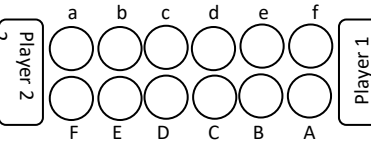


## Mancala Rules for Fun at Home

Round and Round	All the Way Round	Capture (Kallah)	Sungka	Traditional Ayoayo
<p>4 stones in each hole.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time counter clockwise around the board.</p> <p>Your goal is on the right hand end of your side of the board. Drop one stone in your goal as you go past.</p> <p>If you drop your last stone in a hole with stones in it, pick them all up and keep going.</p> <p>If you drop your last stone in your goal, take another turn.</p> <p>If you drop your last stone in an empty hole your turn is over.</p> <p>Play to the last stone: Once your side is empty of stones, you can pick up and move stones on your opponents side until there are stones on your side or all stones are gone.</p>	<p>Same as Round and Round, but go CLOCKWISE. Your goal is still to your right OR Your goal is on your left, go Counter Clockwise.</p> <p>---</p> <p>4 stones in each hole.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time CLOCKWISE around the board.</p> <p>Your goal is on the right hand end of your side of the board. Drop one stone in your goal as you go past.</p> <p>If you drop your last stone in a hole with stones in it, pick them all up and keep going.</p> <p>If you drop your last stone in your goal, take another turn.</p> <p>If you drop your last stone in an empty hole your turn is over.</p> <p>Play to the last stone: Once your side is empty of stones, you can pick up and move stones on your opponents side until there are stones on your side or all stones are gone.</p>	<p>4 stones in each hole.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time counter clockwise around the board.</p> <p>Your goal is on the right hand end of your side of the board. Drop one stone in your goal as you go past.</p> <p>If you drop your last stone in your goal, take another turn.</p> <p>If you drop your last stone in a hole with stones in it, your turn is over.</p> <p>If you drop your last stone in an empty hole on YOUR SIDE, and there are stones across the board from it, CAPTURE them and the stone you dropped. Put them all in your goal.</p> <p>If you drop your last stone in an empty hole and there aren't stones across the board from it, your turn is over.</p> <p>As soon as one side of the board is empty, the player on the other side gets to keep the remaining stones on that side.</p>	<p>6 stones in each hole (you might want to use smaller stones)</p> <p>FIRST TURN: Both players start at the same time. Pick up all the stones from any hole on your side. The player who ends this opening turn first takes the next turn. Players continue taking turns.</p> <p>Drop the stones 1 at a time counter clockwise around the board.</p> <p>Your goal is on the right hand side of the board. Drop one stone in your hole as you go past.</p> <p>If you drop your last stone in a hole with stones in it, pick them all up and keep going.</p> <p>If you drop your last stone in your goal, take another turn.</p> <p>If you drop your last stone in an empty hole your turn is over.</p> <p>Play at least 2 rounds.</p> <p>“Burn the House!” when all the stones are in goals, refill each player’s side of the board. If a player has extra stones, they keep them in their goal. The player who runs out of stones before they filled every hole (house) has to empty the holes they can’t fill. That is a “burned house” and if you drop a stone in it, the other player gets to keep it.</p>	<p>4 stones in each hole.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time counter clockwise around the board.</p> <p>Your goal is on the right hand end of your side of the board. SKIP the goal. You only get stones when you capture.</p> <p>If you drop your last stone in a hole with stones in it, pick them all up and keep going.</p> <p>If you drop your last stone in an empty hole On YOUR SIDE, and there are stones across the board from it, CAPTURE them BUT NOT the stone you dropped. Put your captured stones in your goal.</p> <p>If a hole has 12 stones, skip it as you go past.</p> <p>Spread the stones: If one player has stones on their side of the board and the other player doesn't, the player with extra stones MUST make a play that spreads the stones to the other player's side. If that is impossible, they capture all the stones on their side and the game is over.</p>

Oware/Warri	Jiao Ti Tuong	Jiao Ti Tuong (Cont.)	Challenges:	NOTATION:
<p>4 stones in each hole.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time counter clockwise around the board.</p> <p>DO NOT drop a stone in your goal as you go past!</p> <p>If you drop your last stone in a hole with stones in it, pick them all up and keep going.</p> <p>If you drop your last stone in a hole and the total stones equals 2 or 3, capture those stones and put them in your goal. Your turn is over.</p> <p>IF the total of the stones in the holes immediately before where you've captured ALSO equal 2 or 3, capture the stones in those holes as well.</p> <p>(for example, your last stone landed in c on your opponent's side and that equals 2, and d equals 3 and e equals 4, capture from c and d but not e.)</p> <p>If one player's side is empty, and the other player can move stones to their side on their turn they MUST do so.</p> <p>If one player's side is empty and the other player can't move stones to their side, the game is over. The player with the most stones wins.</p>	<p>Set-up: 5 holes on each side, two big holes on either end, 5 stones in each small hole, 1 large/special stone in each goal.</p> <p>Pick up all stones from any hole on your side.</p> <p>Drop the stones 1 at a time EITHER clockwise OR counter clockwise around the board. Drop stones into EACH goal as you go around.</p> <p>When you drop your last stone in a hole and there are stones in the hole next to it, pick up those stones and continue in the same direction you were going. (this is different than how we move in Round and Round and Sungka!)</p> <p>IF you drop your last stone and the hole next to it is empty, CAPTURE the stones in the hole after the empty one and your turn is over. If two holes in a row are empty your turn is over. Put your captured stones in a pile off of the board.</p> <p>The game is over when 1 side is empty. Leave the rest of the stones on the board.</p> <p>Each regular stone is worth 1 point, the large/special stones are worth 10 points. Count your total at the end of the game. The winner is the player with the most points.</p>	<p>EASY RULE: You can move stones in the big holes as if they were regular holes. You just can't START from the goals.</p> <p>CHALLENGE RULE: Big holes (goals) are jackpots and you can only get the stones in either end by capturing them.</p> <p><i>Note: you can play this with a regular mancala board and 4 stones in each OR you can modify the board by putting a sticky note in the two holes on the end to make it a 5X2 board. You can also draw the board on paper or sidewalk like our friend who taught us this game.</i></p>	<p><b>Play to Tie:</b> Using the Round and Round Rule Set, (or any rule set you like!!!), the object of this game is for both players end the game with the same score.</p> <p>Start with 1 stone in each, and with each success, add a stone. How many stones can you get to?</p> <p>Play to the last stone OR according to how each game ends.</p> <p>Use notation to keep track of your moves! Is there more than one way to win with 1, 2, 3, 4, stones?</p> <p><b>Ultimate First Turn:</b> Using notation, discover the BEST possible first turn for your favorite rule set. Is it possible to win with this rule set on your first turn?</p> <p>(Hint: In Round and Round there are several strategies to give the first player an instant win! This is why we play 2 rounds with each player getting to go first.)</p>	<p>How to keep track of your moves in a game:</p> <p>Draw a line down the middle of a piece of paper, write each player's name on a column at the top. Write which rule set you are playing by.</p> <p>When it's your turn:</p> <ol style="list-style-type: none"> <li><b>Look</b> at the board</li> <li><b>Think</b> about what you want to do</li> <li><b>WRITE</b> which spot you pick from (use the diagram below, "A" is closest to your goal, "a" is closest to your opponent's goal)</li> <li>Make your <b>move</b>.</li> <li>If you get an extra turn write your next move on the SAME LINE. Only write when you make a <u>new</u> decision, not every time you pick up stones.</li> <li>When you finish your turn write the total number of stones in your goal.</li> <li>Write your opponent's moves on the other side of the piece of paper.</li> </ol> <p>Adjust this notation strategy for questions you might have. Can you find a way to save a game mid-way through to finish later?</p> 

Some notes on these rule sets:

There are hundreds of variations on mancala rule sets and the rule sets presented here come from a range of different sources, including individuals who have come to our mancala clubs and shared them with us. Here are the sources for each of the rule sets:

**Round and Round & All the Way Round:** Variations on these rule sets are commonly played by children in Seattle Public Schools. Round and Round was the first rule set that John learned and was taught to him by a friend down in San Diego back in 1993, and he saw it played by children in his student teaching placement in Oakland CA in 1998. All the Way Round was the rule set one of our Mancala Club members in our 3<sup>rd</sup> year of the club taught us. This is the way she played with her family and friends, and we had seen a few other children play by this rule variation. Play to the last stone is a rule variation that children in John's after school program taught him.

**Capture/Kallah:** This is the rule set that typically comes printed with commercial mancala boards and often goes by the name "Mancala." It is also common on cell phone app stores under the name "mancala" or "Kallah"

**Sungka:** We include this version as it was taught to our mancala club by a grandmother of one of our students. She brought her board and cowrie stones and taught us these rules. We note that there is a difference between these rules and the rules as they're published online and in books like Russ's Complete Mancala Games Book. The capture mechanic in published versions of Sungka was not in the version our student's grandmother taught us. If you add this mechanic to the game, it becomes very similar to Ayoayo except for the burned house rule and the ability to score as you pass your goal. Try playing it each way! How does it change your strategy?

**Ayoayo:** This rule set is published online here <https://mancala.fandom.com/wiki/Ayoayo> As well as in Larry Russ' The Complete Mancala Games Book.

**Warri:** This rule set comes from The Oware Society, and is identical to the rules of Oware