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Mancala - Game of Africa

Object:

Two players compete against each other trying to accumulate as many stones as possible before one of the players clears his/her side of all stones.

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Play:

The first player picks up all the stones in any of his/her 6 bins. He/she then starts to sow them by placing one stone in each bin to the right or left (clockwise or counterclockwise) around the board, including his/her own Mancala, but not his/her opponent's mancala. (Player One's Mancala is the 1st Bin on the Left and Player Two's Mancala is the last Bin on the Right.)

If the player places the last stone in his/her own Mancala, he/she gets another turn.   If the last stone is placed in an empty bin on his/her side of the board, he/she captures all the stones in his/her opponent's bin directly accross from that bin.   All captured stones plus the capturing stone gets placed in his/her Mancala.   Once a player touches the stones, he/she must play them.

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Winning:

The Game ends when one of the players runs out of stones in his/her bins.   When this happens, the other player gets to place any stones remaining in his/her bins into his/her Mancala.   The winning player is the one with the most stones.

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Window Notes:

The display will only show a max of 6 stones in any bin.   (This number will be increase in the later editition of the program).   This is similar to the real game because as bins become full the actual count of stones in the pile can not be determined.   To see actual counts select the "Show Count" switch under the "Options" menu item.

The game uses some of the window standard MM sound options.

       Exclamation for ERROR's
       Asterisk for a Capture
       Default Beep for Mancala's (last stone in players mancala)
       Default Beep for End-of-Game

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Version: (Beta)
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CompuServe: 72624,2642

Suggestions and comments welcome.

"A fool is one who will not give up that which he cannot keep, for that which he cannot loose."