INTRODUCTION

Igbo is a family friendly game for 7 year olds and above. 2 players/teams recommended. Each round is completed in about 15 - 30 minutes. Number of players determine number of rounds needed for a complete season.

CONTENTS

9 by 9 board, 40 acorn and 40 palm tree chips, instruction sheet, scoring sheet, and a sand timer.

Chips are lightly coloured, one side of the chip has the fruit (or plain coloured), the other side has a tree/leaf from that fruit (or a seed).

Note: Additional chips sold in stores if more than two players or teams will be playing:

- fir tree chips in packs of 10.
- baobab tree chips in packs of 10.

OBJECT

Plant as many trees as possible by having the highest number of three consecutive chips (seeds) in a row and become the most strategic and sustainable player. This is a position of respect and only honorable individuals who work for it, earn it. Three consecutive seeds become a tree (1 point). The number 3 was chosen because 3 in most contexts (in Nigeria, and specifically among the yoruba tribe) signifies strength and productivity.

SET UP

Number of players/teams	*Chips per player*	
2	40	• The first player in each round alternates between players. • If playing on the app, there is the option to choose a grid bigger than a 9 by 9 grid especially if there are more than three players.
3	27	
4	20	
5	16	

HOW TO PLAY

A. Let the ***play time*** begin...

1. Players take turns placing their chips on to the board with the plain side facing up.
2. When a player has three chips (triples) in a row they turn them over to note that they have made a point and also monitor their winnings - three chips in a row in any direction is 1 point.
3. The round ends when players exhaust their chips. Players have the chance to reorder/rearrange their winning chips, decide how they will pick their triples off the board to maximize their points.
4. Players count their points by picking triples off the board and stacking them on top of each other (1 triple = 1 point, 6 in a row = 3 points, 9 in a row = 5 points, a 2*3 box = 3 points, a 3*3 box = 5 points).
5. Players record their points.

If a two man game, the second player goes first in the next round before deciding who the winner is. A three man game will require a minimum of three rounds to decide on the overall winner for the round.

Wait! Did that end too soon. Don't take non-triples off the board yet.

B. Now it's time to **coalesce** your chips.

1. Players take turns moving their remaining chips on the board one step in any direction.
2. Your goal is to move your chips until they form triples and turn them over.
   Tip: You can also block a player from making a triple.
3. Continue to coalesce points until all chips form triples or it is clear which player has chips that are so far apart on the board that they cannot form triples.

C. Are you ready to ***spice*** things up a little.

1. When it is your turn to play, instead of placing a new chip on the board, you could reposition one of your chips on the board by moving it one step in any direction. The chip can only be moved if it completes a triple or blocks another player from making a triple. No arbitrariness allowed!
2. Players with extra chips are rewarded. The last player with extra chips gets to place them anywhere on the board before points are counted. Extra chips are weighted by position of player after counting points. (1st in a 2 man game gets 1 point for every conserved chip and the 2nd gets 0.5 points.)

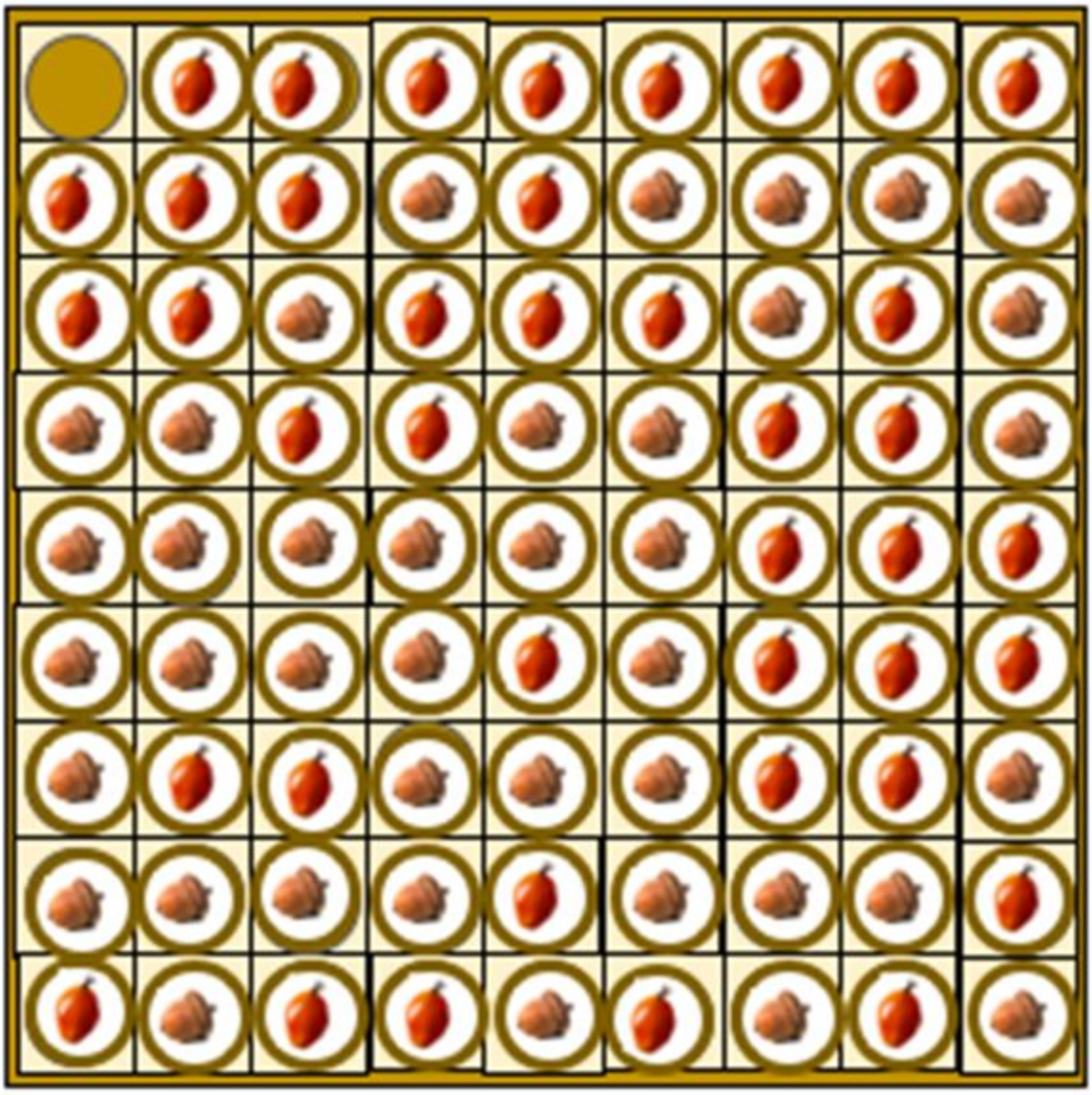
THE SAND TIMER

It is expected that a player places a chip in 5 to 10 seconds. The timer is for 10 seconds, used, incase players are taking too long to place their chips.

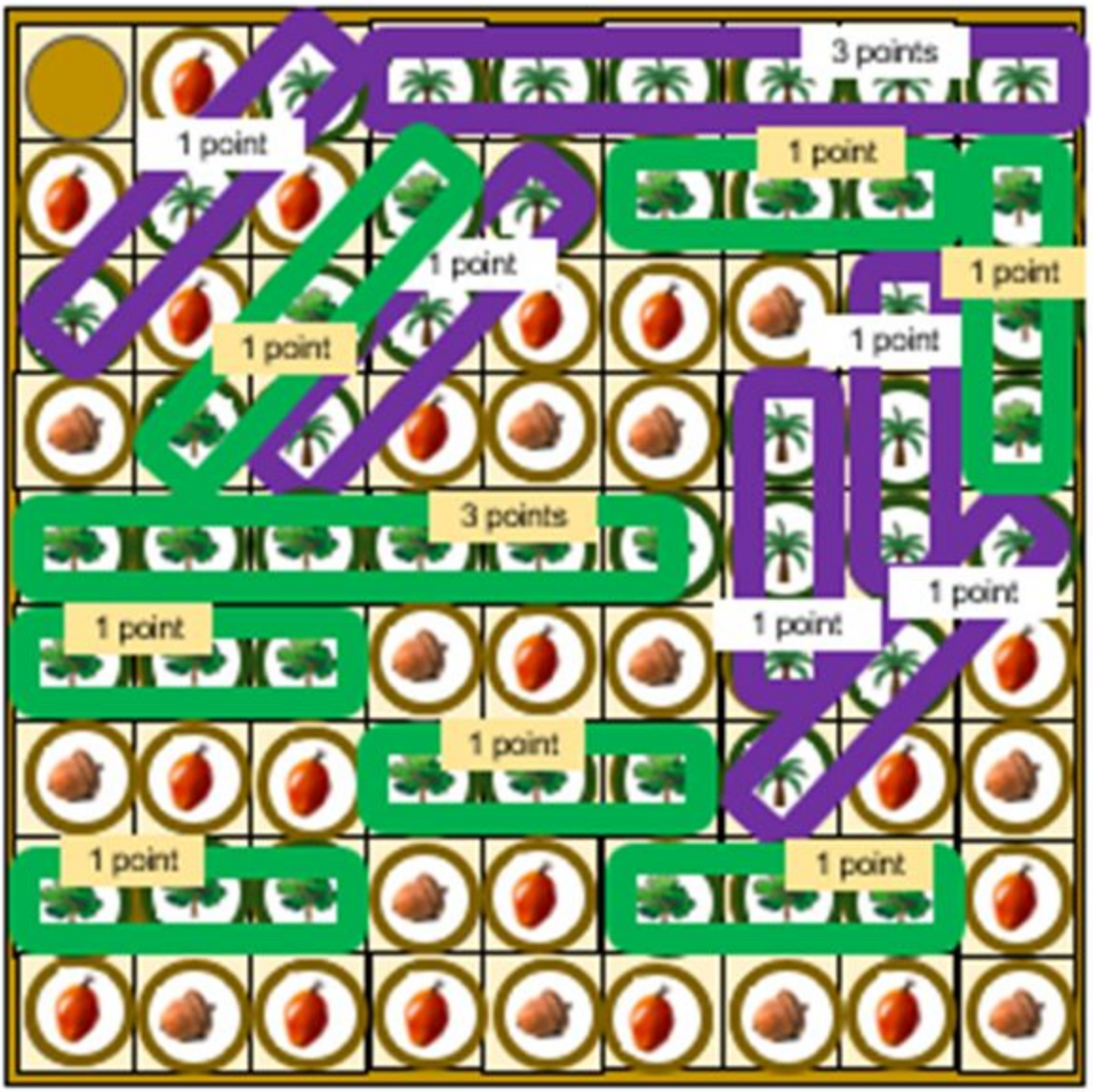
Ideally, a two man game would require two rounds to be complete, a three man game would require three rounds, and a four man game, four rounds.

Let's watch Alison and Patrick play a simple game

Alison and Patrick played Igbo. This is their completed board game. Alison played with the acorn chips, while Patrick played with the palm nut chips. Alison played first in this round.



Now let’s count their points.



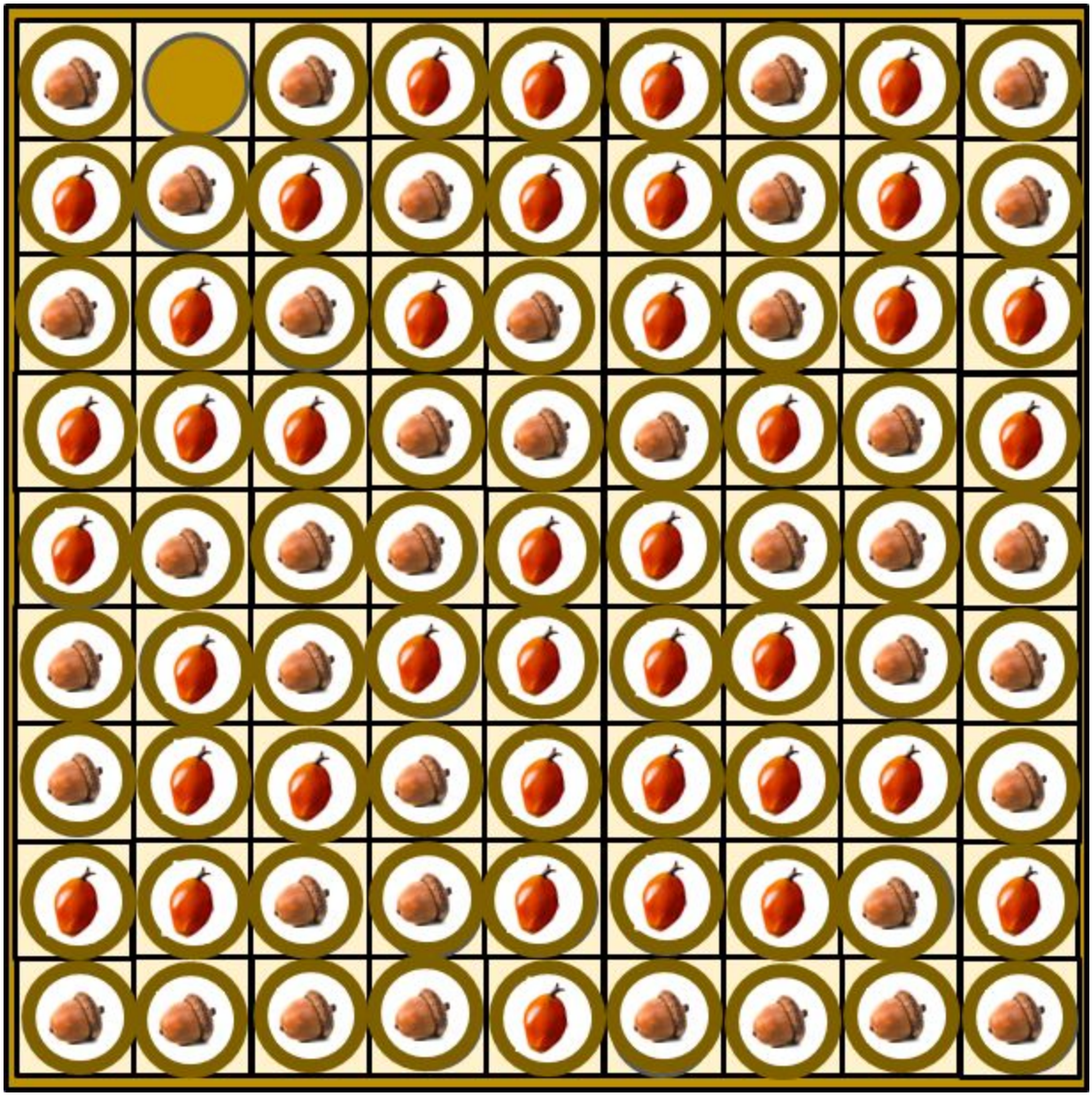
First round points

Alison (Acorn chips) - 10 points

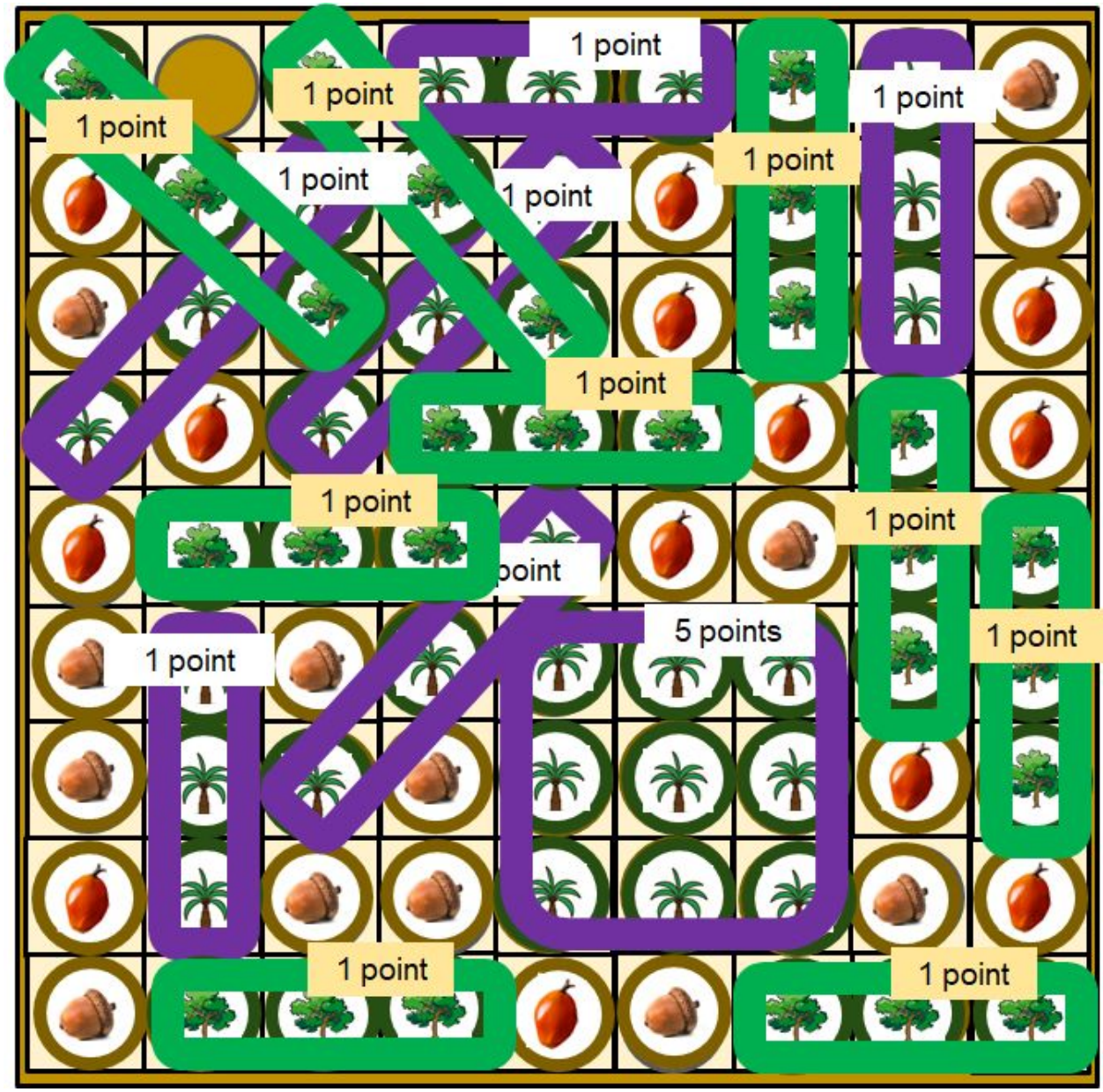
Patrick (Palm nut chips) - 8 points

Since there are two players, Alison and Patrick play a second game. This time Patrick plays first, because Alison played first in the first round.

This is the completed board after the second round.



These are the points from the second round.



Second round points

Alison - 9 points

Patrick - 11 points

Whoops. There was a tie. As Alison and Patrick plan a come back game soon.

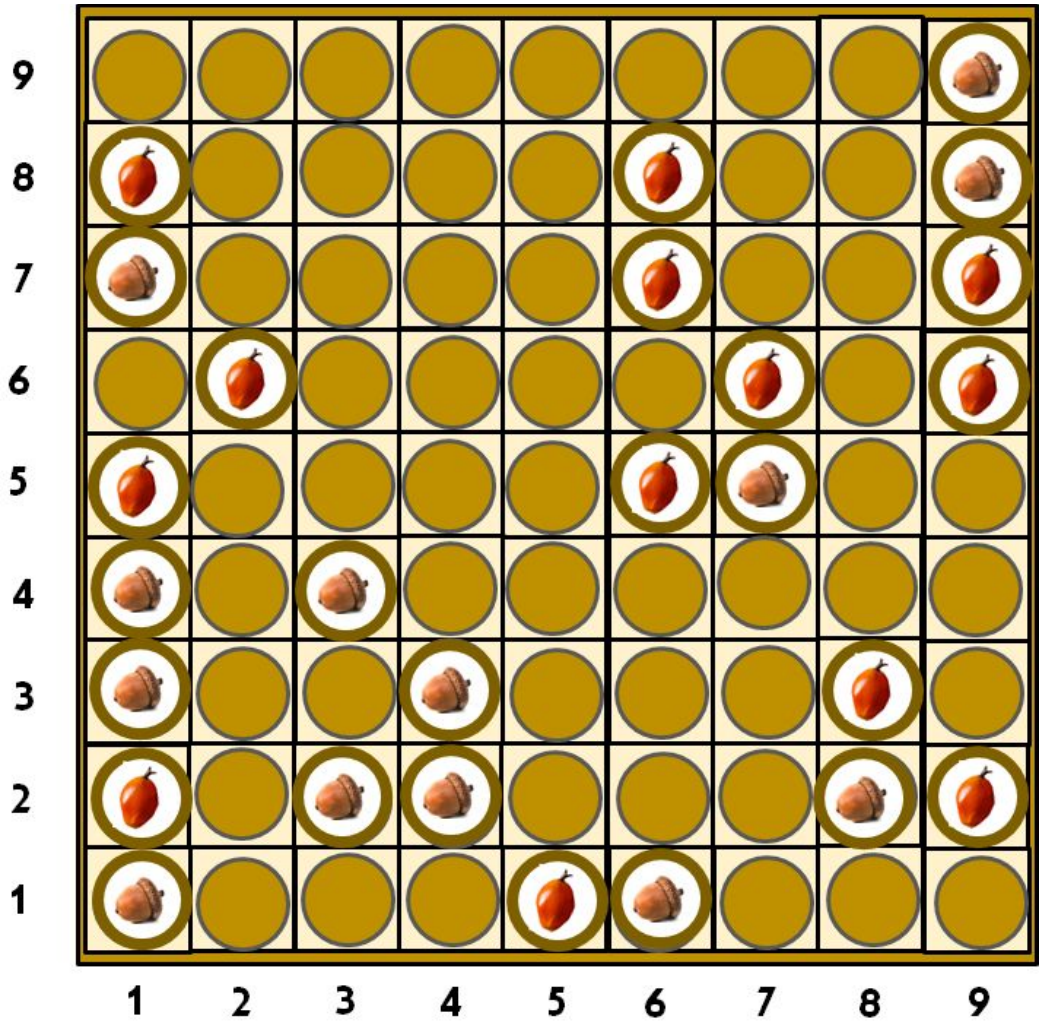
	First round points	***Second Round points***	***Total***

Alison	10	9	19
Patrick	8	11	19

Alison and Patrick decide to coalesce their remaining chips and see who will have chips hopelessly stranded on the board. Patrick has an edge because of the 2 extra points from the 9 by 9 box of chips.

Before starting a new game, Alison and Patrick decide to coalesce their remaining chips on the board.

Fig _ is their board with chips counted and taken off as points. Two sides of the board have been labelled, so you can follow Allison and Patrick as they coalesce their points.



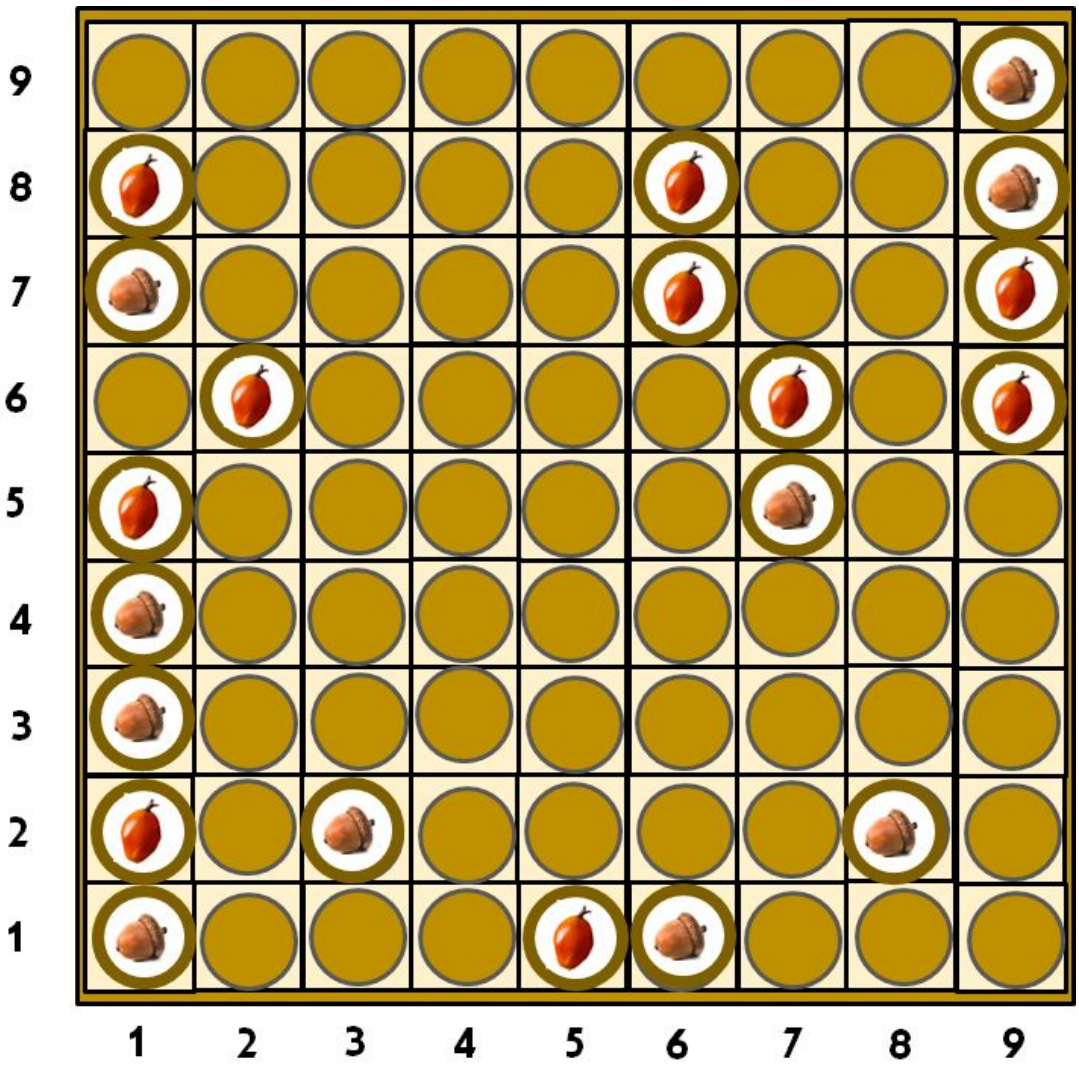
Allison has 13 acorn seed chips and Patrick has 13 palm oil seed chips still on the board. Patrick's edge in getting more points in the second round was the extra points from the 9 by 9-box of palm chips. Not just planting a tree, but a formidable team of trees, with even higher benefits for the environment and all living creatures.

Patrick goes first in moving any of his chips in any direction because Allison played the last chip during the second round and this is a continuation of the game. There are a couple of quick wins. Chips are located using x, y - Chips at the base are the x-chips and chips on the sides are the y-chips.

- Patrick moves chip in position 4,2 to 5,2 and makes a triple. He turns the chips over to reveal the palm oil trees.
- Allison moves chip in position 6, 5 to position 7,4 because he envisages that if Patrick decides to block him by moving his chip at 7,5 to 7,4, he would need to take more

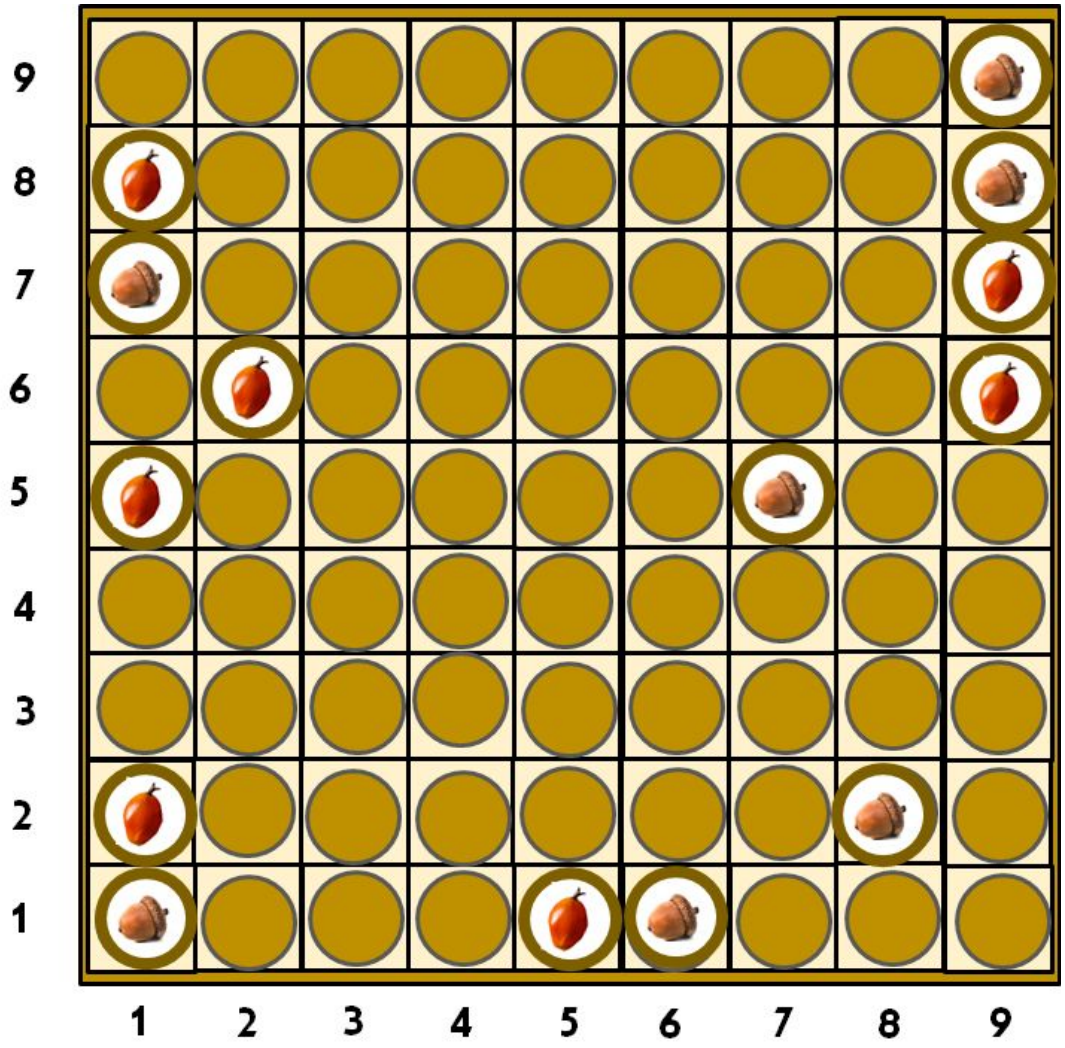
steps/turns to form triples with that set. Allison forms a diagonal triple and turns the chips over to reveal acorn trees.

There is still another set of quick wins for Patrick and Allison.



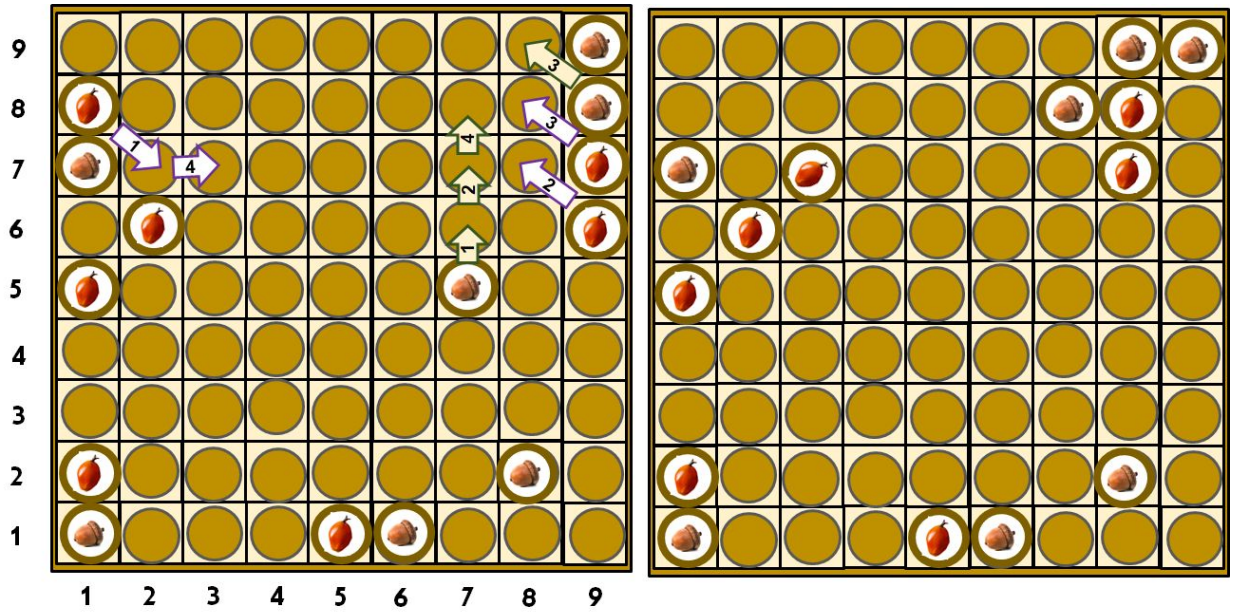
- Patrick moves chip in position 1,3 to 2,3 and makes a triple.
- Allison moves chip in position 7, 6 to position 6,6.

Coalescing points is becoming more tough.



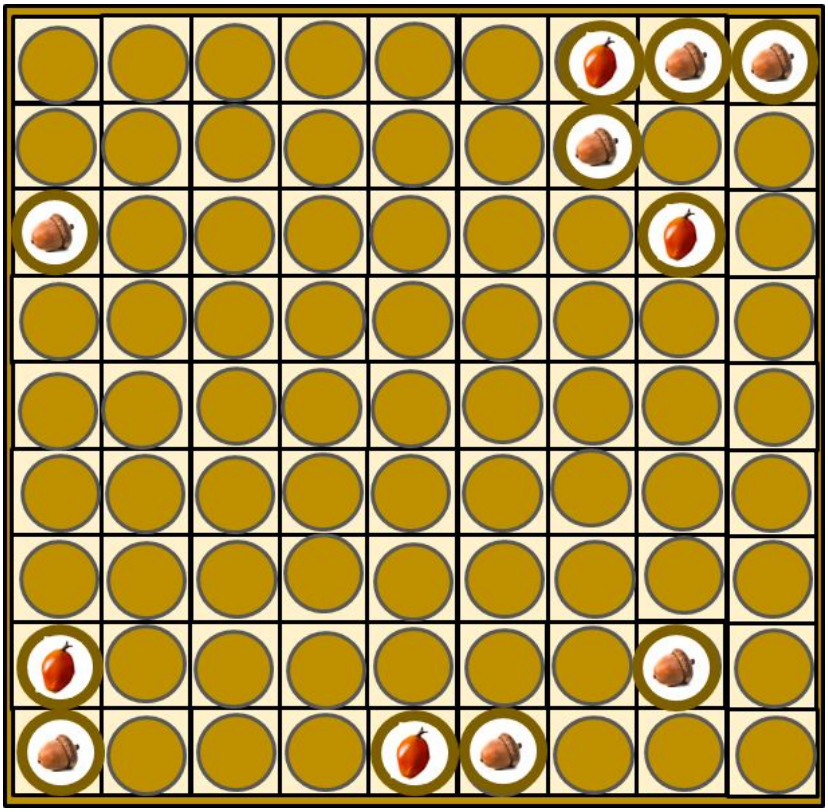
It looks like Patrick now has an edge. If Allison had foreseen this, chip 1,7 would have been moved to chip 2,7 to block Patrick. So Patrick would need to move more steps to make triples.

- Patrick moves chip 1,8 to position 2,7.
- Allison moves chip 7,5 to position 8,6.
- Patrick moves chip 9, 6 to position 8,7.
- Allison moves chip 2,7 to position 3,7.
- Patrick moves chip 9,7 to position 8,8.
- Allison moves chip 9,8 to position 8,9



- Patrick moves chip 8,8 to position 7,9, and keeps blocking Allison. If Allison had envisaged this, chip 7,5 would have been moved 3 steps down and chip 6,1 moved to 6,2. With just one chip in that area, there is a limit to the blocking that Patrick would have been capable off.

So far for coalescing, Patrick has 3 points and Allison has two points.



It seems patrick will just keep blocking Allison in the top NE corner. Allison has 7 stranded chips on the board, and Patrick has 4 stranded chips. Points are now 11 (9+2) for Allison and 14 (11+3) for Patrick.

Challenge: ***Complete playing this game and penalize for chips that are hopelessly stranded. Help Allison make a triple in the NE corner. Then, try to make another set of triples with the 4 chips remaining for Allison and Patrick.***

If Allison is able to make one more triple then this points become 14 to 12. Patrick leading with 2 points. Final scores would depend on if players continue to play or decide to penalize players with more chips on the board than the other player - each chip is a deduction of 0.5 points. If Allison not able to make triple. He loses 1.5 points for 3 chips stranded (7 acorn - 4 palm chips). Scores are 14 to 9,5. Patrick wins.

Coalescing is to ensure that no seeds go to waste. The point at the coalescing phase where players could try to block one another as they coalesce chips is not an encouragement to be a hindrance to to one another as we do good. It only mirrors the challenges and hurdles that need to be crossed in doing good and the need to plan from the outset so that one is able to avoid those hurdles and not be in a difficult situation. The strategy of play in phase 1, how winning chips are counted and taken off the board, could also influence the ability to coalesce chips easily at the coalescing phase.

Would you like to coalesce points for Allison and Patrick's first game?

PUT IMAGE HERE

SCORING GUIDE

This is only needed for a game played with conserving chips - instead of playing a new chip, can decide to reposition existing chip on board - one step in any direction.

i'd make the table pasted below clearer

2-player game

	I	II	III	IV	V
	Conserved chips	Phase 1 Points	Position	Conserved chip points	Total points phase 1 (II + IV)
Player 1					
Player 2					

*multiply conserved chips by 1 if player comes first place, 0.5 if player comes second place. Plater with conserved chips also gets to place them on the board before points are counted.

	VI	VII	VIII	IX
Insert player name	Phase 2 Points	Stranded chips	Penalty for stranded chips	Points phase 2 (VI – VIII)

Player 1				
Player 2				

*multiply stranded chips by 0.5 (1 / (number of players)) for both players

Insert player name	Phase 1 Points	Phase 2 Points	Total points
Player 1			
Player 2			

3-player game

0.33

4 player game

Value of conserved chips

nsert player name		Value *(1/4))	I	Value *(1/3))	II	Value *(1/2))	onserved value
er 1							
er 2							
er 3							

er 4								

t player name	Phase 2 Points	randed chips	alty for stranded chips	oints phase 2 points - penalty)
er 1				
er 2				
er 3				
er 4				

*multiply stranded chips by 0.25 (1 / (number of players)) for both players

	ase 1 Points	hase 2 Points	otal points	se 2 positions
er 1				
er 2				
er 3				
er 4				