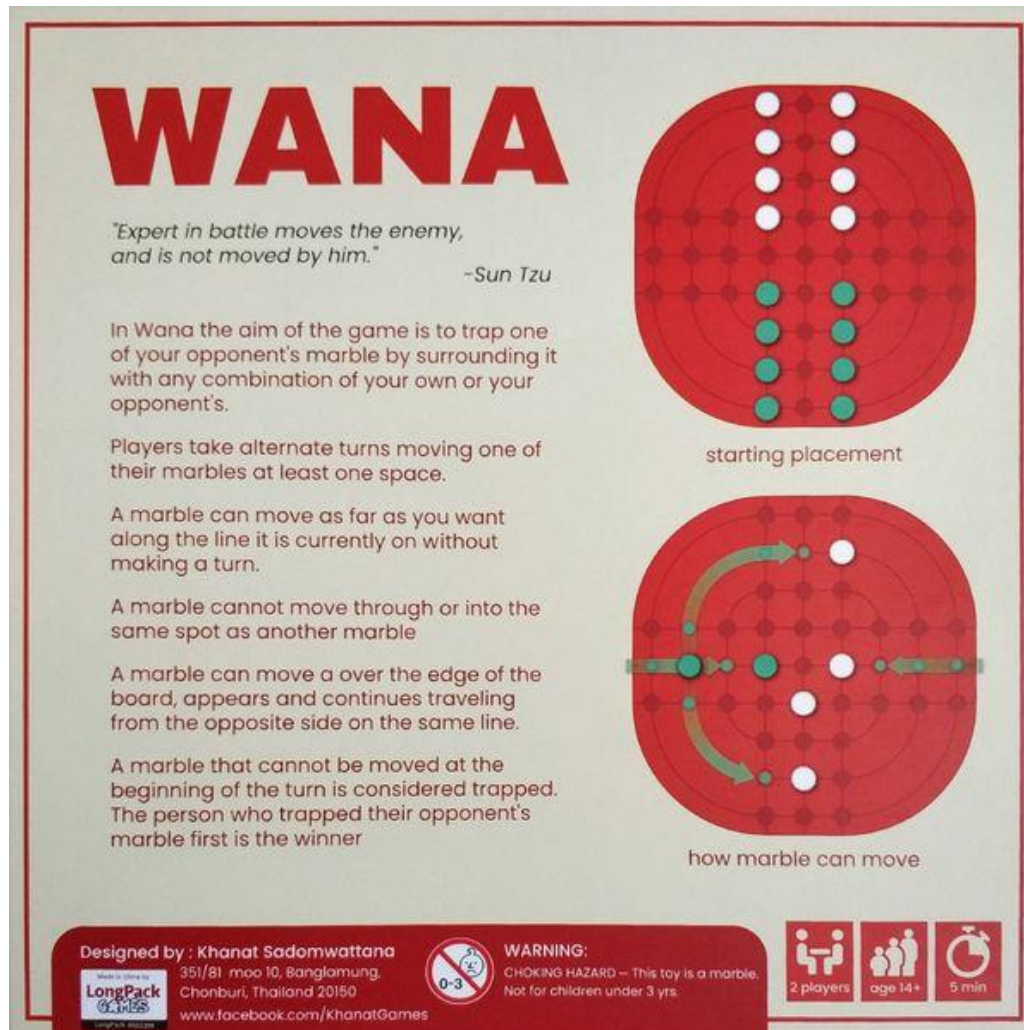## Wana

In **Wana**, the objective of the game is to trap one of the opponent's marbles by surrounding it with any combination of one's own or the opponent's marbles.

Players take turns moving one of their marbles by at least one space.

A marble can be moved freely along the path it is on, without making any turns.

A marble cannot be moved through or onto a space occupied by another marble.

A marble can be moved beyond the edge of the board, reappearing and continuing its movement on the opposite side of the same line.

A marble that cannot be moved at the start of a player's turn is considered trapped.

The winner is the player who first succeeds in trapping one of the opponent's marbles.
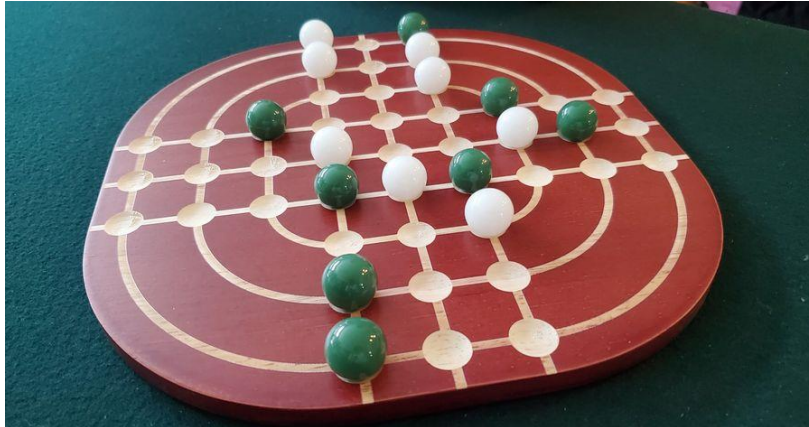
Trapping an opponent's marble in Wana.

[BGG description, Khanat Sadomwattana, 2023]