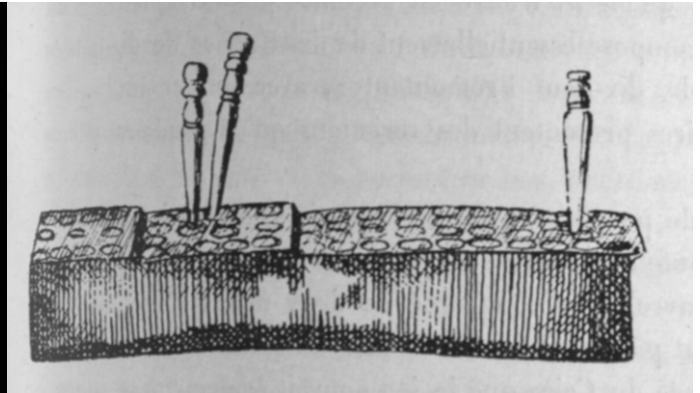# Coptic Game

What we know:

- Board geometry (see your board)
- Peg-shaped pieces go in the holes
- Pieces cannot occupy the same space (because they are pegs, only one can fit in a hole at a time)

What you need to decide:

- How many pieces to use
- Which kind of dice to use
    - If stick dice, how do you assign values to the throws?
- Where do the pieces start?
    - If on the board, in what configuration?
    - If off the board, how do they enter?
- How do the pieces move?
    - Is there a set path along which the pieces move?
    - Can they move freely?
        - How/in what directions can the pieces move?
- What happens when a piece moves to a hole another peg already occupies?
    - Is it captured?
    - Does it go back to start?
    - Is the first piece blocked from moving to that spot?
- What is the goal of the game?
    - To reach a certain place on the board?
    - To move off of the board?
    - To capture all of the opponent's pieces?
    - To place the pieces in a particular configuration?

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