Mancala Rules

1. Mancala is a two player game where the two players sit facing one another.
2. The Mancala board is made up of two rows of six holes each and two scoring holes set to the side of the board.
3. To the right of a player's each row is a scoring hole, which I will call the *shole*.
4. Four pieces, which I will call stones, are set into each of the six holes for each player. Thus, at the start of the game, 48 stones are in play.

```
                        Player #2

    Player #2's holes ---> 4 4 4 4 4 4
Player #2's shole --->  0                   0  <--- Player #1's shole
                           4 4 4 4 4 4 <--- Player #1's holes

                        Player #1
```

5. Gameplay begins when the first player picks up all stones in any of his holes.
   For example, let's say Player #1 chooses this hole:

```
    4 4 4 4 4 4
0                 0
    4 4 4 4 4 4
          ^
```

6. Moving counter-clockwise around the board, the player then deposits one stone into each hole they encounter, including either of the two scoring sholes.
   For example, using the choice from above, Player #1 makes this move:

```
    4 4 4 4 4 4
0                 1
    4 4 0 5 5 5
```

7. If the last stone is dropped into your own shole, you may make another move.

This is the case in our example, so Player #1 goes again.

```
   4 4 4 4 4 4
0                 1
   4 4 0 5 5 5
     ^


   4 4 4 4 4 4
0                 1
   4 0 1 6 6 6
```

Player #1 did not drop his last stone in his own hole this time and therefore may not go again.

8. If the last stone you drop is into one of your own holes and your own hole was empty (but your opponent's opposing hole was NOT empty), you make take that dropped stone and all the stones in your opponent's hole that is directly across and immediately place them in your shole. (An example is shown in the sample game below).

9. When all six spaces on one side of the board is empty, the game is over. (Technically, when a player has 25 or more stones in their shole, they will win the game. This is sometimes used as an early endgame test).

10. If a player has pieces in his holes when the game is over, they immediately can place those stones in their own shole.

11. The player with the most pieces in their shole wins. Please see below for example gameplay. Rules are complete. Observe the attached game.

```
   4  4  4  4  4  4
0                     0
   4  4  4  4  4  4
   a  b  c  d  e  f
Choose a move:c

   4  4  4  4  4  4
0                     1
   4  4  0  5  5  5
   a  b  c  d  e  f    <-- Player #1 goes again
Choose a move:a
   m  l  k  j  i  h
   4  4  4  4  4  4
0                     1
   0  5  1  6  6  5
Choose a move:j
   m  l  k  j  i  h
   5  5  5  0  4  4
1                     1
   0  5  1  6  6  5
Choose a move:m
   0  5  5  0  4  4
2                     1
   1  6  2  7  6  5
   a  b  c  d  e  f
Choose a move:d
   m  l  k  j  i  h
   0  5  6  1  5  5
2                     2
   1  6  2  0  7  6
Choose a move:i

   m  l  k  j  i  h
   1  6  7  2  0  5
3                     2
   1  6  2  0  7  6       <--- Player #2 Goes again
Choose a move:m
```

```
    m  l  k  j  i  h
    0  6  7  2  0  5
4                         2
    1  6  2  0  7  6
Choose a move:h          <--- Player #2 places 2 stones in shole

    0  7  8  3  1  0
6                         2
    0  6  2  0  7  6
    a  b  c  d  e  f
Choose a move:c
    m  l  k  j  i  h
    0  7  8  3  1  0
6                         2
    0  6  0  1  8  6
Choose a move:k

    1  8  0  3  1  0
7                         2
    1  7  1  2  9  6
    a  b  c  d  e  f
Choose a move:d
    m  l  k  j  i  h
    1  8  0  3  1  0
7                         2
    1  7  1  0 10  7
Choose a move:m
    m  l  k  j  i  h
    0  8  0  3  1  0
8                         2
    1  7  1  0 10  7
Choose a move:j          <--- Player #2 places 2 stones in shole

    0  9  1  0  1  0
10                        2
    0  7  1  0 10  7
    a  b  c  d  e  f
```

```
Choose a move:b
    m  l  k  j  i  h
    0  9  1  0  2  1
10                            3
    0  0  2  1 11  8
 Choose a move:h
    0  9  1  0  3  0
10                            3
    0  0  2  1 11  8
    a  b  c  d  e  f
 Choose a move:e
    m  l  k  j  i  h
    1  0  2  1  4  1
11                           15
    1  0  2  1  0  9
 Choose a move:m
    m  l  k  j  i  h
    0  0  2  1  4  1
12                           15
    1  0  2  1  0  9
 Choose a move:i          <--- Player #2 places 2 stones in shole
    0  1  3  2  0  1
14                           15
    0  0  2  1  0  9
    a  b  c  d  e  f    <--- Notice how Player #1 stores no stones
 Choose a move:d
    m  l  k  j  i  h
    0  1  3  2  0  1
14                           15
    0  0  2  0  1  9
 Choose a move:k          <--- Player #2 goes again
```

```
    m  l  k  j  i  h
    1  2  0  2  0  1
15                          15
    0  0  2  0  1  9
 Choose a move:m            <--- Player #2 goes again
    m  l  k  j  i  h
    0  2  0  2  0  1
16                          15
    0  0  2  0  1  9
 Choose a move:l            <--- Player #2 goes again
    m  l  k  j  i  h
    1  0  0  2  0  1
17                          15
    0  0  2  0  1  9
 Choose a move:m            <--- Player #2 goes again
    m  l  k  j  i  h
    0  0  0  2  0  1
18                          15
    0  0  2  0  1  9
 Choose a move:j


    0  1  1  0  0  1
18                          15
    0  0  2  0  1  9
    a  b  c  d  e  f
 Choose a move:c
    m  l  k  j  i  h
    0  1  1  0  0  1
18                          15
    0  0  0  1  2  9
 Choose a move:h            <--- Player #2 puts 3 stones in its shole


    0  1  1  0  0  0
21                          15
    0  0  0  1  0  9
    a  b  c  d  e  f
 Choose a move:d
```

```
    m  l  k  j  i  h
    0  1  1  0  0  0
21                      15
    0  0  0  0  1  9
 Choose a move:k
    0  2  0  0  0  0
21                      15
    0  0  0  0  1  9
    a  b  c  d  e  f
 Choose a move:e
    m  l  k  j  i  h
    0  2  0  0  0  0
21                      15
    0  0  0  0  0 10
 Choose a move:l        <--- Player #2 goes again
    m  l  k  j  i  h
    1  0  0  0  0  0
22                      15
    0  0  0  0  0 10   <--- Player #2 goes again ... but
 Choose a move:m
    m  l  k  j  i  h
    0  0  0  0  0  0
23                      15
    0  0  0  0  0 10  <---- no more stones on one side, thus...


Player #1 Wins
    m  l  k  j  i  h
    0  0  0  0  0  0
23                      25
    0  0  0  0  0  0
```