



Oware

Background:

Oware is a strategy game. The game as played in Ghana is a social event and is commonly played on the street. The game is also used in education among the Asanti children for the development of math skills.

The traditional oware in Ghana is hand carved with traditional symbols of the Asanti people in the wood. The playing seeds are Bonduc seeds, a bright green seed with a hard shell. Stones and sometimes recycled glass are used.

Materials Needed:

Egg carton to serve as oware board.

48 seeds (sunflower seeds, corn, beads, etc).

Playing Time: 20 minutes

Object: The object of the game is to capture more seeds than one's opponent. It is possible to end the game in a draw, where each player has captured 24 seeds.

How to play:

Oware is played on a board of two rows and six holes (egg carton). The row in front of you is your own ground. The game starts with 4 seeds in each hole. Each turn, you choose one of the six cups on your side of the board, pick up all of the pebbles in it, and "sow" them in counter-clockwise order into the other cups, one per cup, until all of the pebbles have been used up. If you get to the last cup on your side and still have pebbles left over, then you proceed on to place pebbles in your opponent's cups. This is desirable, because if your last pebble lands in one of your opponent's cups, raising to total number of pebbles in the cup to two or three, then you capture all of the pebbles in that cup. If the cup immediately preceding that one also has two or three pebbles, you also capture those. If the one before that also has two or three pebbles, you capture those as well, and so on so that you could conceivably capture 18 pebbles on a single move (albeit only against a very poor player).

Winning:

The game is over when one player has captured 25 or more seeds, or each player has taken 24 seeds (draw). If both players agree that the game has been reduced to an endless cycle, each player captures the seeds on their side of the board.

Rule 1: Kill the enemy is forbidden



To play a run and leaves the other player with no seeds to continue playing is not allowed. If you do it you will lose the game.

Remember: "Whoever destroys the land may not reap anymore."

Rule 2: You can't permit other players feel hungry

If the other player has only one seed in his field you will have to remove it in order to harvest and continue playing. This situation means that the other player will not be able keep playing.

Players must provide in advance to avoid this situation. For example, having at least one seed in the last hole to harvest immediately to our opponent side and allow him to keep playing.

If this is impossible, because we only have one seed in our land. The game is finished. The winner is the one that harvest more.

Rule 3: The final agreement

When there are few seeds left on the counter, the game may be perpetuating and hardly any of the 2 players can capture any new seed. By mutual agreement player can agree the end of the game. In this case every player is the owner of the seeds in his side. As always, who has garnered more wins the match.