

African ROCK game – mancala

The African Rock Game is one of over 800 different versions of Mancala. People have been playing Mancala for over 7,000 years and it is thought to have originated in Egypt and spread by traders up and down the Nile. It's a no wonder that NED saw kids playing this game in Kenya. Depending on where you live, Mancala may have a different name. It's often called Bao la Kiswahil in east Africa and Oware Ashanti in west Africa. Some say it was first played with diamonds but more commonly, rocks are used. The rocks in NED's game pack are each handmade from soapstone by the artisans in Kenya.

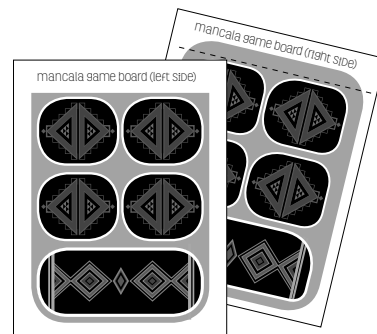


WHAT YOU'LL NEED:

24 rocks, any color

BEGINNER GAME BOARD:

Print the next two pages and combine to create a game board consisting of 2 rows of 4 side pits and 2 home bases. Place 3 rocks (any color) in each side pit and leave the home bases empty.

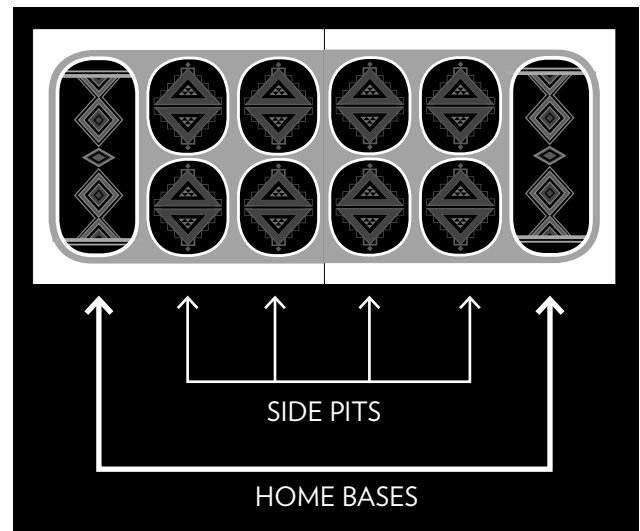


RULES FOR DROPPING ROCKS:

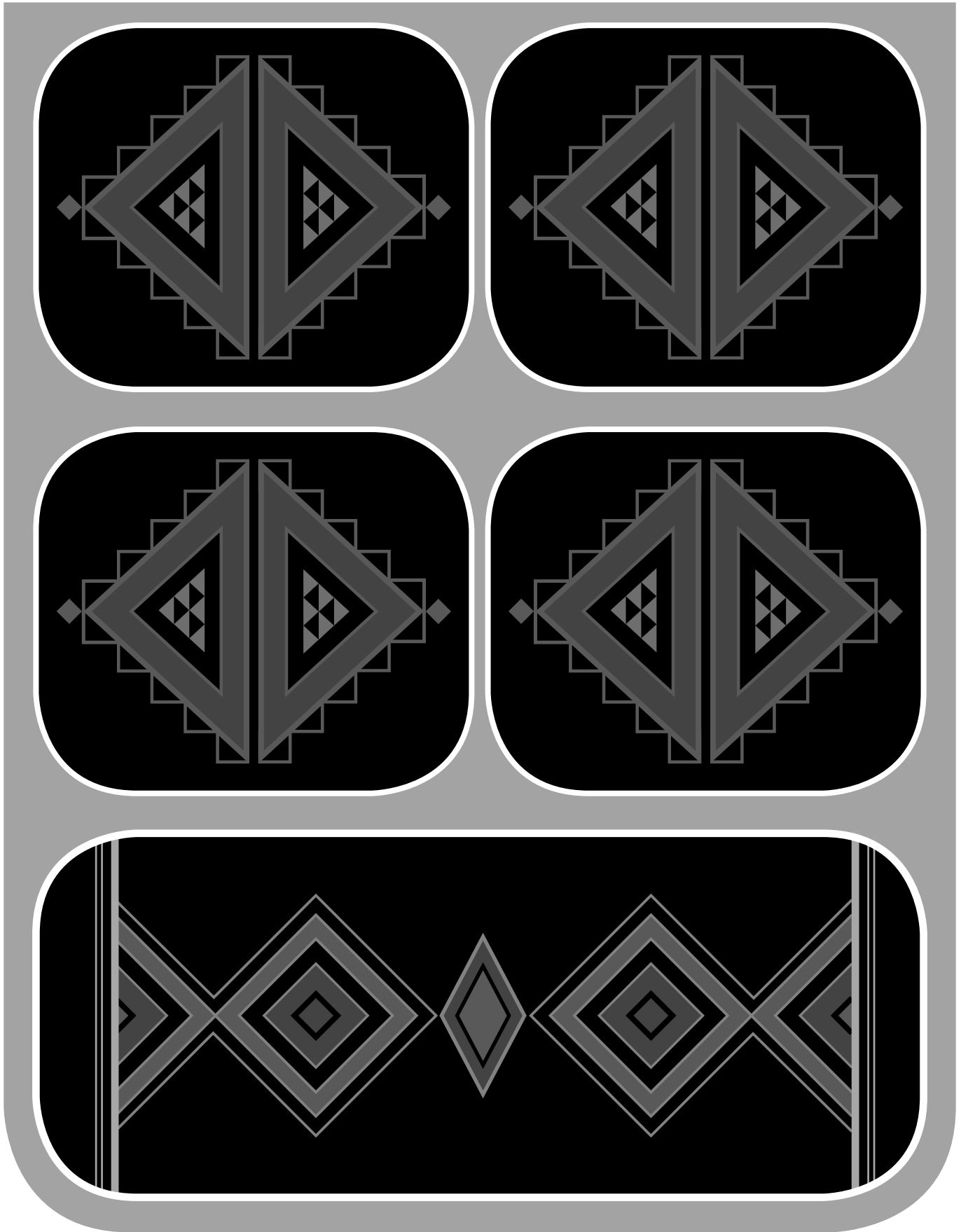
Player one begins by picking up all the rocks from any side pit. Moving clockwise, player one re-deposits one rock at a time according to these rules:

- If you come to your own home base, place a rock in it
- If you come to ANY side pit (your side OR your opponent's side) — drop a rock in it
- If you come to your opponent's home base — do NOT drop a rock
- If your last rock lands in an empty side pit, you capture that rock PLUS all the rocks in the pit directly across the board.
- If your last rock lands in your home pit, you get another turn. Pick up a new pile and start dropping again.

The game ends when all the side pits on 1 side are empty. All remaining rocks in the side pits are added to the home base of the player on that side of the board. The winner is the player with the most rocks in their home base.

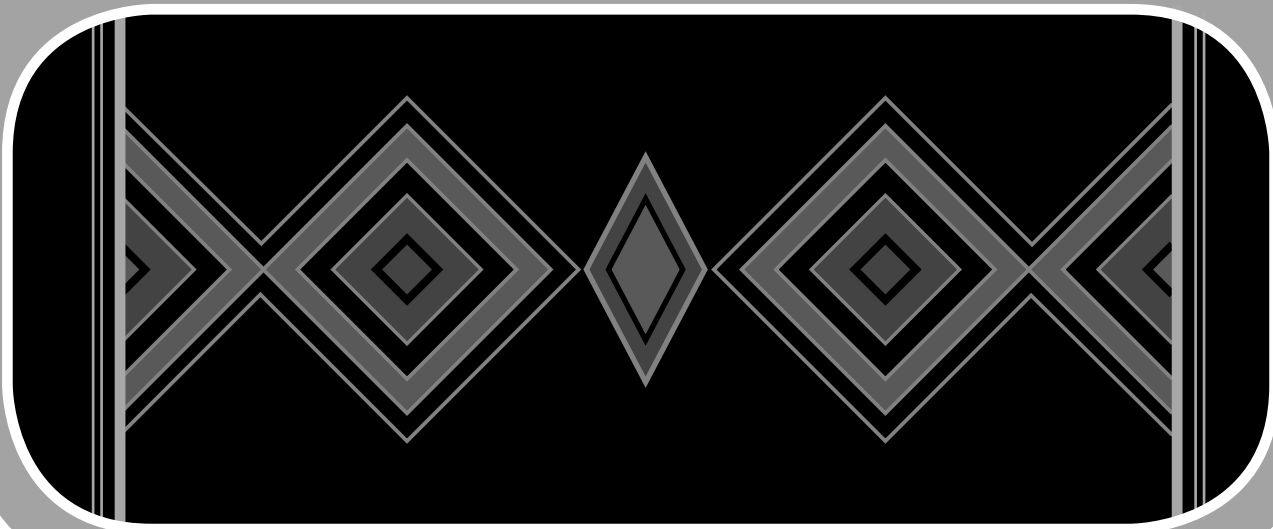
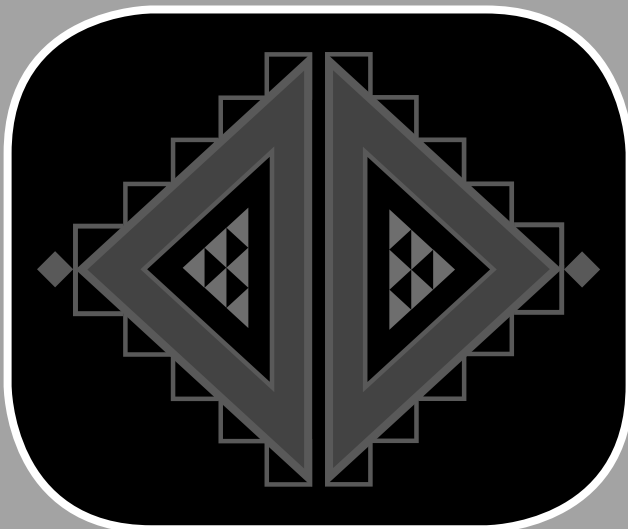
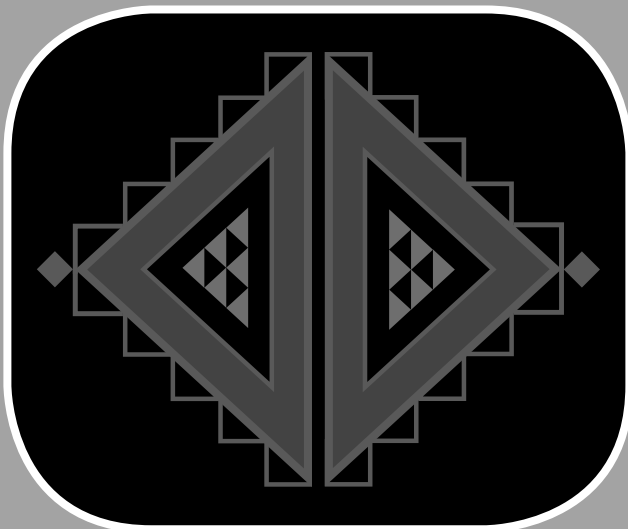
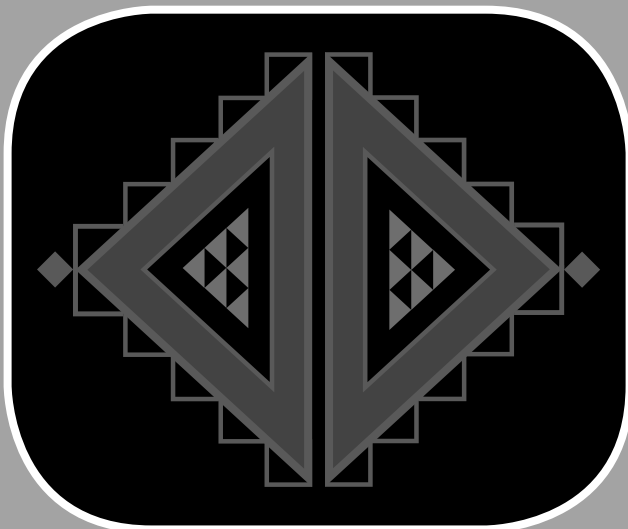
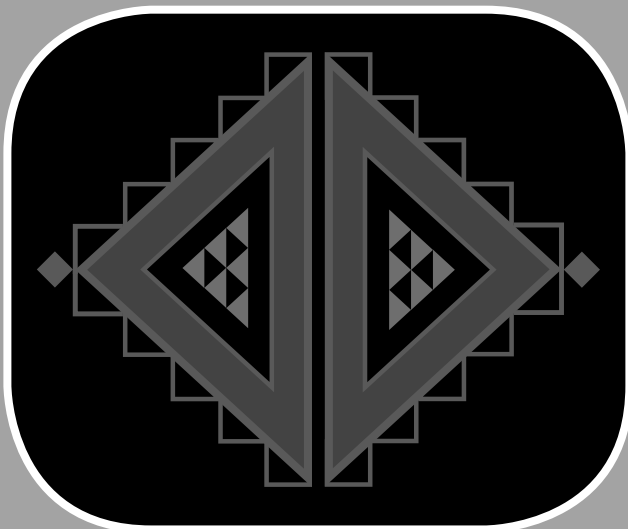


mancala game board (left side)



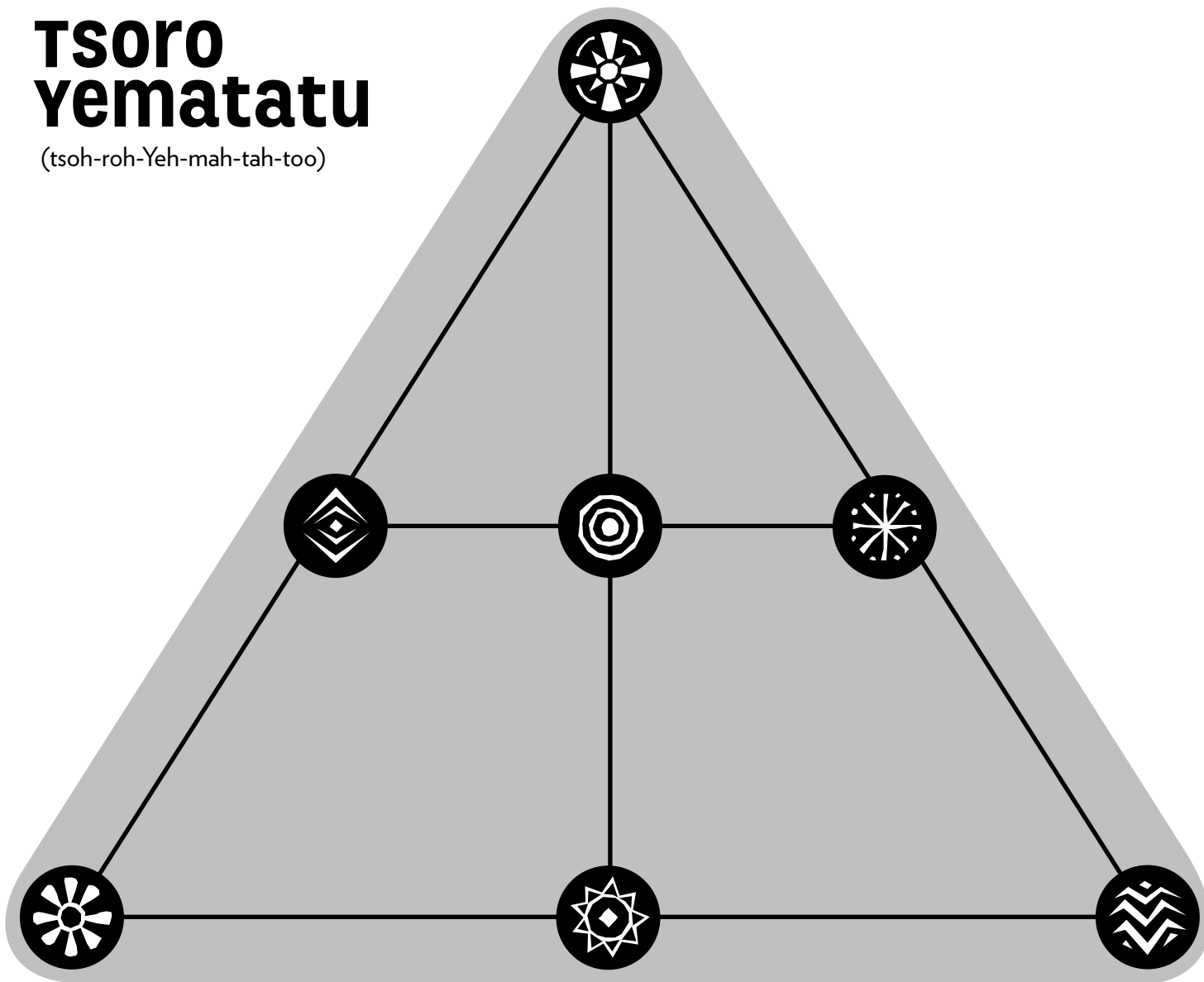
mancala game board (right side)

CUT along dotted line and tape to left side of game board



Tsoro Yematatu

(tsoh-roh-Yeh-mah-tah-too)



Tsoro Yematatu is a simple two player strategy game that is thought to have originated in Zimbabwe. It is an African version of tic-tac-toe (called noughts and crosses).

Suggested for Grades K-2
2 player game

WHAT YOU'LL NEED:

6 Rocks—2 colors; 3 each

OBJECT OF THE GAME:

Create a row of three with your rocks

BEGINNING THE GAME:

The game starts with an empty board. Players take turns adding their rocks to any open dot on the board

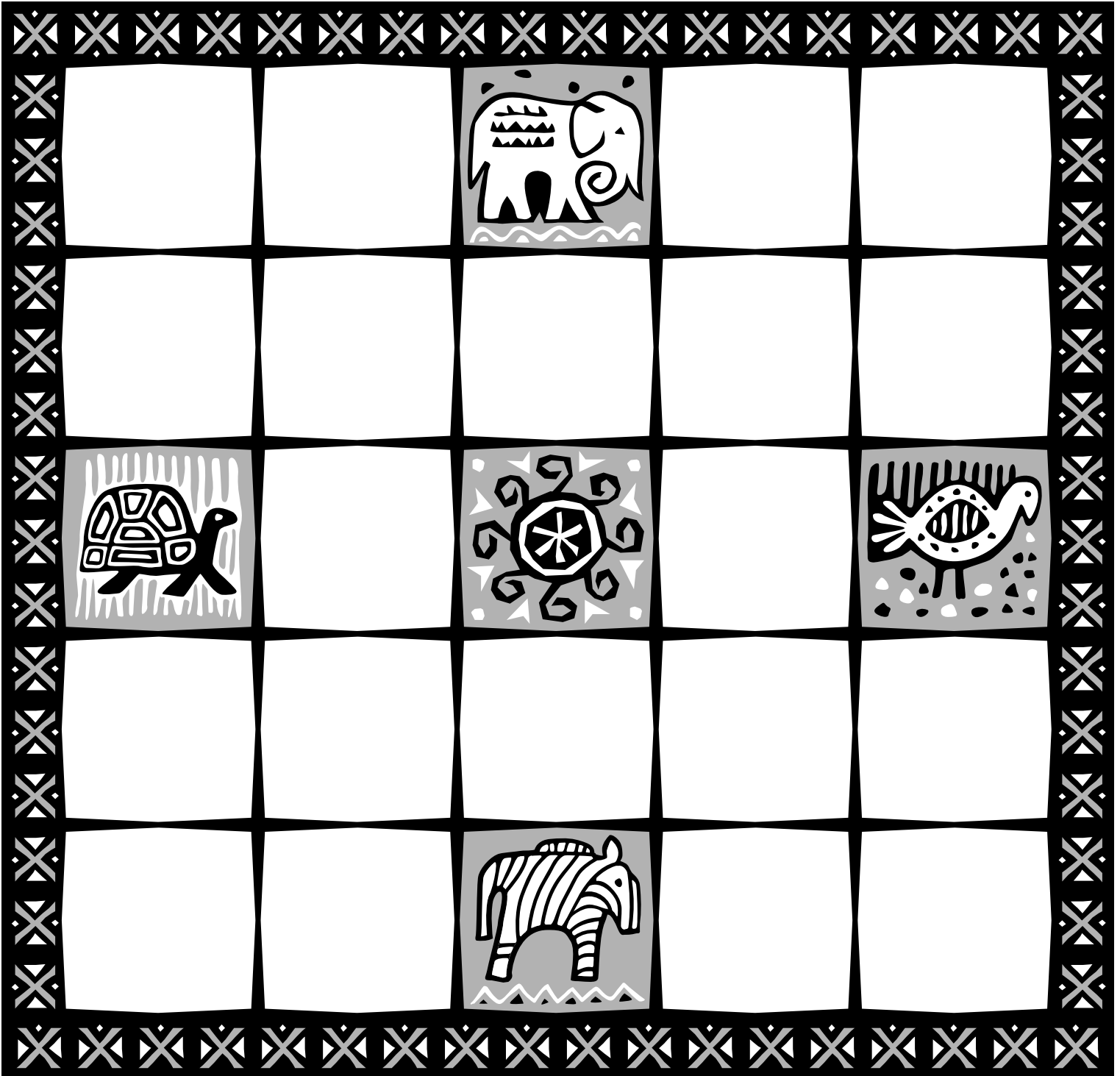
RULES FOR MOVING ROCKS:

- Players take turns moving their rocks along the lines to an empty space.
- If you have no moves, you lose your turn but if you have a move to make – you must take it – even if it sets you up to lose the game.

OPTIONAL RULE FOR GREATER CHALLENGE:

In the original game, you can jump over your opponent into an empty space but it often means that the game can last a while and end in a draw. One version of the rules state you cannot jump over your opponent. It makes the game shorter and easier to have a winner. You decide which way to play!

seega



seega

Seega is a very old game that is believed to have originated in Egypt in the 1800's and is often played in north and west Africa.

Suggested for Grades 2-6+
2 player game



WHAT YOU'LL NEED:

- Game Board- 5x5 grid
- 24 rocks – 2 colors; 12 each
- Optional Advanced Games – make your own board with larger grids and add more rocks. 7x7 (48 rocks) or 9x9 (80 rocks)

OBJECT OF THE GAME:

Try to capture your opponents rocks before your own are captured.

BEGINNING THE GAME:

Player 1 begins by placing 1 rock on one of the animal squares. Player 2 then does the same. Repeat again so that there are 4 rocks on the board (2 from each player), covering all 4 animals. Then Player 1 places 2 rocks on the board (1 at a time) on any open spot on the board (except for the center square). Player 2 then does the same. Repeat until all rocks are placed on squares on the board are covered with a 1 rock and the center square is empty.

RULES FOR MOVING ROCKS:

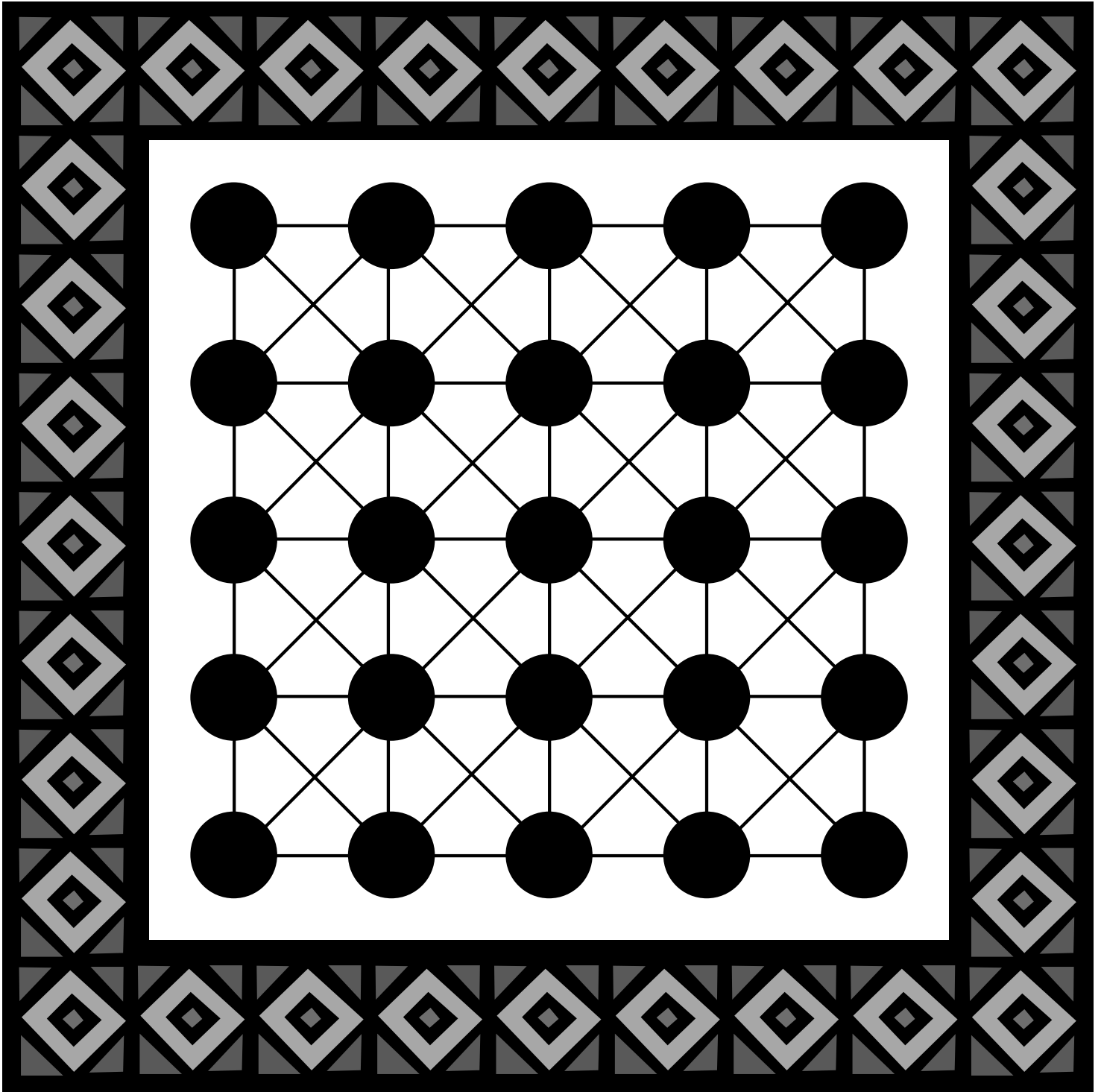
- Player one begins by moving 1 rock to any adjacent open space. Moves must be left or right only and not on the diagonal.
- A rock is captured (removed from the board) when it is sandwiched by 2 of the opponent's rocks. Sandwiching diagonally does not count.
- Captures only happen if you make a move that makes a sandwich. If you move your own piece in between 2 of your opponent's rocks – it is not captured and your rock is safe.
- Multiple captures can happen with 1 move –sandwiches may be created on the left and right or up and down on the grid. Sandwiching diagonally does not count.
- If a player is completely blocked and cannot make ANY moves, the blocked-in player is allowed to remove any one of the opponent's pieces to clear a path. This often happens within the first few moves of the game.
- The game ends when a player has only one piece left.

OPTIONAL RULE FOR GREATER CHALLENGE:

If you have a capture on your turn, and you then move that same rock and make another capture – you can keep going. Your turn is extended until that same rock can no longer move one spot and capture.



Fanorona



Fanorona

Fanorona is a classic 2-player game that originated on Madagascar, off the coast of east Africa (1680) and is often played by kids in Africa. The beginning of the game is quite exciting when the board is full of rocks and big captures happen quickly. Strategy is an important part of this game.

Suggested for Grades K-6
2 player game



WHAT YOU'LL NEED:

24 Rocks – 2 colors; 12 each

OBJECT OF THE GAME:

Capture your opponent's rocks or block them from making any more moves

BEGINNING THE GAME:

Set your rocks on the board according to this diagram, leaving the middle spot open.

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X X X X X
X X X X X
O X [ ] O X
O O O O O
O O O O O
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RULES FOR MOVING ROCKS:

- Player one moves one of their rocks one space. Moves may only be along the lines of the board, either straight or diagonally.
- Rocks can only move onto empty spaces.
- If your rock moves towards and next to your opponent's rock, you capture all the rocks on that line that are in front of you. This is called *capture by approach*.
- If your rock moves away from your opponent's rock, creating an empty space between the 2 rocks, you capture all the rocks in that line. This is called *capture by withdrawal*.
- If you make a capture on your turn, you are allowed to move that same piece again to capture more pieces. This is called a *relay capture* and can repeat over and over as long as you keep capturing and moving **ONLY** that same rock. The rock must change direction each time it moves during the replay capture.
- If you cannot make a capturing move, you are make a non-capturing move. This is known as a *palka move* where you simply move one piece along a line to an adjacent point, trying to avoid setting up a capture for your opponent.
- The game ends when one player has no pieces left or is unable to make a move. The game could be a draw and you both win!