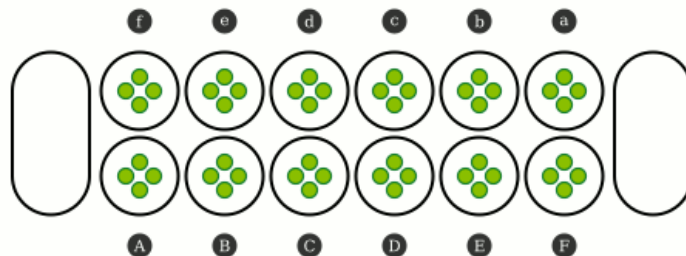


# Oware Abapa - Mancala

## Setup

- 2 Players - 48 seeds (all same color)
- Game board – 2 x 6 holes - 4 seeds each
- 2 empty storage holes



## Goal

Capture more seeds than the opponent

## Game ends

When one player captured 25+ seeds or when both players captured 24 seeds

## Playing the game

Players sit on opposite sides of the board, with a row of 6 holes in front of them. Players take turns. On each turn a player first collects, then sows and possibly captures seeds:

### 1 - Collect seeds

Pick up all seeds from one of the 6 holes on your side.

### 2- Sow the seeds

**Counter-clockwise**, drop **one seed** into each playing hole, until your hands are empty. Skip the storage holes. Also skip the empty hole that the seeds were collected from.

### 3 - Capture seeds

If you sowed your last seed into an opponent hole, that now contains exactly 2 or 3 seeds, then take all seeds from that hole and put them into your store.

If another adjacent opponent hole to the right also contains exactly 2 or 3 seeds, capture them too.

If another adjacent opponent hole to the right also contains exactly 2 or 3 seeds, capture them too.

And so on.

When you are done capturing, it is the other player's turn.