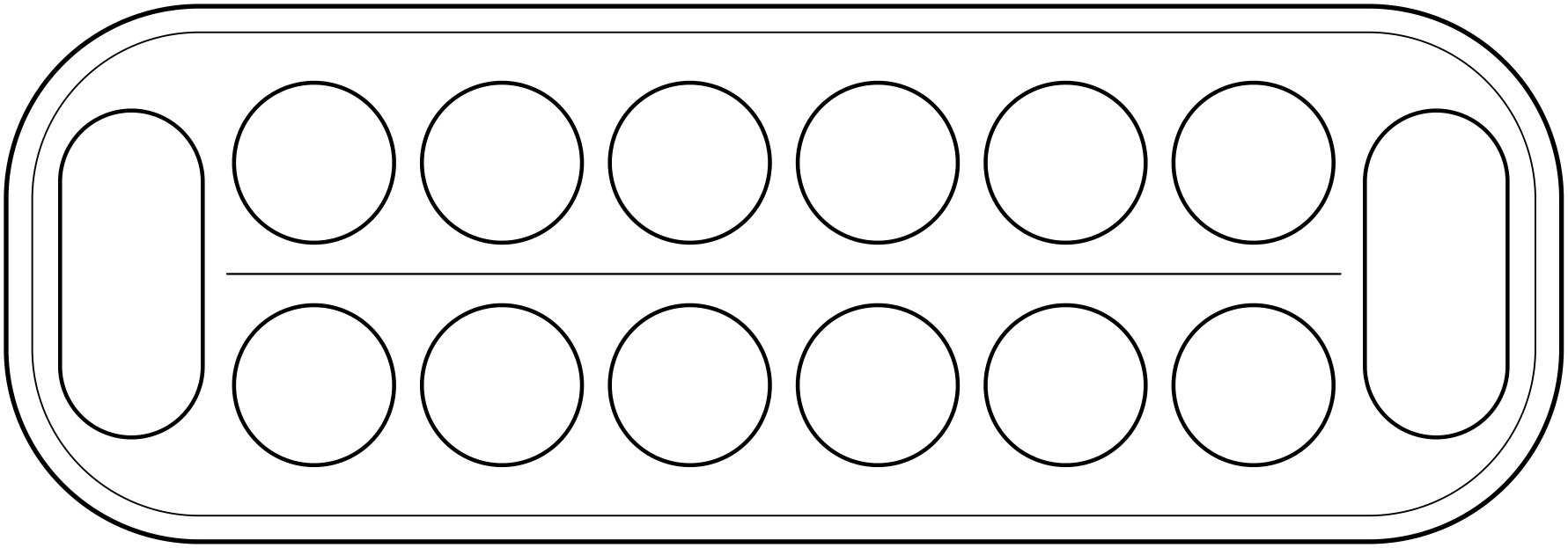
Oware

WEST AFRICA · 2 PLAYERS



Setup. 4 seeds in each of the 12 pits (beans or pebbles, up to 7 mm). Your row is the one nearest you; your store, at your right hand, holds only what you capture.

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1. Sow counter-clockwise.

Pick up every seed in one of your pits and drop them one by one into the next pits, counter-clockwise. A sow of 12 or more skips the pit it came from.

2. Two or three, and they're yours.

If your last seed makes an opponent's pit hold exactly 2 or 3, take them. Walk back through their row, taking each pit that also holds 2 or 3, until one doesn't.

3. Race to 25.

Never leave your opponent without seeds while another move exists. First to 25 seeds wins; 24–24 is a draw. If a player can't move, the seeds left go to whoever just played.