Mancala Mood 1

INSTRUCTIONS

Mancala is the generic name for a group of games from ancient Africa and Asia. Names, boards, and rules differ among regions but the strategy of play is basically the same.

This is one of the more popular ways to play.

- Set up The board is placed between the two players with the long sides facing them. The six cups nearest each player belong to him or her and their larger scoring cups or mancala is to the right. Four gemstones are placed in each of the 12 cups.
- Object —Each player attempts to collect as many gemstones as possible before one of the players clears his or her side of gemstones.
- Play Players alternate turns. In his or her turn each player picks up all the gemstones from one cup on his or her side of the board and places them one by one in the cups around the board in a counter-clockwise direction, including his mancala but not the opponents mancala. Ex-If there are 4 gemstones in his/her cup he drops one into each of the next 4 cups. If the last gemstone is placed in the players own mancala, that player goes again. If the last gemstone is placed in an empty cup on the players own side, he may take all the gemstones from the opponents cup directly opposite that cup. All the gemstones captured including the capturing stone are placed in the players own mancala.
- To Win—The game is over when a player has no more gemstones in any of the cups on his/her side. The remaining player then takes all the gemstones left on his side and places them into his/her mancala. Winner is the player with the most gemstones in his/her mancala.



WARNING:

CHOKING HAZARD-Small parts. Not for children under 3 years.

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