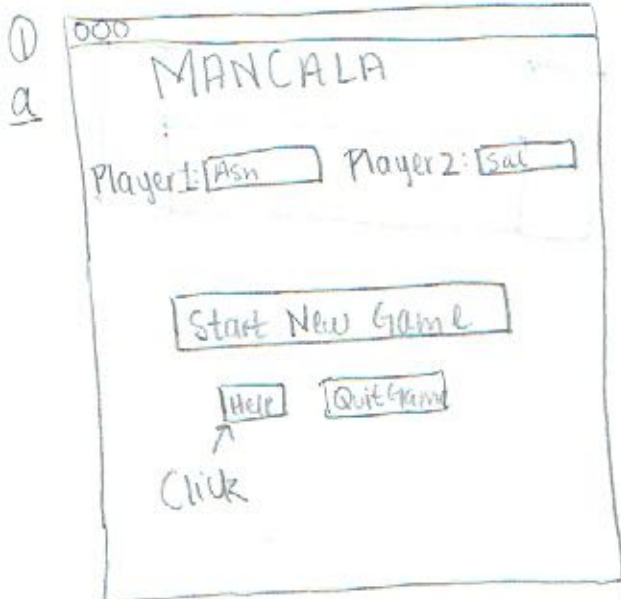
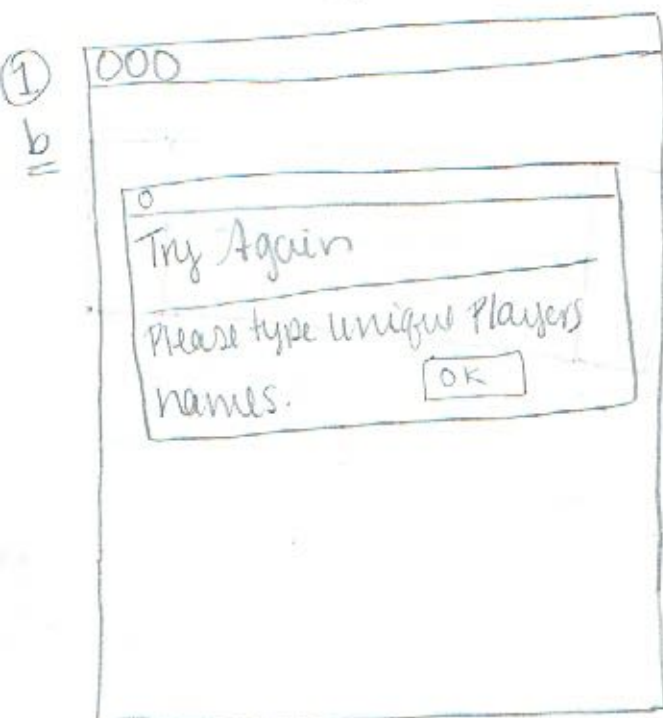


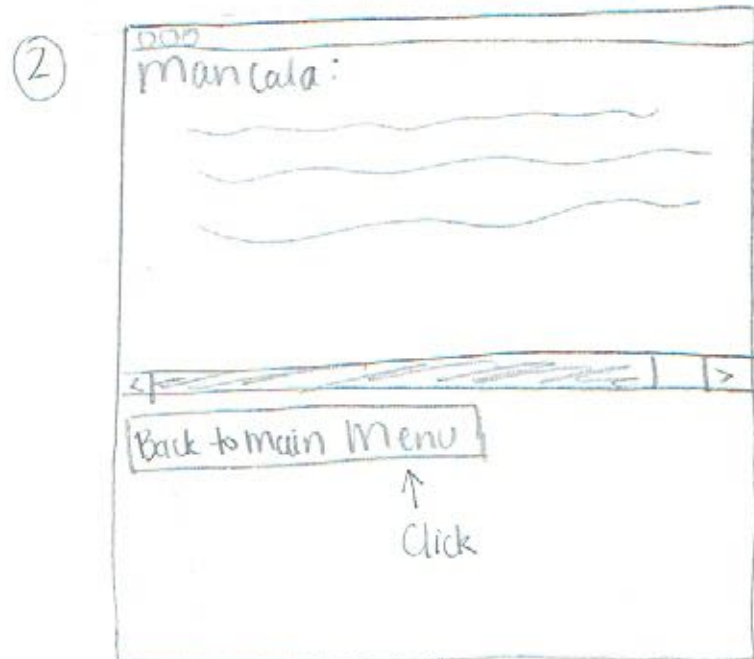
MANCALA



- ↳ Ash and Sal launch the game and type in their names in Player fields.
- ↳ Ash clicks "Help" to learn how to play.

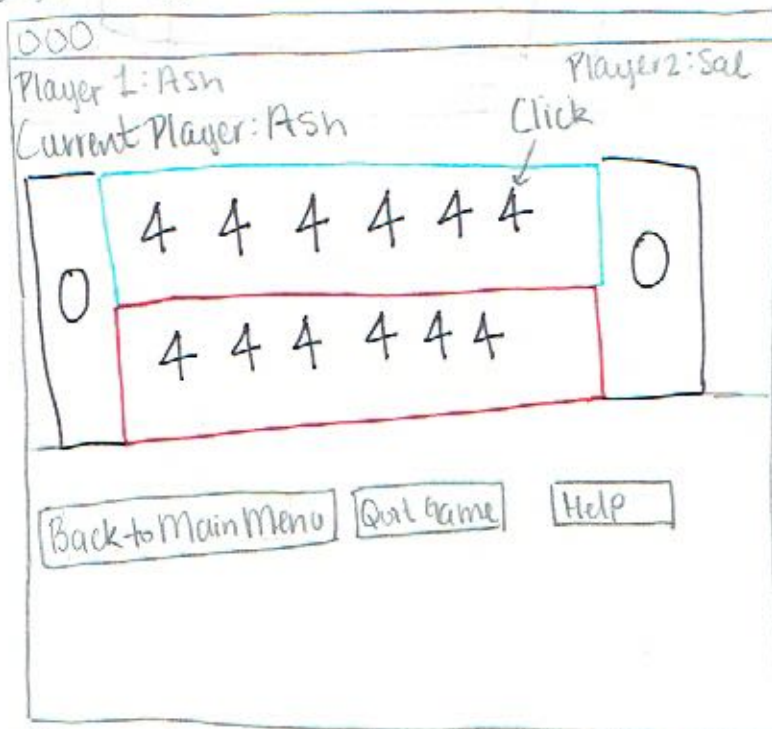


- ↳ Ash clicks "Begin New Game" before entering Ash and Sal into the Player text field.



- ↳ Ash reads the directions and clicks "Back to main menu!"
- ↳ On the main menu (1) Ash clicks "Start New Game!"

③ After ②



- ↳ Since Ash is player 1, her side of the board is Red. Ash clicks on the pit 1 of Sal.
- ↳ This produces an error message.

④

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Try Again

Can't take pebbles from pit that is not yours

← Click

↳ Ash sees this dialog box on top of the game board. She clicks OK and resumes her turn.

⑥

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Player 1: Ash Player 2: Sal

Current Player: Ash

0	4	4	4	4	4	4	1
	4	4	0	5	5	5	

↳ Ash wins a second turn because her first move left one pebble in an empty pit (her own Kalah).

↳ Note current player remains Ash

⑤

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Player 1: Ash Player 2: Sal

Current Player: Ash

0	4	4	4	4	4	4	0
	4	4	4	4	4	4	

↑
click

↳ Ash clicks on her 3rd pit. Distributes the 4 pebbles counter-clockwise.

⑦

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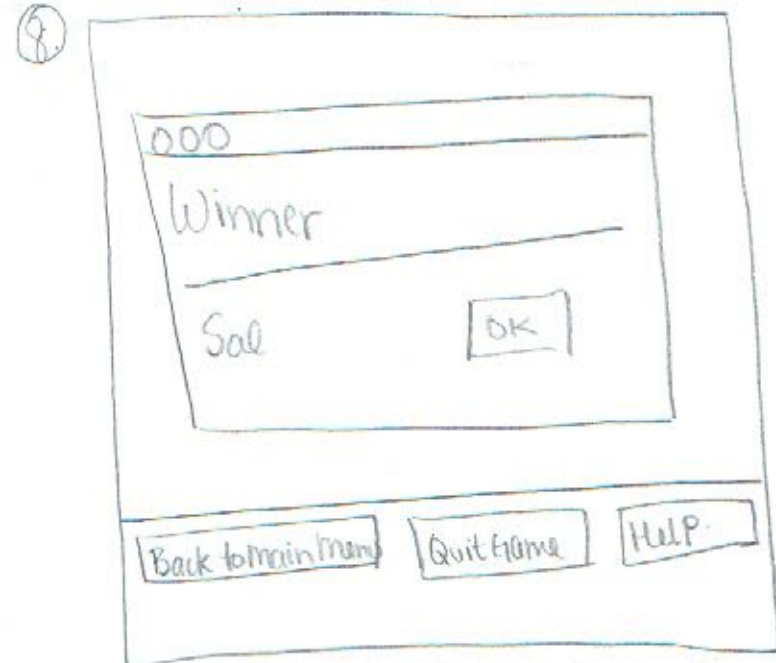
Player 1: Ash Player 2: Sal

Current Player: Ash

2	4	1	0	1	2	1	1	16
		0	0	0	0	0	2	

↑
Click

↳ Ash clicks on her only non-zero pit. Once this turn goes through, i.e. one pebble moves to Ash's Kalah, and one pebble moves to Sal's 1st pit, then Ash loses because she has all empty pits.



↳ Because Ash's most recent turn emptied all of her pits, Sal wins.

Sal / Ash may return to main menu to start a new game with same or new players; quit the game or view directions again by clicking "Help".