

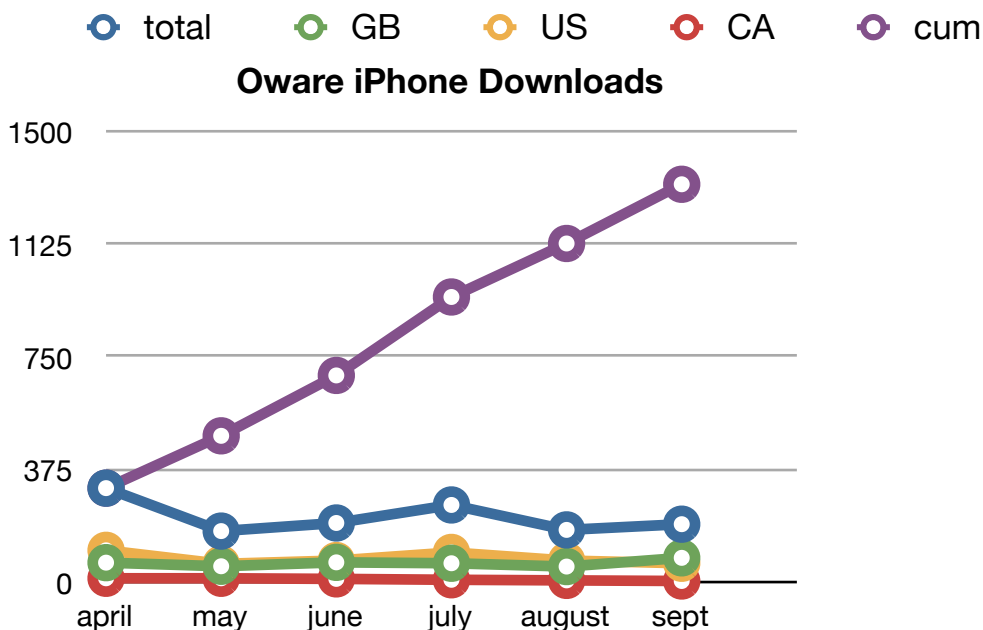
Oware game on iPhone Viral's

iPhone users are downloading this game implementation developed by Ghana Dot Com for iPhone users at a rapid pace. The game was released in April 2010 and already there are over 1500 downloads.

The algorithm for the game was developed in the eighties and implemented in Basic, Pascal and C languages by the authors over the years. This particular game was produced to teach students how to write programs for iPhone and this version implementing the nante nante rules was released together with the other Oware game variants Abapa and Nandole rules

Easy to find on the Apple iPhone AppStore search for African Game and look for the logo of the game

Oware game at the AppStore



Game Rules (one game)

This is an African Board game commonly played in West Africa. The board has 2 rows of 6 holes. Each player owns one of the two rows and may select any hole to move. The game starts with 4 stones in each hole. Play alternates between the players each taking a turn. In a turn a player selects one of the 6 holes in the row closest to him. He removes all the stones, and places them, one each, in successive holes starting with the hole to the right of the one just selected and working counterclockwise around the "circle". For our purposes the 12 holes make a "circle".

If the final stone is placed in a hole containing exactly three stones the player removes and wins all four stones and his turn terminates. If the final stone is placed on an empty hole the player's turn terminates. If the stone is placed on any other number of stones the player removes all the stones from the hole and repeats the process. If, in adding the stones a hole becomes four and it's not the last stone in a turn then the owner of the land wins the stones. The game ends when there are only 4 stones left on the board and the last player wins the 4 stones.

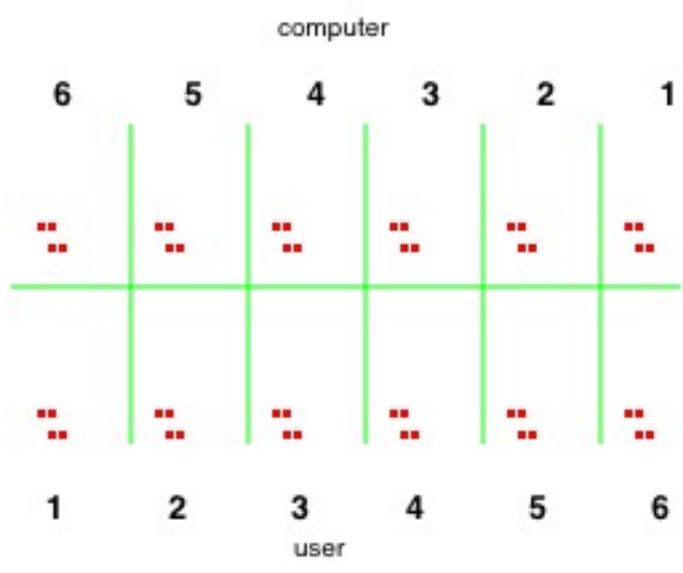
The Dashboard

The user interface has controls for the user to make his moves and for initiating moves selected by the iPhone Computer the user plays against. The routine use is for the user to choose who moves first User or Computer. You may set a level of difficulty. The game starts when the user turns Run(ON). From this time on all the buttons are controlled, enabled or disabled to match the game play by the Oware App

The User makes his moves by using the six numbered buttons at the bottom of dashboard. The user uses the goComputer button to initiate the computer's selected and displayed move.

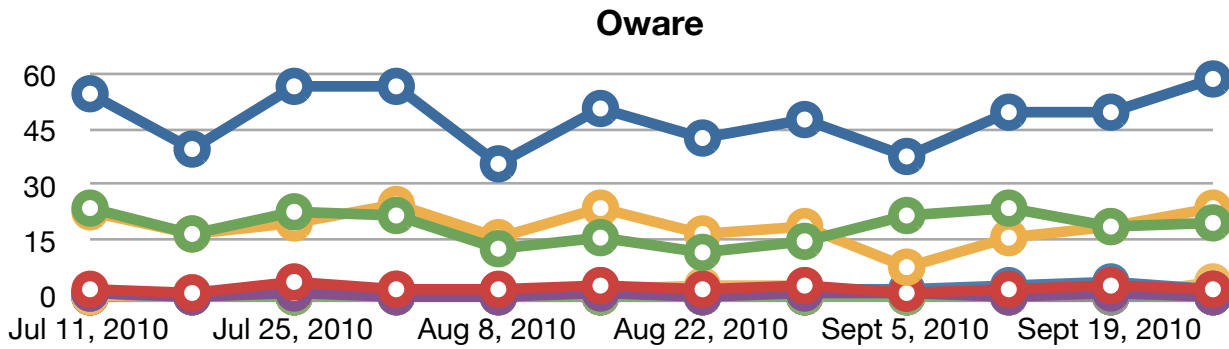
The Oware game gives notifications to the user and guides the user as the game plays on. The computer announces his move on the dashboard and waits for the user to touch goComputer button

U to Start 1 3 Run(OFF)
computer won 0 **OWARE**
you have won 0 goComputer



1 2 3 4 5 6

Oware iPhone Weekly Performance



The sister games Abapa and Nandole work similarly

Oware Abapa at App Store



Oware Nandole at App Store

