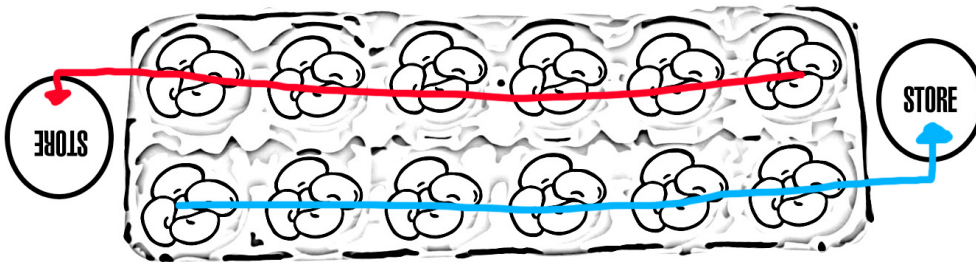


Mancala

To set up, place 4 beans in each of the 12 holes. Then, each player has their own store to the right side of the board. There is no advantage to going first, but you can flip a coin if you can't decide.

- The game begins with a player picking up all of the beans in any one of the six holes on their side.
- Moving counter-clockwise, the player deposits one of the beans in each hole until the beans run out.
- If you run into your own store, deposit one bean in it. If you run into your opponent's store, skip it.
- If the last bean you drop is in your own store, you get a free turn.
- If the last bean you drop is in an empty hole on your side, you capture that bean and the beans in the hole opposite.
- Always place all captured beans in your store.
- The game ends when all six spaces on one side of the board are empty.
- The player who still has beans on their side of the board when the game ends, captures all of those beans.
- Count all the beans in each player's store.
- The winner is the player with the most beans in their store.



This is what the game should look like when set up properly with 4 beans in each hole.
The blue line shows one player's side/six holes & their store,
the red line shows the other player's side/six holes and their store.