

# MANCALA



## Math

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**A TEAM-UP TO:** 1 student per grade level.

### Description:

- Start with three stones in every hole in the carton; have one Kalah at each end. Coin flip determines who moves first.
- Pick up all stones from any section on your own side; drop one stone in each section as you move around to the right.
- Drop one stone in your own Kalah as you go by; never put stones in your opponent's Kalah.
- If your last stone lands in your Kalah, you get an extra turn.
- If your last stone lands on an empty section on your side, you MUST "capture" the stones across from it. Put your stone and your opponent's stones into your Kalah.
- If you capture, that ends your turn.
- Whichever player empties his/her side first gets all the remaining stones in the opponent's sections.
- Count your Kalah to determine the winner.
- Overall winners will be decided using a bracket system.
- All players will play at least two games.

## PLEASE NOTE:

**All players are expected to follow these rules to ensure fairness throughout the game.**

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