Equipment

Mancala is played on a board with two rows of six pits, two stores, and 48 stones. There are two players. Each of two players sit on opposite sides gets the nearest row and the leftmost store. Each of the 12 pits is filled with four stones. One player is randomly selected to go first.

The objective is to capture more stones than the opponent.

To take a turn

- 1. The player chooses a non-empty pit from the near row.
- 2. Picks up all the stones contained in it.
- 3. Drops a single stone into the next pit in an anticlockwise direction
- 4. And continues around the board dropping stones onto pits until the stones run out.
- 5. When a player picks a pit with so many stones that one or more laps are done, the originating pit is skipped and the stone is dropped in the next pit.
- 6. If the last stone ends up in the opponent's row and that pit finishes with 2 or 3 seeds, those seeds are captured.
- 7. If the pit that immediately precedes it also contains 2 or 3 stones, these stones are also captured and so on until a pit is reached that does not contain 2 or 3 stones or the end of the opponent's row is reached.

Finish

If a player cannot play because all six pits are empty, the game ends and all the stones on the opponents side of the board are captured by that player. However, a player is not allowed to deliberately play passively so as to cause this situation - if the opponent's pits are all empty, the player is obliged to play so that at least one stone is sown onto the opponent's side of the board if possible.

On the other hand, it is perfectly legitimate to play so as to capture all the opponent's stones thus leaving the player with no move and therefore also capturing all the remaining stones in the near row.

When one player has captured 25 seeds, the game ends and that player is the winner. The game is a tie if both players accumulate 24 seeds or very occasionally in a stalemate situation when it becomes clear that the last remaining seeds are just being moved around the board with no chance of capturing.



Description: http://www.mastersgames.com/rules/mancala-rules.htm Image -

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