

User Manual

For

# Mancala

Version 1.0

19.10.2014

## **Contributors:**

Anjan Kumar Patel

Harshank Shrotriya

Pulkit Ghoderao

Team member Email: [pulkitsg@rediffmail.com](mailto:pulkitsg@rediffmail.com)

Role: Preparing final Draft User Manual.

Configuration change record (CCR)

Date	Version	Changes/Additions	Enlarged By
24/11/14	2.0	Modified keeping in mind	Harshank Shrotriya
		all the features for completed	code. (To be filled in as
		actual coding progresses)	

## **Table of Contents    Topic Page**

### **Introduction**

(a) General	3
(b) Rules	3
(c) Game Requirements	4

## Using the Game

- (a) Terminology 4
- (b) The User Interface 4

## How To

- (a) How to Start a New Game 5
- (b) How to Play a Game 5
- (c) Winning 5
- (d) Exiting the Game 5
- (e) Help 5

# Mancala

Version 2.0

User Manual

## 1. Introduction

### 1.1 General

**Mancala** is a family of board games played around the world, sometimes called 'sowing' games, or 'count-and-capture' games, which describes the gameplay.

Mancala is referred to as a game, though it is more accurately a group of similar board games that are played across Africa, India, Southeast Asia and the Caribbean. Mancala is a delightful and instructional diversion that seems destined to become one of the great global games like chess or checkers. It requires careful calculations and planning to develop a successful strategy.

## 1.2 Rules

Objective: The object of the game is to capture more seeds than one's opponent.

Rules:

1. At the beginning of the game, three or four seeds are placed in each house.
2. Each player controls the six houses and their seeds on the player's side of the board. The player's score is the number of seeds in the store to their right.
3. Players take turns *sowing* their seeds. On a turn, the player removes all seeds from one of the houses under their control. Moving counter-clockwise, the player drops one seed in each house in turn, including the player's own store but not their opponent's.
4. If the last sown seed lands in the player's store, the player gets an additional move. There is no limit on the number of moves a player can make in their turn.
5. If the last sown seed lands in an empty house owned by the player, and the opposite house contains seeds, both the last seed and the opposite seeds are captured and placed into the player's store. Thus ending the player's move.
6. When one player no longer has any seeds in any of their houses, the game ends. The other player moves all remaining seeds to their store, and the player with the most seeds in their store wins.

It is possible for the game to end in a draw, with equal seeds captured by both players.

## 1.3 Game Requirements

Optimal Operating System: Ubuntu, Windows 7, Windows 8.0, Windows 8.1.

Minimum RAM: 300kb

Code::Blocks IDE with integrated simplecpp

Canvas API(Application Programming Interface) .

# 2 Using the Game

## 2.1 Terminology

The name of the game is Mancala the type of game is 'Kalah'.

Seeds : The small balls or beads in each small houses

Houses : The small holes or plantations in between the two Mancalas

Mancala : The big plantations situated at the extremities of the board

Sowing : The process of planting each seed in successive houses during a player's turn

## 2.2 The User Interface

There are two interfaces :

### The Output Window

This displays the Main Menu along with other options such as no. of players, instructions and Exit.

### The Canvas Window

The user interface consists of the playing board having 12 houses (6 on each side) and two Mancalas (one for each player). There are 4 seeds in each house at the start of the game totalling to 48 seeds on the board. There is a button to indicate the option of exiting the game.

Two additional dialogue boxes have been added after stage 1, one of which indicates turn of the player who has to make the move and the other dialogue box shows remarks such as FREE TURN, CAPTURED etc.

The number of seeds in each house and Mancala is lowered or increased after each move according to the rules mentioned above.

The move is made by clicking on a house.

## 3 How To

### 3.1 How to Start a New Game

Run the .exe file named Mancala.exe

A Output interface appears ; enter the option corresponding to Play.

Then choose no. of players according to instructions given.

This will create a new graphics interface which will display the game board.

### 3.2 How to Play the Game

The Player can select the house from which he wants planting to begin by clicking the appropriate house. There is a dialogue box which shows turn of the current player. Players are advised to keep an eye on the dialogue box. Also a dialogue box shows special remarks

such as :-

INVALID MOVE – Shown when click made on player 1 's hole when turn is of player 2 or vice versa.

NOT ALLOWED – Shown when click is made on a house containing 0 beads.

FREE TURN – Shown when free turn is initiated by a player.

CAPTURED – Shown when beads are captured by a player.

### 3.3 Winning

The player wins when his mancala has a greater number of seeds than the opponents provided one of the sides either the opponents or the players has no seeds in any house.

### 3.4 Exiting the Game

To Exit the game click on the exit button on the canvas interface.

### 3.5 Help

For more help visit <http://en.wikipedia.org/wiki/Mancala>