

Gebet'a game

Gebet'a was once a popular game in Ethiopia, among both adults and children, largely because it does not require any complicated equipment. Until recently, many children were seen outdoors in public areas playing this type of game, although now it is unfortunately phasing out and being replaced with electronic devices.

Equipment is typically a board made from a variety of materials, such as wood, stone, or just simply digging holes in the earth. Typically, the holes are set in rows of 2 or 4 with the large holes on the ends of the board, as these are the places used for holding the pieces. Playing pieces used are usually seeds, beans, stones, or any other small objects that are put in and moved about the holes during play.

With a two-row board, the players control their sides of the board, with moves made into the opponent's side. With a four-row board, the players control an inner row and an outer row, and a player's seeds will remain in these closest two rows unless the opponent captures them.

Although there might be some variance, the main objective is usually to capture more seeds than the opponent. At times, one seeks to leave the opponent with no legal move left or to have their side empty first in order to win.

In a process known as sowing, all the seeds from a hole are dropped one at a time into successive holes, in a motion covering the board. Sowing is a suitable name for this move, since not only are

many games traditionally played with seeds, but placing seeds one at a time in different holes reflects the physical act of sowing, showing its link to its agricultural past.

At the beginning of a player's turn, they choose a hole with seeds that will be sown around the board. This selection is often limited to holes on the current player's side of the board, as well as holes with a certain minimum number of seeds.

Part I : Multiple Choice Questions – Gebet'a Game

1. What made Gebet'a popular among both adults and children in Ethiopia?
 - A. It required teams
 - B. It was a fast game
 - C. It didn't need complex equipment
 - D. It used colorful cards
2. What is happening to Gebet'a today according to the passage?
 - A. It is becoming a national sport
 - B. It is growing in popularity
 - C. It is being replaced by electronic devices
 - D. It is mostly played at school
3. What are some materials used to make a Gebet'a board?

A. Plastic and metal	B. Wood, stone, or dug holes
C. Paper and string	D. Tiles and glass

4. How are the holes typically arranged on a Gebet'a board?

- A. In circles
- B. In rows of 2 or 4
- C. In zigzags
- D. In a single line

5. What do the large holes on the ends of the board represent?

- A. Storage for pieces
- B. Empty zones
- C. Starting points
- D. Decoration only

6. What are common playing pieces in Gebet'a?

- A. Dice
- B. Coins and cards
- C. Seeds, beans, or stones
- D. Buttons and beads

7. In a two-row board, how are the sides divided?

- A. Both players use all rows
- B. Each player controls one row
- C. Players switch rows every turn
- D. Only one player moves

8. In the four-row version, which rows does each player control?

- A. Inner and outer rows
- B. Only the middle row
- C. Two random rows
- D. The opponent's rows

9. What is the purpose of the game Gebet'a?

- A. To fill all the holes
- B. To count the seeds
- C. To capture more seeds than the opponent
- D. To finish first

10. What is the move called where seeds are dropped one by one into holes?

- A. Scattering
- B. Planting
- C. Sowing
- D. Tossing

11. Why is the move called "sowing"?

- A. It's a modern name
- B. It's based on farming actions
- C. It sounds fun
- D. It uses water

12. When does a player begin sowing?

- A. After a dice roll
- B. At the end of their turn
- C. When the opponent allows
- D. At the beginning of their turn

13. Which holes can a player usually choose from during their turn?

- A. Any hole
- B. Holes on the opponent's side
- C. Holes with enough seeds on their side
- D. Empty holes only

14. What else might cause a player to win besides capturing seeds?

- A. Moving quickly
- B. Emptying their side first
- C. Throwing seeds far
- D. Choosing the middle hole

15. What does the game Gebet'a reflect about Ethiopian culture?

- A. Connection to electronics
- B. European influence
- C. Agricultural traditions
- D. Urban sports