

AWARI, or the Bean Game, originated as a game played on the ground by scooping handfulls of dirt to form two rows of six shallow pits. The playing pieces could be pebbles, beans, or whatever was handy. Later versions of the game used pits carved into the flat side of pieces of wood.

All of the beans from that starting box are 'sown' one bean per box in a counter-clockwise direction until no beans are left. If the last bean is sown in the player's own Home, he gets to go again. If the last bean is sown in an empty box, he gains all of the beans in the box directly opposite the one he ended in, and all of those beans are moved into his Home. The opponent, either the second player or the computer, moves in a similar manner, and turns are taken, with beans accumulating in each Home box. When one side runs out of beans, whoever has the most in his Home wins.