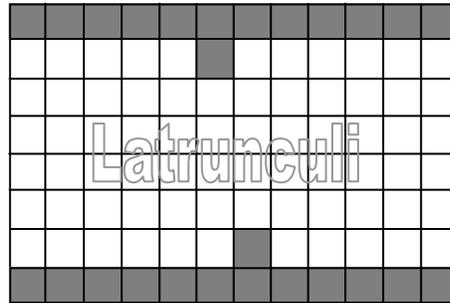


Latrunculi

Latrunculi was first played in the Roman Empire. Two evenly matched armies face off across a battlefield. Each army is lead by a Captain that cannot be easily captured. The Captain's soldiers form a line behind him.



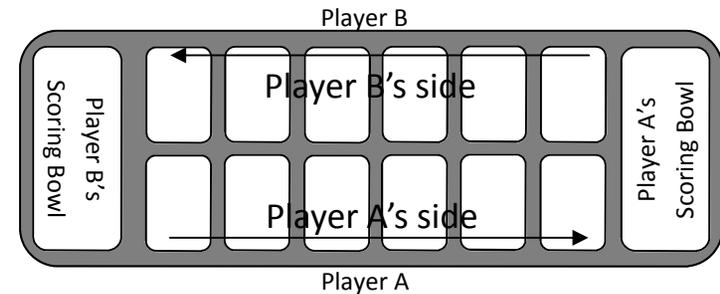
Setup: Each player has twelve pieces of one color, the soldiers, and one piece of another color, the Captain. Place the twelve soldiers across the back row, closest to the player. Place the Captain in the grey square directly in front of his soldiers.

Objective: There are two possible ways to win. Either capture your opponent's Captain or capture all of your opponent's soldiers. A soldier can be captured by flanking it on two opposite sides. The Captain, however, must be surrounded on all four sides to capture it (or on all three sides if he is against a wall). It does not matter whose pieces surround the Captain. If your opponent's pieces is immobilized, you win.

Game Play: Players take turns moving one piece per turn. All pieces move as far as they choose along any straight line (like a rook in Chess). Pieces may not jump or pass through another piece, however.

Variation: The Captain is able to jump opponent's pieces. Capturing does not change however: pieces are still captured when surrounded on two opposite sides. The Captain, however, can also be captured in the same way as the soldiers in this variation. A player wins when his or her opponent is reduced to one piece, regardless of type.

Mancala



Setup: Place 4 beads in each of the small bowls.

Game Play: Choose one player to start. That player takes all the beads from one bowl on his or her side of the board, and starts depositing one bead in each bowl, in order, starting with the bowl to the right of the now empty bowl. Proceed counter-clockwise (in the direction of the arrows) around the board. Do not put a bead in the opponent's scoring bowl.

If the last bead lands in an empty dish on the player's own side of the board and there are beads in the opponent's dish across from it, then the player takes the all the beads from those two dishes and places it in his or her own scoring bowl. If the last bead lands in the player's own scoring bowl, the player goes again.

Continue taking turns until all the beads are cleared from one side of the board. All remaining beads on the other side of the board go into that player's bowl. The player with the most beads wins.

Oware Variation: When depositing beads on a turn, do not deposit any in either scoring bowl, or in the bowl emptied that turn. If the beads end in an opponent's bowl that now has either two or three, those beads, and those of all bowls immediately preceding it that also qualify, are moved to the player's scoring bowl. First player to gain 25 beads wins.