

# Mu Torere

Mu Torere is a game originating from the Maori culture in the country of New Zealand. In this class, your student learned a bit about New Zealand how to play Mu Torere. Here are the instructions so that you can play at home as well! We are also including instructions on creating the game board, in case anyone would like to make their own rather than print it. This is a blocking game played between two players.

Playing the game:

- Each player needs 4 counters, making sure you can tell which ones belong to which player. These can be pebbles, coins, bottle caps, game pieces, etc. Call one set “black” and one set “white.”
- To start, place the counters on the board. The four white counters occupy adjacent points of the star, and the four black counters occupy the four other (also adjacent) points. The circle at the center is called the *putahi*, or meeting place.
- Black starts, and players take turns moving their counters one at a time. A move can be made in one of three ways:
  1. A counter can move from one point on the star to the next point, but only if the point is empty.
  2. A counter can move from the *putahi* to an empty point.
  3. A counter can move from the point to the *putahi*, but only if the opponent occupies the point(s) on one or both sides of that point.
- The game ends when one player wins by blocking the other player from making any moves.

The game board is an eight-pointed star with a space in the center called the *putahi*, or meeting place. The eight rays are called *kawai*, or branches. Drawing the game board:

1. Use a compass or pencil attached to a string anchored in the center of a paper to draw a large circle on your page.
2. Draw a diameter across the circle through its center. Then draw another diameter perpendicular to the first so that they form a cross in the center of the circle.
3. Draw two more diameters to divide the quarters in half.
4. Connect the endpoints of the diameters with V shapes to form the star, and add a circle at the center of the star. If you would like, erase the arcs of the original circle.

