MANCALA

Number of Players: 2

Object: To have the most playing stones in your "mancala" (large well) when the game ends.

Set Includes:
1 Mancala board,
48 playing stones
(12 red, 12 blue,
12 yellow, 12 green)

DIAGRAM 1

Set Up:
Players sit across from each other, with the board positioned horizontally between them (see Diagram 1). Players own the mancala (large well) to their right and the 6 small wells directly in front of them.

Open the attached pouch and remove all 48 playing stones. Place 4 stones in each of the 12 small wells on the board. No stones are placed in the 2 large mancala wells before play. (Beginners may choose to play with only 36 stones, placing 3 stones in each of the small wells). Players may put any of the stones, no matter the color, in any of the small wells. It does not affect the play of the game.

Play:
All moves are made to the right (counter-clockwise) around the board.

A player picks up all of the stones in 1 of his/her small wells, then drops 1 stone into each individual well to the right, until the player's hand is empty. If the stones picked up are from a small well that contains 13 or more stones, the original well is skipped over when the stones come back to it.

If a stone reaches the player's own mancala, it is dropped inside. (Stones that accumulate in the mancala wells are not removed until the game ends.) Any time the last stone dropped lands in the player's own mancala, the turn continues and another group of stones is played from one of the player's other small wells. This can occur repeatedly during any turn. A player's turn ends when the last stone is dropped into a small well.

If a stone reaches the player's mancala, it is dropped into it. If more stones remain in the player's hand, play continues around the board to the small wells on the opponent's side until all the stones have been played.

When a player is holding enough stones to reach his/her opponent's mancala, the opponent's mancala is skipped, and the player continues placing stones into his/her own small wells.

If the player's last stone lands in a small, empty well on his/her own side, all of the stones in the opponent's well directly across the board are captured and added to the player's mancala (see Diagram 2).

DIAGRAM 2

The game is over when 1 player empties all the small wells on his/her own side. Any stones remaining in the opponent's small wells are added to the player's mancala.

Winning: The player with the most stones in his/her mancala wins.

Clean Up: Put all 48 stones into the attached pouch and close securely with the lace.

Challenging Variations:

1. A player must drop 1 stone in the opponent's mancala when reaching it instead of passing over it.
2. Players choose whether to move clockwise or counter-clockwise with each and every turn.
3. Penalty: If the opponent has a well containing exactly 3 stones, when the other player adds 1 more stone to the well, the 4 resulting stones are captured and added to the opponent's mancala.