

Mancala

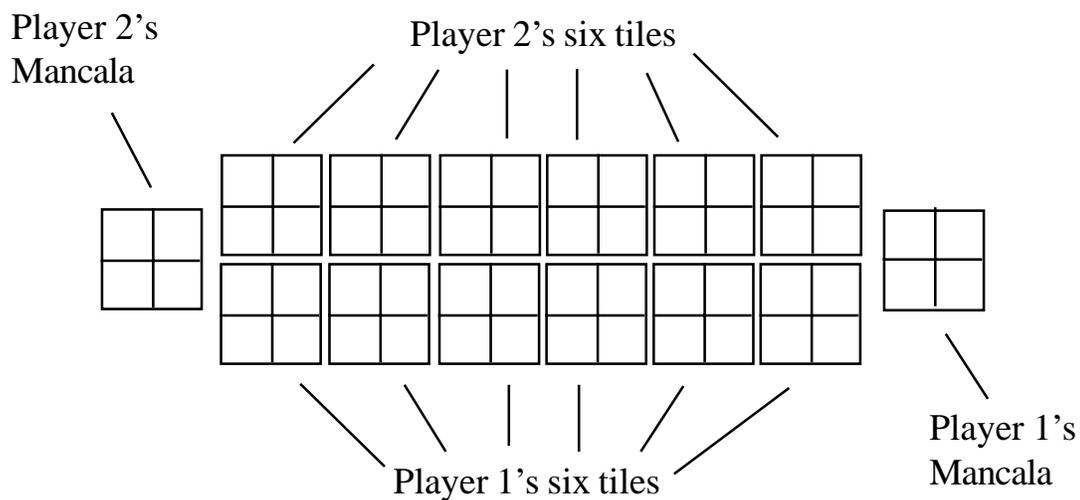
Adapted for piecepack
by Mesomorph Games (2001)
2 Players - 15-30 Minutes

Object

Collect the most coins in your mancala.

Setup

You will need to use components from two piecepacks, 14-20 tiles and 48 coins. You can use one tile or four placed together for the mancalas. Place 4 coins on each tile. Do not place coins in the mancalas. Setup the “board” between the players, with the mancalas on the left and right.



Play

To play, use the general rules plus one of the other rule sets.

General Rules

Each player “owns” the mancala on his right and the six tiles closest to him. Player 1 starts by scooping up all the coins from one of his tiles (players may never start from a mancala or from the opponent’s six tiles). Player 1 drops one coin into the next tile on the right, one stone into the second tile on the right, continuing around the board (counterclockwise) until he has no more coins in his hand. If Player 1 reaches his own mancala, he drops a stone into it. Players do not drop coins into their opponents’ mancalas, they skip them and continue dropping coins, one at a time, from their hand until they run out of coins. Players take turns moving. At the end of the game, players count the coins in their mancalas - the player with the most coins wins.

Option One (Egyptian)

Use all General Rules. If a player drops the last stone from his hand into his mancala, he gets to move again. If a player drops the last stone into one of the empty tiles on his side of the board, he takes that stone, plus all the coins in the opponent’s tile directly across from his tile and places them in his mancala. The game ends when one player no longer has coins on his tiles. The other player (who still has coins on his side) places all remaining coins into his own mancala (it is not necessarily an advantage to be the first player to empty the six tiles).

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Option Two (Ethiopian)

Use all General Rules and all Egyptian Rules. Players may choose to move either to the right or to the left on each turn. Players may never start from a tile with only one stone.

Option Three (Nigerian)

Use all General Rules, except that players must drop a stone into opponents' mancalas when passing them. When a player drops the last stone from his hand into a tile on either side of the board that is not empty and does not now (after dropping the stone) have 4 coins, that player picks up all the coins from the last tile a stone was dropped into and continues play. A player's turn is over when he drops the last stone from his hand onto: 1). a mancala; 2). an empty tile; or 3). a tile that now (after dropping the coin) has 4 coins. Any time during a move that a tile has 4 coins, regardless of who dropped the fourth coin onto the tile, the player who owns that tile puts these coins into his own mancala (in 3. above, the player puts these coins into his mancala before ending his turn). For example, while Player 1 is dropping coins onto the tiles on Player 2's side, he drops a stone into a tile that already has 3 coins. Player 2 picks up the 4 coins and puts them into his own mancala. The game ends when one player cannot move (no coins remain on that player's six tiles). The remaining coins on the other player's side are not placed in a mancala, and are not counted when determining a winner.