ON PAGE 2!

No. 8. Horseshoe and Madelinette

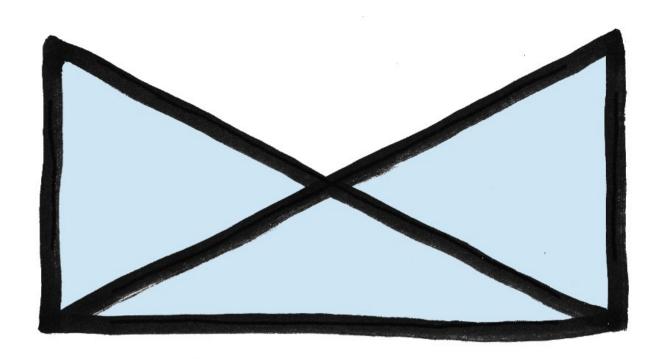
Two very simple "blocking" games this time, where the aim is to prevent your opponent from moving. The game of Horseshoe (as it's known in English) comes from the Far East, where it is still played and known under several different names. It was first written about in Europe by a seventeenth century oriental linguist (an expert in "Eastern" languages) called Thomas Hyde, who worked as an interpreter in the Royal Courts of Kings Charles II, James II and William III, and learnt about many games from talking to foreign travellers. Madelinette is a similar but slightly more complex game also mentioned by Hyde.

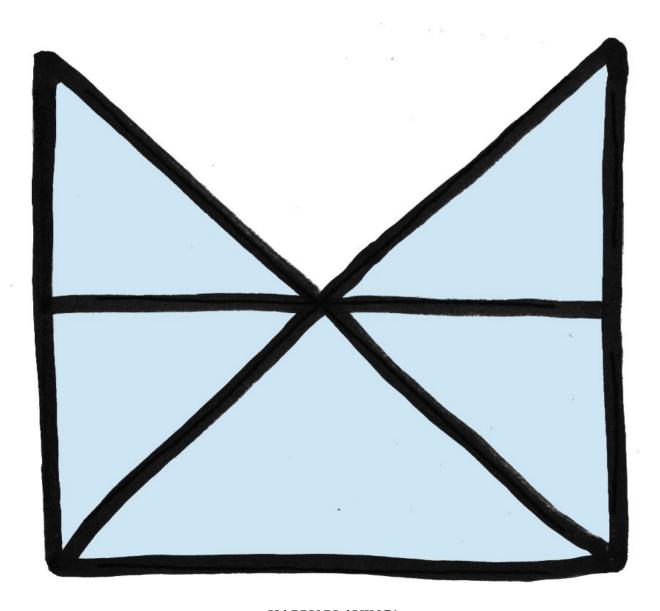
Each game is for two players – for Horseshoe you will need two playing pieces each, and for Madelinette three playing pieces each. The games start with the pieces in the positions shown in the diagrams:



Start with Horseshoe, the simplest game, then try Madelinette. One player begins, by moving a piece along a line to an adjacent empty position; player two then takes their turn. The aim of each game is to block your opponent so that on their turn they cannot move any piece! Simple!

You can take turns at being the first player to move. Each game might be over very quickly, especially when you're start playing, but as you get more practice you may find it takes a while before someone slips up and allows the other player to make a winning move! There is only one winning position in Horseshoe, but several in Madelinette - can you find them all? Do you think it's possible to devise a foolproof winning strategy?





HAPPY PLAYING!

Let us know how you get on at https://www.thehistoricgamesshop.co.uk