



**COMPETITION RULES
OF MANGALA**



Competition rules of Mangala.

I. Description

Mangala Turkish intellectual and strategy game played by two people. Including pieces, mutually each six on the game board has a great treasure of 12 small wells and each player will collect the stones. Players play mangala game with 48 stones. Players move distribute 48 including 4 pieces each well. Six small wells side by side in front of each player in the game; it is the player's region. Located opposite the small wells of six competitors. Players try to move up to accumulate in the treasury. Players try to collect as many stones as possible in their repository. The game eventually won the most stone-player game set collects.

II. Game rules.

Two people play the game. The game uses 48 one-color balls with a diameter of 10-14 mm and a board consisting of 12 small and 2 large holes. Six holes are arranged in two rows against each other and one large hole on both sides. The big hole on the left side is the opponent's hole. The big hole on the right side is the player's hole, and used in the game as a hole to collect the balls won and as a small hole during its turn. Small holes are numbered from left to right from one to six. The number of small holes used to make a game record.

In the beginning position, players put 4 balls in all small holes, big holes are empty.

| | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|
| | 6 | 5 | 4 | 3 | 2 | 1 | |
| 0 | 4 | 4 | 4 | 4 | 4 | 4 | 0 |
| | 4 | 4 | 4 | 4 | 4 | 4 | |
| | 1 | 2 | 3 | 4 | 5 | 6 | |

The right of the first move determined by the draw.

The player making a move takes all the balls from any hole on his side, and starting with the same hole lays out one ball in the hole counterclockwise. You cannot jump over holes or put two or more balls in the same hole. If the move made from a hole where there is only one ball, the ball falls into the next hole, and the hole from which the move is made, remains empty. Every time you hit the last ball in a big hole, the player must make a move. When you make a move, the player after the sixth hole on his side puts the ball in his big hole, then in the first hole of the opponent and so on, and on the side of the opponent after the sixth hole puts in his first hole and so on.

There are four ways to win balls:





1. If the last ball came to the hole on the opponent's side, and the number of balls in the hole was even, all the balls are removed and put in a big hole;
2. When making a move reaching or passing through big hole;
3. If the last ball comes to its side in an empty hole, and in the opposite hole there are balls, regardless of the number, all the balls in both holes are removed and put in a large hole, if the hole opposite is empty, then the ball remains in the game;
4. If on the player's side the balls are finished, then he removes all the balls on the opponent's side and the player puts them in his big hole.

For victory, it is necessary score more than 24 balls in a big hole. Draw in the game counts if both players have scored 24 balls. For the victory awarded - 1 point, for a draw – 0, 5, for the loser - 0 points. After the finishing the game, when specifying the account, it is necessary to indicate the amount of points scored by competitors. For example: 1⁽²⁶⁾: 0⁽²²⁾. In determining the winners, amount of scored points in the losing games will used as an additional indicator.

The player at the expense of his time is allowed to correct with hand, pick up and count balls without warning the opponent. In this case, the opponent cannot oblige to make a move from this hole. Before the turning, on the opponent's side is allowed only to correct the balls, and count without taking them in hand.

The player or the referee may order to make a move only if the opponent has taken the balls in his hand, leaving one ball, and put the ball in the next hole. The competition is held in a personal team competition.

Conducting competitions in a personal classification according to the Swiss system, the number of rounds 5, 7 or 9, depending on the number of participants, according to the rating of the International Federation of Mancala Games (IFMG).

Defining winners in individual event:

- the greatest amount of points;
- the personal meeting;
- the progress coefficient;
- the Buchholz coefficient;
- the Berger coefficient;

