



## How to play wari

The wari board has 7 circles for each player: 6 in a row for playing, and an extra one for taken pieces. (On the Kids and Caboodles board, the circle for taken pieces is the bigger circle in the middle -- one for each player.)

Start with 4 pieces in each of the playing circles. When it's your turn, pick up all of the pieces from one of your circles and put them one at a time (one in each circle) into each of the next circles going counter-clockwise (to your right). Depending on where you start and how many pieces you have to distribute, you might have enough to put into some of the other player's circles.

If there are enough picked-up pieces to go around the board more than once, don't put any pieces back in the empty circle during that turn, just leave it empty and skip to the next one.

When the last piece you put down is in one of the other player's circles that already has 1 or 2 pieces but not more than that (so that it makes 2 or 3 pieces altogether -- not just 1, and not 4 or more), then you take them (including the piece you added) and put them in your extra circle for taken pieces. You also take the pieces from the circle before that one, **IF** it also has either 2 or 3 pieces (no more, no less) and is on the other player's side. Then take the pieces from the one before that, and before that, and so on, as long as each one has only 2 or 3 pieces, is on the other side of the board, and you already took the pieces from the circle that comes after it.

You're not allowed to make a move that would take away all of the other player's pieces unless there is no other move you can possibly make. If the other player's side get emptied because that's the only move they can make, then you have to use your turn to put some pieces back onto their side.

The game ends when there are no more pieces to pick up on one side of the board and no moves that can be made to add any pieces back to the empty side.

### Object of the Game -- variations:

**Sorry Wari:** competitive. The object of the game is to end up with more taken pieces than the other player. Each time it's your turn, you try to make the move that will let you take the most pieces away from the other player.

**Win-Win-Wari:** co-operative. The object of the game is for both players to end up with equal numbers of taken pieces. Each time it's your turn, you try to make a move that will balance out the numbers.

**Hurry Wari:** don't stop to think about what would make the best move, just quickly pick up from any of your circles and quickly re-distribute. Can be done competitively or co-operatively.