

SHISIMA GAME BOARD

HOW TO PLAY SHISIMA

Shisima is a traditional abstract strategy, three-in-a-row game from Kenya. In the Tiriki language, “shisima” means body of water. The game board is an octagon bisected by 4 lines. The shisima is in the center of the octagon. The counters are called “imbalavalia”, which means water bugs.

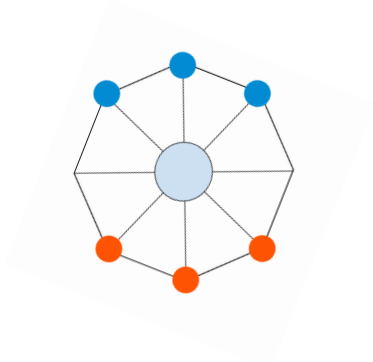
What you need:

- Game board
- 3 counters for each player. Use different colored buttons, game pieces from another game, or coins.

Objective: Be the first player to get three in a row with your own counters. The row must go through the shisima.

How to play:

Place counters in their starting positions, as shown below:



Determine who will go first.

Players take turns moving counters one at a time, one space at a time, along a line to an empty point.

Placing a counter in the center is allowed.

Jumping over any counter is not allowed.

The first player to get three in row with a counter in the shisima wins the game.

Note: If players repeat the same set of moves three time in a row, the game ends in a tie.

If you like Shisima, try these other three in a row games:

[Tapatan from the Philippines](#)

[Nine Holes from England](#)

[Math Tic Tac Toe](#)

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Happy Playing!

Erica