

Mancala (Owari)

Mancala is a West African game that is several thousand years old.

Supplies: board and 48 stones or beans

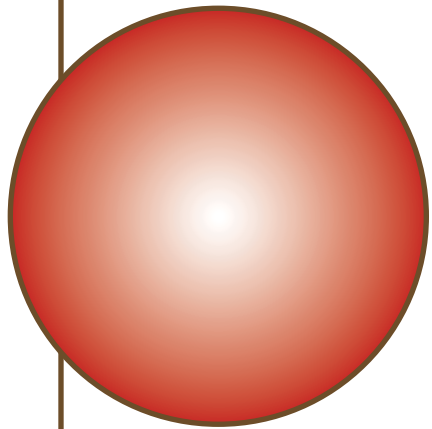
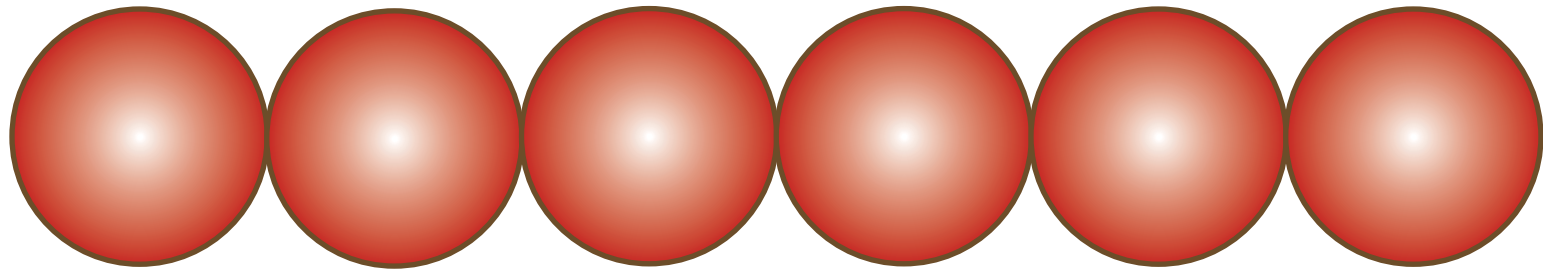
The board is comprised of twelve circles in two parallel rows of six each, with an additional larger circle at each end for players to store captured stones. Place four stones in each of the twelve circles to start. Each player controls the six circles on his or her side of the board.

The first player starts the game by lifting all the stones from any one circle on his or her side of the board. Starting counter-clockwise, that player then sows one stone in each successive circle from the emptied one, moving into the opponent's territory (if necessary) until all the stones from that circle have been sown.

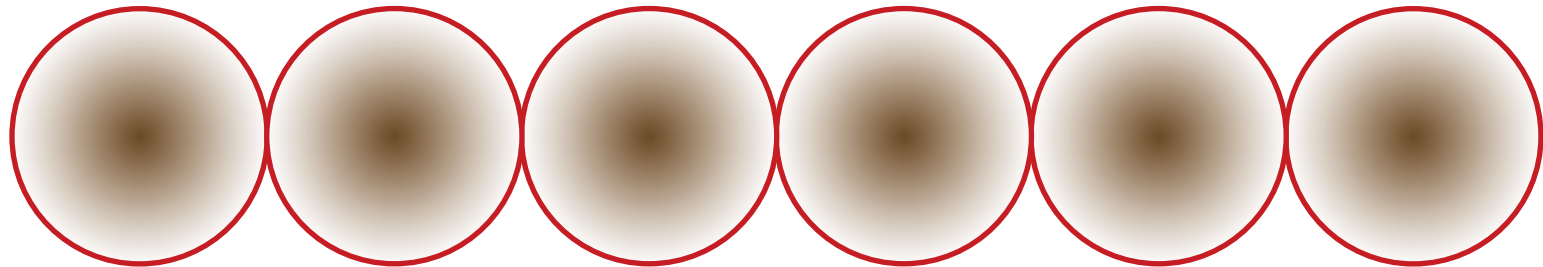
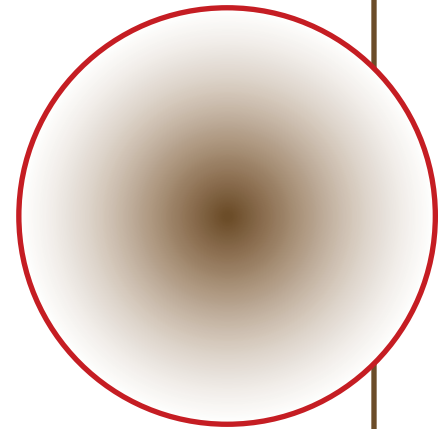
The second player then does the same. The players take turns moving in this manner until one player manages to place the last stone from a sowing sequence into a circle on the opponent's side of the board that contains only one or two stones (i.e. two or three stones after the sowing is complete). That player captures all the stones in that circle and places them in the scoring circle to his or her right.

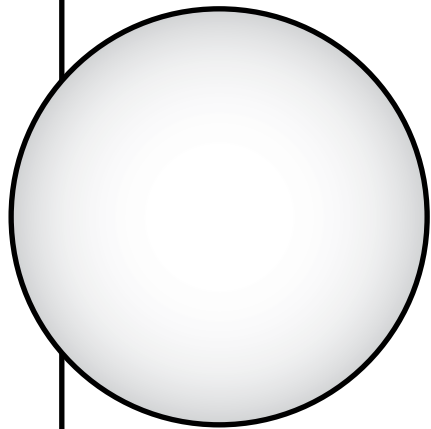
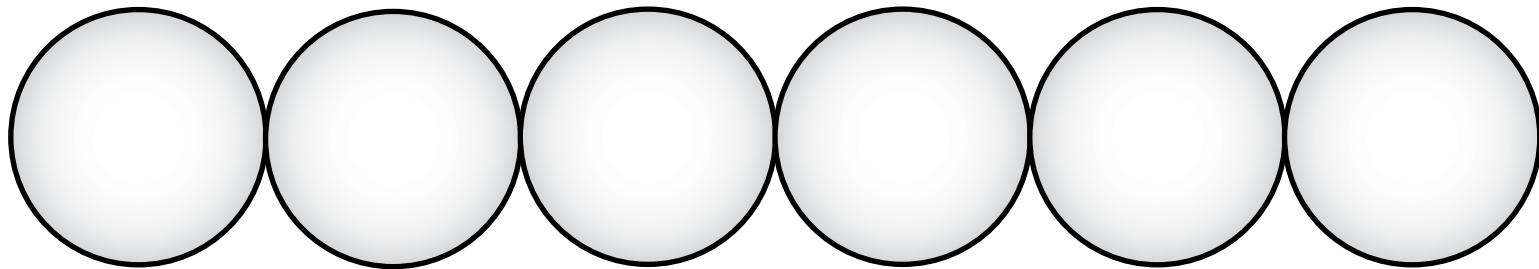
Play until no other stones can be captured. The player with the most stones in her scoring circle wins the game.

The board is presented in color and in black and white below.



ἔμπρη ἀρετῶν
Mystery Game





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Mystery Game

