GameProps by Class

	holes	nbr_start	blocks	capsamedir	child	convert_cnt	crosscapt	evens	grandslam	mlaps	moveunlock	multicapt	mustpass	mustshare	oppsidecapt	round_starter	rounds	rnd_left_fill	rnd_umove	no_side	skip_start	sow_direct	sow_own_store	sow_start	stores	visit_opp	xcpickown	min_move	capt_on	udir_holes
Mancala																														
Deka			x			> 0			0																			1		
Gamacha	≥ 3																													
NamNam						n1												x							x			1	req	
NoSides															n4				x						x					
Qelat					x	> 0		(warning)			(warning)		n2																	n3

On Game UI

(green status bar)

■ Flag prohibited

■ Warning but not prohibited

All flags are allowed with Mancala class, but conflicting/unsupported combinations are not.

Mancala	most seeds
Deka	no opp seeds
Gamacha	no opp seeds
NamNam	territory
NoSides	most seeds
Qelat	most seeds

n1 convert_cnt is holes owned for win, must be > than holes on one side

n2 mustpass is not compatible with split sow (default for qelat)

n3 warning if convert_cnt is not in capt_on

n4 Oppsidecapt – might do odd things, is it opponent's side (meaningless)?