

Mancala

The rules on one page

Players

2

You need

A mancala board with 12 small pits and 2 stores, and 48 stones

Goal

Have the most stones in your store at the end

Game ends

When all 6 pits on one side are empty. The other player moves their leftover stones into their own store.

Setup

1. Put the board between the 2 players, long side toward each. Your pits are the row of 6 nearest you. Your store is the big pit at your right-hand end.
2. Put 4 stones in each of the 12 small pits. That uses all 48 stones. Leave both stores empty.
3. Toss a coin to decide who goes first.

How to play

1. **Pick up one pit.** On your turn, choose one of the 6 pits on your side that has stones in it. Pick up every stone in that pit.
2. **Sow the stones.** Going counterclockwise, drop 1 stone into each pit in turn, starting just to the right of the pit you emptied. Your stones go along your row, into your store, then along the other player's row. Skip the other player's store.
3. **Last stone in your store: go again.** If your last stone drops into your own store, take another turn.
4. **Last stone in an empty pit on your side: capture.** If your last stone lands in an empty pit on your side, take that stone and any stones in the pit straight across. Put them all in your store. Then your turn ends.
5. **Anywhere else: your turn ends.** If your last stone lands anywhere else, your turn is over and the other player goes.
6. **End the game.** The game ends when all 6 pits on one side are empty. The other player takes every stone still on their side and puts them in their own store. Then each player counts the stones in their store.

Scoring

Stones in your store at the end, with 4 stones in each pit (48 in all)

Your store	Result
25 or more	You win
24	A tie
23 or fewer	You lose

The player with more stones in their store wins. With 4 stones in each pit, the game is a tie if both stores hold 24.

