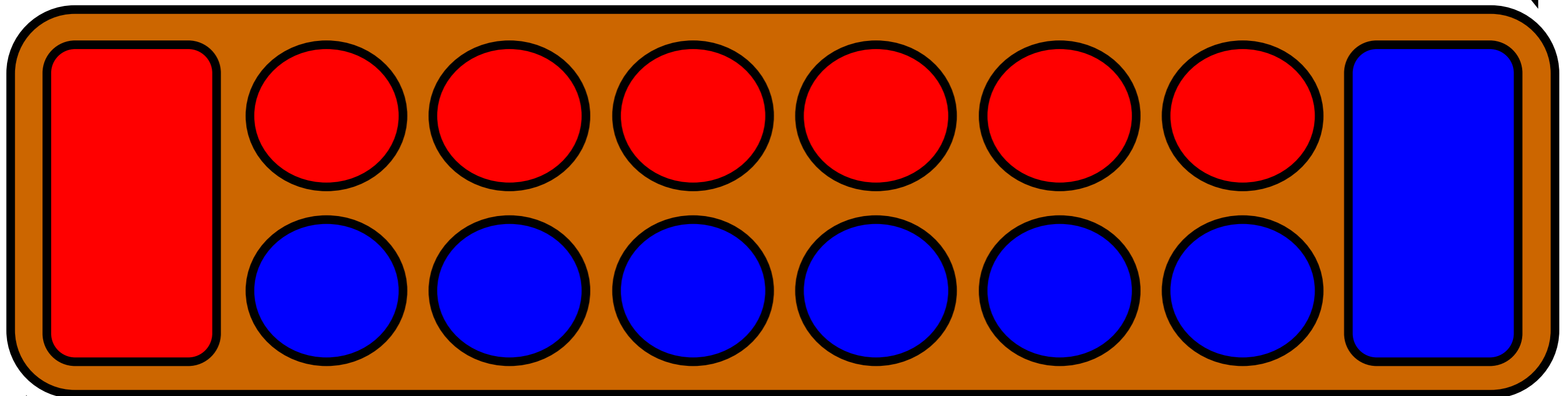


Mancala (Move) **Early Islam**

You will need: 2 players (red and blue),
48 counters (stones, buttons, etc.)

1. Place 4 counters into each of the circles on the board. Leave the larger rectangle space empty. This is your 'bank'.
2. The player going first chooses a circle and picks up all the counters inside. They then go around the board anti-clockwise placing ONE counter in each of the other circles in turn as they go.
3. If the player passes their own bank, they put a counter in there too. This counter is now off the board and out of play. If you bank any counters at all as you go around you get one more turn. Repeat the process, distributing the counters to the other circles and the bank. Don't put any counters in your opponent's bank. You don't want to help them win!
4. The other player takes a turn, choosing one of their own circles, picking up all the counters inside and distributing them clockwise into the other circles, taking another turn if they bank any.
5. Stealing: If you place a counter into one of your own circles and it is empty, you can steal all of the counters in your opponent's opposite circle and bank them for yourself!
5. When one of the players has no stones left in their circles, the game is over. The other player can then bank all the counters remaining on their side.



6. The player with the most counters in their bank at the end of the game is the winner!