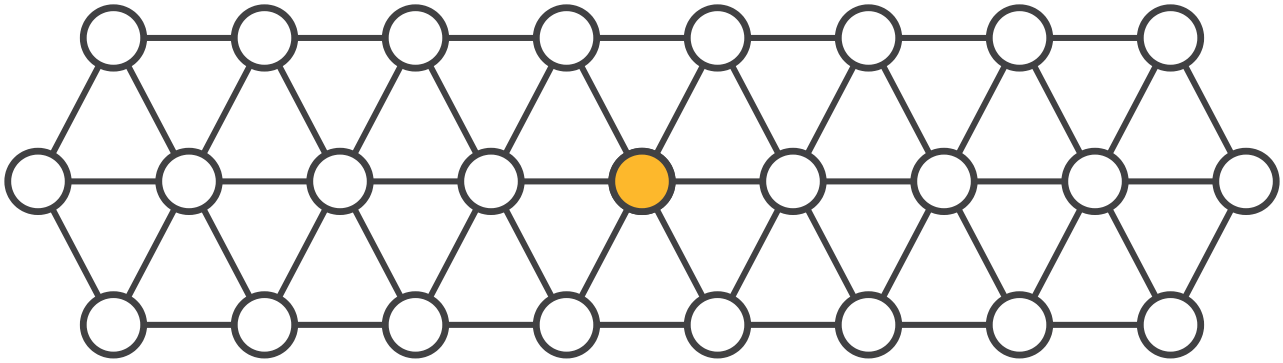
Kolowis Awithlaknannai

A Zuni Strategy Game



Setting up the board

The board has three rows of points connected by lines. The top and bottom rows have 8 points each. The middle row has 9.

One player fills all 8 points of the top row, plus the 4 middle-row points on the left.

The other player fills all 8 points of the bottom row, plus the 4 middle-row points on the right.

The center point of the middle row starts empty.

How to play

Moving: On your turn, move one marker one step along a line to an empty point. You can move in any direction: forward, backward, or sideways.

Capturing: If an opponent's marker is next to yours on a line, and the point just past it on that same straight line is empty, jump over it and remove it from the board. Jumps must go in a straight line.

You must capture. If you can jump, you have to. If your marker can keep jumping after a capture, it keeps going in the same turn.

The first move: The first player must move a marker into the empty center point. The other player will then have to jump it. Every game starts this way.

Winning: Capture all of your opponent's markers, or leave them with no move they can make. If neither player can capture after 10 moves in a row, the player with more markers left wins.

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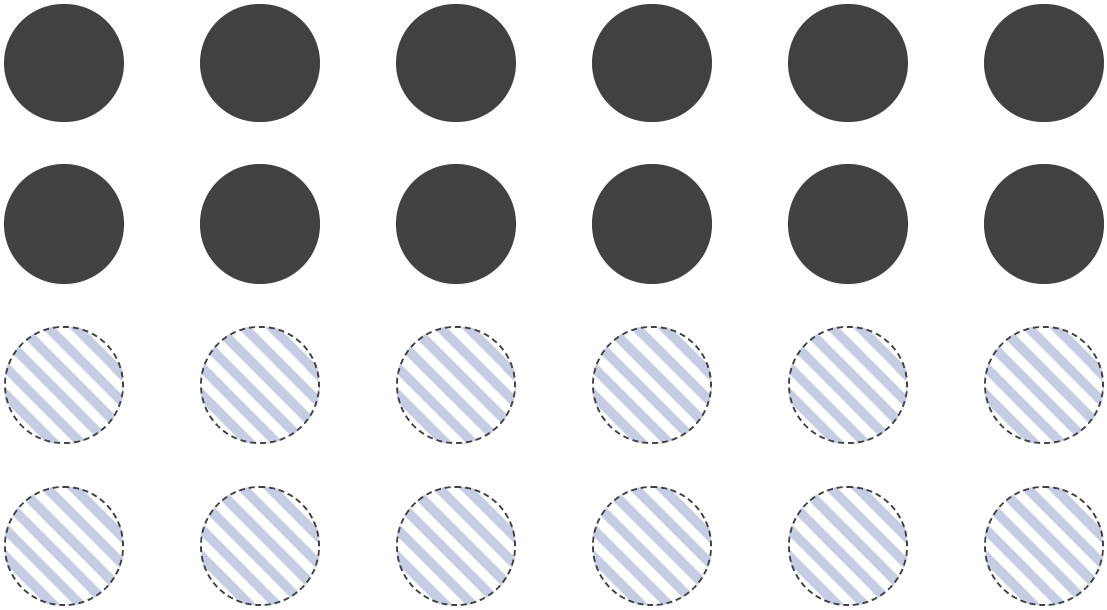
About the rules

The rules come from Stewart Culin's *Games of the North American Indians* (1907), which recorded the game at Zuni Pueblo around 1900. Culin's record describes the empty center, the forced first move, and capturing by jumping. It does not say whether captures were required or how multiple jumps worked, so the version above fills in those rules the way similar games are played.

"Fighting Serpents," a name you may see online, is an English nickname from 1969, not a translation of the Zuni name.

Markers

Cut out 12 markers for each player.



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