In “Mu Torere: An Analysis of a Maori Game,” Marcia Ascher did the first graph theoretic analysis of the Maori game Mu Torere, and argued that similar games of this form on different size boards would not be interesting. We provide an alternative analysis of Mu Torere which simplifies the game graph enough that certain aspects of the play of the game and its complexity are easily revealed: in particular, showing that optimal play in Mu Torere produces a draw. We also describe games of this same form, but on smaller boards, from China, Korea, and from a “Berry Berry Kix” cereal box that show that alternative formulations of this game could, in fact, be interesting. In further analysis of these several games, we apply a series of simplifications of the game graphs by using assumptions that players can see some number of steps ahead. These successively simplified graphs reveal additional insights into the complexity of this class of ethnographic games. (Received September 17, 2014)