***Mancala+ - Specifications***

Write a program that will simulate Mancala, but will adapt new rules. The program will have similar gameplay as the original game, but will implement abilities for different bead types.

**Board and Pieces**

* Implement a game board that contains a two rows of six dips with 2 larger dips on each end.
* The two larger dips will be the scoring area.
* The game will have two players
* Game will default with 4 beads in each of the 12 dips, totaling 48 beads.
* At the start of game, each row of 6 dips will contain 3 color beads (randomly sorted).
* 3 different colored beads
* Red
* If lands in a scoring area, remove half and distribute evenly amongst yours six dips.
* Blue
* If lands in a dip, player continues to move with the beads in that dip.
* Orange
* If lands in own scoring pile, player gets to choose one of the opponents dips and destroy all the beads in that dip.
* Each color has its own special ability.
* Both rows and Scoring areas will be assigned to a player (each player getting their own row and scoring area).

**How to Move:**

* One player moves at a time.
* Player chooses a pile from one of their own dips. That pile will then be distributed one bead at a time counter-clockwise into the dips ahead (including the scoring areas).
* If player does not have a bead in one of their dips, player is skipped.
* If the pile contains a colored bead, or multiple colored beads, the ability of the color bead with the highest precedence will be used.
* Order of Precedence:
* Orange > Red > Blue

**How the game ends:**

* No pieces are left on board.
* Player with the highest number of beads wins.