



# Mancala Rules

**Warning:** Contains small parts. Not suitable for children under 3 years. Choking hazard.

## Objective

- Capture more stones than your opponent by the end of the game.

## Setup

- This is a 2-player game.
- The board has 2 rows of 6 small pits and 2 large pits (**stores**) at each end.
- Each small pit starts with 4 stones. (48 stones total)
- There are no requirements for the colours of the stones.
- Each player controls the 6 pits on their side and the store on their right.



[Link to this document](#)

## Gameplay

### Turn

- Players take turns one at a time.
- Choose a pit on your side (but not your store) that has stones in it and pick them all up.
- Starting from the next pit, move counterclockwise, dropping one stone into each pit as you go.
- Include your own pits, your own store, and your opponent's pits, but not your opponent's store.

Stones placed in the stores remain there until the end of the game and cannot be picked up again.

### Extra Turn

- If your last stone lands in your own store, you take another turn.

### Capture Rule

- If your last stone lands in an empty pit on your side, and the opposite pit on your opponent's side has stones:
  - You capture all stones from the opposite pit plus your last stone.
  - Place them into your store.

### End of the Game

- The game ends when all 6 pits on one side are empty.
- The other player collects all remaining stones on their side into their store.

## Winning the Game

- Count the stones in each player's store.
- The player with the most stones wins.



[Link to game boards](#)