

African Stone Game

History of the Game

The captivating African Stone game is also known as Mancala, Kalaha and Sungka. It is an ancient game that was played by scooping out pits and calas in the sand and, in many instances, used diamonds as stones. Historians believe that Mancala is the oldest board game in the world. Mancala originated in Egypt sometime before 1400 B.C. from boards and counters used for accounting purposes. Despite its primitive origins, Mancala is a mathematic game with complexity that is said to rival the game of chess. It is enjoyed by people all around the world, from royalty to the common folk, adults and children alike, in cities and in villages of all different sizes. Mancala is a stimulating game for adults as well as educational for children.

Game Instructions

Set-Up: The board is placed between two players with the long sides facing them. The six small pits in front each player belongs to them and their larger scoring pit or mancala is to their right. Each player places four gemstones (colors do not matter) in each of their six pits. Typically, a coin is tossed to decide which player goes first.

Object: Each player attempts to collect as many gemstones as possible before one of the players clears his or her side of gemstones.

Rules:

1. The game begins by the first player picking up all of the stones in any of their own six pits. They then distribute them one at a time in each pit around the board to their right. They place a stone in their own “cala” and in their opponent’s pits if there are enough, but never place a stone in their opponent’s “cala”.
2. If a player’s last stone is placed in their own “cala” they get another turn.
3. If a player’s last stone is placed in one of their empty pits, they capture all of their opponent’s stones in the opposite pit and place them in their own “cala” along with the capturing stone.
4. If any stone(s) is/are touched, they MUST be played no matter what.
5. The game is over when all six pits on the one side are empty. The player who empties their pits first receives the remaining stones in their opponent’s pits.
6. The player with the most stones in their “cala” wins the game.

Time: A normal games takes approximately 10 minutes.

Contents

1 Mancala board
48 multi-colored stones (4 for each small pit)
Instructions



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