

Mancala

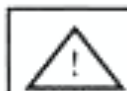
Strategies

The following ideas may help to develop a winning strategy:

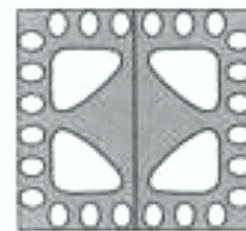
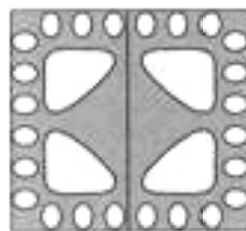
- 1) Always look for moves that will enable you to take a free turn. Taking several consecutive free turns is allowed.
- 2) Always look for ways to force your opponent(s) into a move that would be beneficial to you.
- 3) Always look for ways to counteract your opponent(s) plans.
- 4) Always being the first player out of pieces may not be best.

Some different forms of Mancala games are called Kalaha, Wari and Woaley. For more information about these games, consult your local library or game store.

Replacement pieces may be available through your local game store or they can be obtained by contacting Square Root Games, Inc. at the address on the front cover.



WARNING – CHOKING HAZARD
This game has small pieces. Instruct all children to keep pieces out of their mouth.



Mancala

A 2 to 4 player Game of Strategy

The object is to accumulate the most pieces through a series of moves. Two to four players sit facing each other with the board between them. The board consists of four rows of 6 small pits with a large pit at each inside corner. The large pit is called a reservoir or scoring pit. The small pits hold the pieces to be played and the reservoirs hold the scored pieces.

There are many different variations of Mancala games played worldwide. The rules for Four Player Mancala closely resemble those for regular Mancala with a few exceptions. This game is very easy to learn and will provide endless hours of entertainment for everyone. Various rules are noted within these instructions to provide challenging and entertaining forms of play.

Recommended Ages 6 Up



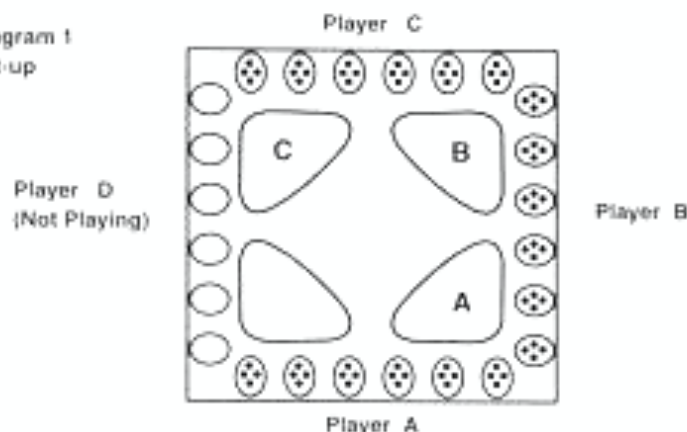
Square Root Games, Inc.
945 Eichler Drive
Mtn. View, CA 94040

Made in China

Playing The Game

Begin by setting the board between the players and placing 4 pieces in each of the small pits. The pieces in the pits directly in front of each player are theirs to move and the reservoir on the inside corner to their right is their scoring pit. (See Diagram 1)
Note: If less than 4 players, leave those pits empty at all times.

Diagram 1
Set-up



Roll the die to determine who goes first. The player with the highest score goes first with the next player being the person on the right.

The first player picks up all of the pieces from any one of the small pits on their side. Then, one piece is placed in each pit to the right, including their reservoir. Continue moving counter-clockwise around the board placing pieces into the opponent's pits but never into an opponent's reservoir. During a move, if a player's last piece is placed in their own reservoir, they get a free turn. (See Diagram 2 and 3)

Diagram 2
First Turn - Results
in Free Turn

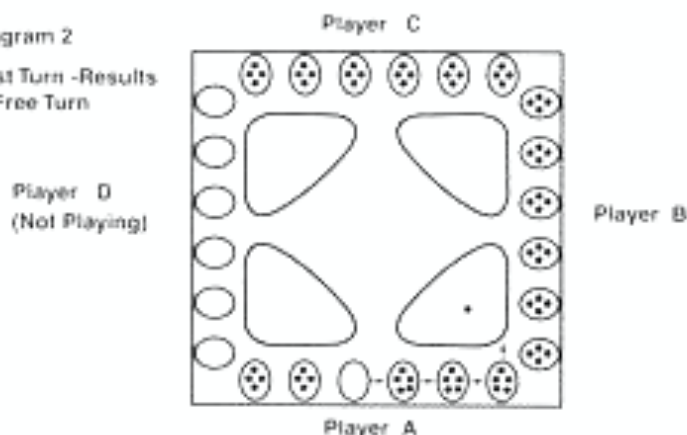
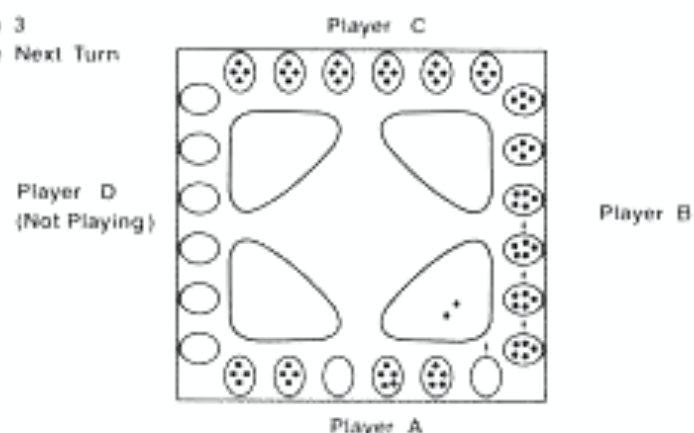


Diagram 3
Possible Next Turn



During a move, if a player's last piece is placed into an empty pit on their side of the board, a capture occurs. All of the pieces from the corresponding pits around the board are placed into the player's reservoir along with the capturing piece.

Once a player touches the pieces in a pit, they must be played. If a player does not have any pieces left in their small pits, their turn is skipped until they have pieces to move. The game is over when all of the pieces on the board have been played. The player with the most pieces in their reservoir is the winner.

Variations

Try these various ways to play either using one rule at a time or a combination of rules:

- 1) To play an easier game, start by placing 3 pieces in each of the small pits. For a more advanced game, begin with 5 or more pieces in each of the small pits.
- 2) The first player to clear all of the pits on their side of the board ends the game. Any remaining pieces stay in the small pits and only the pieces in the reservoirs are counted.
- 3) Captures only occur when there are 2 or 4 players. The pieces in the pit directly across from the capturing stone are placed into the player's reservoir.
- 4) When a capture occurs, the capturing piece does not get moved into the player's reservoir. It remains on the board and in play.
- 5) During a move, pieces are not placed in the reservoir. The only way to accumulate pieces in your reservoir is through captures.
- 6) There are no free turns.