

Mancala Ruleset

- **Setup:** Place 4 stones in each of the buckets on the board (model).
- **Rule 1:** The object of the game is to collect the most stones in **your** store. The number of stones in a player's store determines their score.
- **Rule 2:** The game begins with player 0 choosing any of the buckets on their side (row 0) of the board and picking up all of the stones from it. A player can only choose buckets on their side.
- **Rule 3:** Moving counterclockwise and starting with the next bucket on their row, the player deposits one stone into each bucket until each stone has been placed.
- **Rule 4:** During a player's turn, if they run into *their* store while depositing stones, they deposit one into their store and then continue onto their opponent's side, still moving counterclockwise.
- **Rule 5:** During a player's turn, if they run into *the other player's* store while depositing stones, they skip over that store and continue onto their side, still moving counterclockwise.
- **Rule 6:** If the last stone a player deposits is into their store, they get to go again.
- **Rule 7:** If the last stone a player deposits is into an empty bucket on their side, they remove that stone and *any stones in the bucket across from that bucket*, and put them into their store.
- **Rule 8:** Stones can never be removed from stores once they are placed in them.
- **Rule 9:** The game ends when all six buckets on one row of the board are empty.
- **Rule 10:** The player who still has stones on their row when the game ends puts all of those stones in their store.
- **Rule 11:** The winner is the player with the most stones in their store.