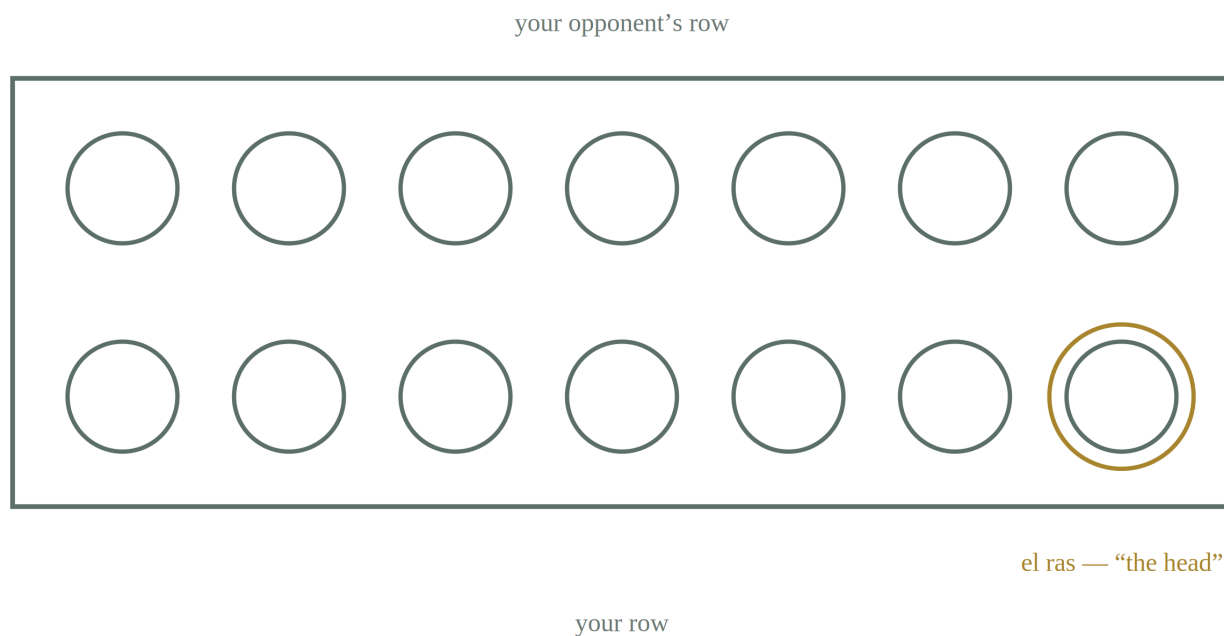


Boards to print and play on

Mancala needs fourteen holes and a handful of counters, which is why boards for it were cut into the floor of a Roman bathhouse in the second or third century AD and it is played still. Print at 100 per cent on US Letter; the cups are drawn large enough to hold a stack of coins.

The two-row board — for the Syrian games

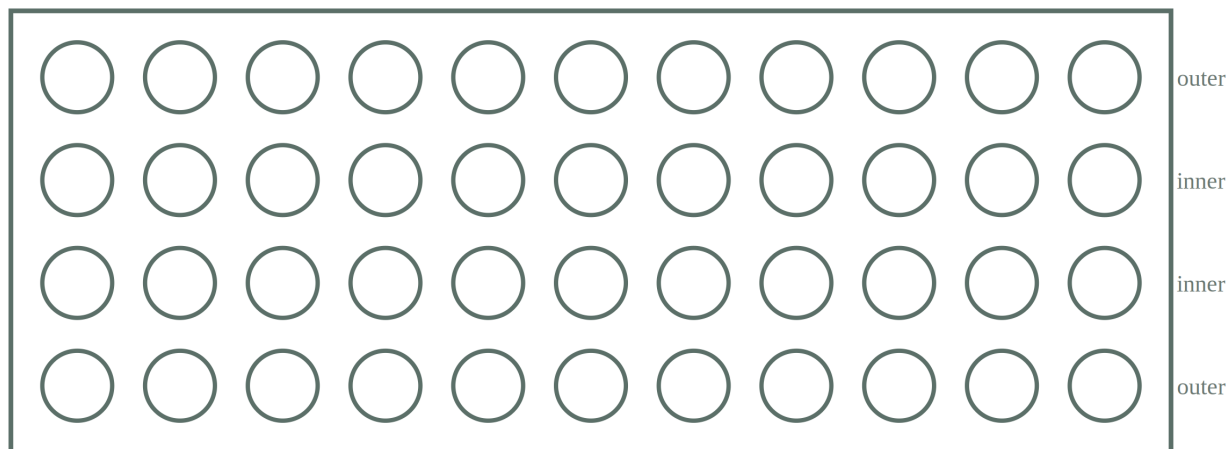
Fourteen holes and ninety-eight counters. Cowrie shells if you have them, dried beans or coins if you have not.



“The implements are a board with two rows of cup-shaped depressions and a handful or so of pebbles or shells.” Fourteen holes, called *bute*, “houses”; ninety-eight cowrie shells or pebbles between the two players. The hole at the right of a player’s row is *el ras*, “the head”, and the first move is made from it. Every count here is Culin’s.

The four-row board — for Chuba

Four rows of eleven, two rows each, and sixty counters. Open with one in every pocket of your outer row and two in every pocket of your inner row — except the pocket at your own extreme left, which stays empty, and the one next to it, which holds a single counter. Thirty a side.



The four-row game published in the United States in 1891, whose printed rules Culin reproduces entire. “The row close to his edge of the board is his outer row, while the other is his inner row.” Each player opens with one counter in every pocket of his outer row and two in each pocket of his inner row, “except that the pocket on his extreme left in the inner row is kept vacant and the one next to it holds but one man”. That exception is what makes the arithmetic work: thirty counters a side and sixty on the board, which is the number the game was sold with. The players face each other, so each one’s left is the other one’s right, and the two gaps are at opposite ends of the drawing.