

# AWALE

(c) Didier & Olivier GUILLION 1996-1997

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## PREFACE

The Awale game is one of the most ancient known strategy games. The origin of this game seems to take place in the Vth-VIth century. Then, the game spreaded out into Middle East and almost all the African continent, before being known in the whole World.

The Awale is a main feature of the African culture niceties.

The Awale rules are simple, and the game is really easy to learn. On the other hand, the strategies to be successful may be complex and subtle.

Very numerous game variations can be found (almost every African village has its own one...). Some of these variations have been already implemented in the game, and you'll find their complete descriptions in the following pages.

But you can also define your own rules. If you find an interesting one, you can send us the corresponding file, by e-mail at [myriad@hol.fr](mailto:myriad@hol.fr) or on a floppy disk by post mail at :

Didier & Olivier Guillion, 22 rue Pierre d'Aragon, 31200 Toulouse, FRANCE

We'll include this rule in the next versions of Awale.

You can also download the new rules from our Web site :

<http://members.aol.com/GBShare>

To use them, copy them into the 'Logic' folder of the Awale directory.

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## 2-4

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Proposed by : F. Pingaud.

Commentaries : In this rule, the sowing is multiple, but a seed is left in every starting hole. The capture (eventually multiple) occurs when the ending hole reaches 2 or 4 seeds, in any territory..

### **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

### **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the hole must contain at least 2 seed(s). The player grabs all the seeds in the chosen hole but 1. He sows these seeds one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

### **MULTIPLE SOWING:**

As the last seed is dropped, the player grabs all the seeds in this hole but 1, and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1, 2 or 4 in any territory.

### **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 2 or 4 in any territory. The player captures the seeds of the reached hole .

The previous holes that also match the criteria are captured too, without taking in account the territorial limits.

### **GAME END :**

When a player can't play, he misses his turn.

The game is ended when the board is empty.

The winner is the player who, at the end of the game, had captured the more seeds.





# Adji-Boto

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Surinam.

Proposed by : Steve Evans.

Commentaries : Adji-Boto is played in Surinam, and is similar to versions of Azigo and Okwe played in Nigeria. The game is normally played on a board of 2x5 holes with 10 seeds per hole, but can just as easily be played on a 2x6 board with 8 seeds. Play is from an occupied hole on the player's side and 1 seed is left in the hole. If a seed is played into a hole on the opponent's side making 1, 3 or 5 seeds they are all captured.

Source: 'Mancala Games' by Larry Russ, 1984 .

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 8 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the hole must contain at least 2 seed(s). The player grabs all the seeds in the chosen hole but 1. He sows these seeds one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 1,3 or 5 in the opponent's territory.

The player captures the seeds of the reached hole .

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, all the remaining seeds are captured by the player who is not stucked. Otherwise, all the remaining seeds are captured by the player who did the last move.

The winner is the player who, at the end of the game, had captured the more seeds.





# Adjito

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Dahomey.

Proposed by : Guillion Bros..

Commentaries : When his sowing ends in his own territory, the player captures the seeds in the opposite hole.

Also called Madji.

(Murray, "A history of board games...", 7.5.10).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to a value from 1 to 48 in the player's territory. The player captures the seeds of the hole on the opposite side of the reached hole .

If capture doesn't leave any seed to the opponent, then the capture isn't performed at all.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Awale

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : West Africa.

Proposed by : Guillion Bros..

Commentaries : The most played classical rule, from which numerous variations come from : the capture occurs in the opponent's territory, when the number of seeds in the ending hole reaches 2 or 3.

Also called : Wari, Woro, Awaré, Ayo, Walu, Koro, Adji ....

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 2 or 3 in the opponent's territory.

The player captures the seeds of the reached hole .

If capture doesn't leave any seed to the opponent, then the capture isn't performed at all.

The previous holes that also match the criteria are captured too, but without crossing the limits of the territory.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Dakar

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Cap vert, Dakar (Sénégal).

Proposed by : M. Olivier Rolland.

Commentaries : A variation on the Classical Awale, on which the capture occurs when the last hole reaches an even number of seeds. Multiple capture isn't allowed.

The local name of this rule is unknown..

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

The player isn't allowed to starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to an even value in the opponent's territory. The player captures the seeds of the reached hole .

If capture doesn't leave any seed to the opponent, then the capture isn't performed at all.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- A player captured more than 24 seeds.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Darra

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Nigeria.

Proposed by : Guillion Bros..

Commentaries : A variation on the Oware, which keeps the feature of flow capture, but without multiple sowing. (A turn doesn't end necessarily with a capture)

Played by the Hausas Tribe, Northern Nigeria.

Also played on boards of 2x12, 2x16 or 2x18 holes.

(Murray "A History of Board Games..." 7.5.41).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **FLOW CAPTURE :**

The flow capture consists in capturing the seeds of some holes during the player's sowing. Flow capture is allowed for the player as well as for his opponent. The player performing the flow capture can capture seeds only into his own territory. The flow capture is performed for any hole containing 4 stone(s).

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 4 in any territory. The player captures the seeds of the reached hole .

## **GAME END :**

The game is ended when :

- None of the players can still play.
- There are less than 5 seed(s) left on the playboard.

When a player can't play, he misses his turn.

When the game is ended, all the remaining seeds are captured by the player who performed the last capture.

The winner is the player who, at the end of the game, had captured the more seeds.





# French Wari

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Barbados.

Proposed by : Guillion Bros..

Commentaries : A variation on the Jodu, where the seed in the player's own territory isn't captured.

(Murray "A History of Board Games" 7.9.1).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **MULTIPLE SOWING:**

As the last seed is dropped, the player grabs all the seeds in this hole and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1 in any territory.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 1 in any territory. The player captures the seeds of the hole on the opposite side of the reached hole .

If capture doesn't leave any seed to the opponent, then the capture isn't performed at all.

## **GAME END :**

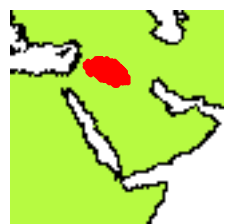
The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Halusa

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Mesopotamie.

Proposed by : Guillion Bros..

Commentaries : In this variation, the capture occurs in the player's own territory, when the last hole reaches an even number of seeds.

(Murray "A History of Board Games" 7.1.1).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 6 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

The player isn't allowed to starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to an even value in the player's territory. The player captures the seeds of the reached hole .

If capture doesn't leave any seed to the opponent, the last hole isn't captured.

The previous holes that also match the criteria are captured too, but without crossing the limits of the territory.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, all the remaining seeds are captured by the player who is not stucked. Otherwise, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Jodu

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Nigeria.

Proposed by : F. Pingaud.

Commentaries : The sowing is multiple (the seeds in the reached hole are picked up to start a sowing again) and ends when an empty hole is reached. If the sowing ends into the player's territory, the seeds in the opposite hole are captured.

From Yorubas people (Nigéria).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **MULTIPLE SOWING:**

As the last seed is dropped, the player grabs all the seeds in this hole and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1 in any territory.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 1 in the player's territory. The player captures the seeds of the reached hole as well as the seeds of the hole on the opposite side of the reached hole .

## **GAME END :**

The game is ended when :

- None of the players can still play.
- There are less than 1 seed(s) left on the playboard.

When a player can't play, he misses his turn.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Kale

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Gabon.

Proposed by : Guillion Bros..

Commentaries : A very close variation on the classical Awale. The capture occurs on the holes that reach 2 or 4 seeds, instead 2 or 3.

Also called Erhéhé. Originally played by the Epongwé tribe.

(Murray "A History of Board Games" 7.5.29).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 2 or 4 in the opponent's territory.

The player captures the seeds of the reached hole .

If capture doesn't leave any seed to the opponent, then the capture isn't performed at all.

The previous holes that also match the criteria are captured too, but without crossing the limits of the territory.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Nyakun

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Toulouse, France.

Proposed by : Didier Guillion.

Commentaries : A rule invented and played only in our family.

In this rule, this is no more question of territory. Any hole can be played, and a capture can occur anywhere. The only goal is to reach an empty hole to capture the last sowed seed..

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in any territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to a value from 1 to 3 in any territory.

The player captures the seeds of the reached hole .

The previous holes that also match the criteria are captured too, without taking in account the territorial limits.

## **GAME END :**

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

nobody captures the remaining seeds.

The winner is the player who, at the end of the game, had captured the more seeds.





# Ot-Tjin

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Borneo.

Proposed by : Steve Evans.

Commentaries : Ot-Tjin (Fish) is played on Borneo, and is normally played on a board of 2x10 holes, but can just as easily be played on a smaller board. There are 3 seeds in each hole at the start of play. Play is by multiple laps starting from an occupied hole on the player's side and ending when the last seed is played into an empty hole, or a hole containing 2 seeds (making 3) on either side. If played into a hole making 3 seeds, all are captured

Source: 'Mancala Games' by Larry Russ, 1984 .

## ***PLAYBOARD PREPARATION:***

Seeds are distributed on the playground with 3 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## ***GAME PROGRESS :***

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## ***MULTIPLE SOWING:***

As the last seed is dropped, the player grabs all the seeds in this hole and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1 or 3 in any territory.

## ***CAPTURE :***

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 3 in any territory. The player captures the seeds of the reached hole .

## ***GAME END :***

The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, all the remaining seeds are captured by the player who did the last move.

The winner is the player who, at the end of the game, had captured the more seeds.





# Oware

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Proposed by : F.Pingaud.

Commentaries : Also called Adi ou Obridjie (Nigeria)

A multiple sowing which ends when the number of seeds in the last hole reaches 4, in any territory. These seeds are then captured.

Main feature : a flow capture occurs during the sowing. Each player captures the holes containing 4 seeds in his own territory (See below).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **MULTIPLE SOWING:**

As the last seed is dropped, the player grabs all the seeds in this hole and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1 or 4 in any territory.

## **FLOW CAPTURE :**

The flow capture consists in capturing the seeds of some holes during the player's sowing. Flow capture is allowed for the player as well as for his opponent. The player performing the flow capture can capture seeds only into his own territory. The flow capture is performed for any hole containing 4 stone(s).

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 4 in any territory. The player captures the seeds of the reached hole .

## **GAME END :**

The game is ended when :

- None of the players can still play.
- There are less than 5 seed(s) left on the playboard.

When a player can't play, he misses his turn.

When the game is ended, all the remaining seeds are captured by the player who performed the last capture.

The winner is the player who, at the end of the game, had captured the more seeds.





# Songo Duala

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Cameroun.

Proposed by : Guillion Bros..

Commentaries : A variation on the classical Awale : at the beginning of a game, the holes are filled by 8 seeds each, and a capture occurs on 2, 3 or 4 seeds in any territory.

Played by the Duala tribe.

(Murray "A History of Board Games" 7.5.31).

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 8 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

If possible, the player must not starve his opponent.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is skipped.

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to a value from 2 to 4 in any territory.

The player captures the seeds of the reached hole .

If capture doesn't leave any seed to the opponent, the last hole isn't captured.

The previous holes that also match the criteria are captured too, but without crossing the limits of the territory.

## **GAME END :**

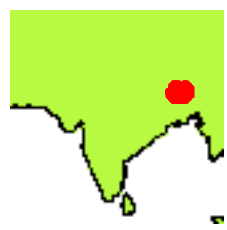
The game is ended when :

- None of the players can still play.
- The player can't play any hole.

When the game is ended, each player captures the remaining seeds in his own territory.

The winner is the player who, at the end of the game, had captured the more seeds.





# Vai Lung Thlan

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : India (Inde).

Proposed by : Guillion Bros..

Commentaries : The seed that reaches an empty hole in any territory is captured.

In the real game, the moves are made clockwise (But it doesn't change the strategy in any way)

Originally played by the Lushei Kuki clan, Assam.

(Murray " A History of Board Games" 7.2.4).

## ***PLAYBOARD PREPARATION:***

Seeds are distributed on the playground with 5 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## ***GAME PROGRESS :***

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## ***CAPTURE :***

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 1 in any territory. The player captures the seeds of the reached hole .

The previous holes that also match the criteria are captured too, without taking in account the territorial limits.

## ***GAME END :***

When a player can't play, he misses his turn.

The game is ended when the board is empty.

The winner is the player who, at the end of the game, had captured the more seeds.





# Wouri

**This Awale copy isn't registered yet. Support the shareware system : Register your copy!**

Localization : Mali.

Proposed by : Steve Evans.

Commentaries : Wouri is a variation of Oware that is played by the Malinke people of Mali. The play is by multiple laps ending when the last seed lands in a hole containing 3 seeds (to make 4) on either side. These seeds are captured. As in Oware, flow capture is also allowed for holes reaching 4 seeds during play, but in Wouri these can only be on the opponents side. These seeds are captured by the player.

Source: 'Mancala Games' by Larry Russ, 1984 .

## **PLAYBOARD PREPARATION:**

Seeds are distributed on the playground with 4 seeds in each hole. Each player's territory is constituted by the six holes of a row. The upper row is called North territory, and the lower one South territory.

## **GAME PROGRESS :**

Each player plays in turn. The player must choose a hole in his own territory, but the chosen hole can't be empty. The player grabs all the seeds in the chosen hole and sows them one by one, counterclockwise.

While the amount of grabbed seeds allows the player to perform a complete turn, the starting hole is not skipped.

## **MULTIPLE SOWING:**

As the last seed is dropped, the player grabs all the seeds in this hole and starts sowing again. This multiple sowing ends when the last dropped seed sets the number of seeds in the hole to 1 or 4 in any territory.

## **FLOW CAPTURE :**

The flow capture consists in capturing the seeds of some holes during the player's sowing. Flow capture is allowed for the player only. The player performing the flow capture can capture seeds only into his opponent's territory. The flow capture is performed for any hole containing 4 stone(s).

## **CAPTURE :**

When the player's sowing is ended, seeds from some holes can be captured and gathered into the player's loft.

A capture is performed when the last dropped seed sets the amount of seeds in the hole to 4 in any territory. The player captures the seeds of the reached hole .

## **GAME END :**

The game is ended when :

- None of the players can still play.
- There are less than 5 seed(s) left on the playboard.

When a player can't play, he misses his turn.

When the game is ended, all the remaining seeds are captured by the player who performed the last capture.

The winner is the player who, at the end of the game, had captured the more seeds.

