



MANCALA

Game Summary:

Mancala can be played by children as young as 6 years of age. Younger kids can enjoy counting and dropping the colorful beads. Older kids and adults can enjoy employing strategy to capture more seeds than the opponent.

Game Play:

Place four seeds in each of the 12 round hollows on the Mancala board. The six round hollows nearest to a player are that player's "fields". The larger oval hollow to the player's right is that player's "store".

To see who plays first, one player hides one seed in one hand and the other player chooses. If the second player chooses correctly, they go first.

The first player chooses one of the hollows on their side and takes all the seeds in it. Proceeding anti-clockwise, the player then "sows" one seed each in the next hollows.

If the player passes their own store, one seed is also dropped into it. The player does not sow any seeds into the opponent's store or the hollow where the seeds came from.

If the last seed in the player's hand goes into:

- Their own store, the player gets another turn.
- An empty hole on their side of the board, that piece and any pieces opposite it are captured. Captured seeds go into the capturing player's store.
- One of the opponent's fields with 2 or 3 seeds, these seeds are captured by the opponent. If the round hollow immediately before it also contains 2 or 3 seeds, they are also captured, and so on. Capturing stops when the preceding hollow either does not contain 2 or 3 seeds or the end of the opponent's row is reached.

If the opponent's hollows are empty, the player must play to sow at least one seed into a hollow on the opponent's side.

The game can end when all hollows on a player's side are empty. All the seeds on the opposite side of the board are then captured by the opponent. The player with the most captured seeds at the end of the game wins.

The game can also end when one player has captured 25 seeds. If both players have captured 24 seeds, it's a draw. If a few remaining seeds are being played around the board and there is no chance of capture, it's a stalemate.

Variation - Oware Nam Nam

The objective is to capture the opponent's hollows in addition to seeds. Hollows are won by capturing progressively more seeds in each round.

When sowing seeds, players also drop one seed into the hollow where the seeds came from.

At any time during a turn, if a seed is sown into a hollow with 3 seeds already in it, the seeds can be captured by the player who owns that hollow. If a fifth seed is played into that hollow, the chance is lost.

If a player sows the last seed into:

- An empty hollow, the player's turn ends.
- A hollow with 3 seeds in it, the player captures the four seeds, even if that hollow is owned by the opponent, and the player's turn ends.
- Any other hollow, the player takes up all the seeds in that hollow and starts sowing again from the next hollow.

If a player's hollows are all empty, they miss a turn.

When eight seeds remain, the player who captures the next 4 takes the last 4 and the round ends.

At the end of one round, the player with the most seeds puts four seeds in each of their hollows, then chooses which of the opponent's hollows to own by placing four seeds each

