

MONKEY MANCALA RULES

NORMAL RULES

- MONKEY MANCALA RULES ARE SIMILAR TO NORMAL MANCALA.
- THERE ARE 2 ROWS OF 6 POCKETS EACH (12 POCKETS IN TOTAL) WITH 4 MINI MONKEYS AS PIECES (48 PIECES IN TOTAL), AND THE GOAL IS TO CAPTURE THE MOST PIECES AND PUT THEM IN YOUR "STORE".
- YOU MOVE COUNTERCLOCKWISE AND CAN ONLY CAPTURE MINI MONKEYS BY RUNNING INTO YOUR OWN STORE. IF YOU RUN INTO YOUR OPPONENT'S STORE, YOU SKIP IT WITHOUT DEPOSITING ANYTHING INSIDE.
- IF THE LAST MONKEY YOU DEPOSIT IS IN YOUR STORE, YOU GET ANOTHER TURN.
- IF THE LAST MONKEY YOU DEPOSIT IS IN AN EMPTY POCKET ON YOUR SIDE, YOU CAPTURE THAT MONKEY AND ANY MONKEYS IN THE OPPOSITE POCKET.
- THE GAME ENDS WHEN ALL POCKETS ARE EMPTY ON ONE SIDE OF THE BOARD.
- THE PERSON WHO STILL HAS MONKEYS IN THE POCKETS ON THEIR SIDE GETS TO CAPTURE ALL OF THEM.

ADDED RULES/MECHANICS

MONKEY MANCALA ADDS A DICE AND TOKENS INTO THE MIX, IMPROVING THE OVERALL STRATEGY AND EXPERIENCE OF THE GAME.

- THERE ARE 4 DIFFERENT TOKENS, AND WHEN THEY ARE EITHER USED OR DISCARDED, THEY ARE PUT BACK INTO A PILE SO THAT THEY MAY BE DRAWN AGAIN.
 - TOKEN 1: SKIP POCKETS BASED ON DICE ROLL; THE NUMBER YOU ROLL WILL BE THE AMOUNT OF SPACES YOU SKIP
 - TOKEN 2: REVERSE DISTRIBUTION CYCLE; YOU WILL MOVE CLOCKWISE INSTEAD OF COUNTERCLOCKWISE
 - TOKEN 3: STEAL A MONKEY FROM THE OPP'S POCKET; THIS CAN APPLY BOTH TO THE OPPONENT'S POCKETS AND STORE
 - TOKEN 4: SWAP SPACES/POCKETS; SWAP THE AMOUNT OF MONKEYS IN TWO POCKETS (CAN BE YOURS OF THE OPPONENT'S; YOU CANNOT SWAP STORES)
- WHEN YOU DROP A MONKEY INTO YOUR STORE, YOU CAN ROLL A DIE TO DRAW A TOKEN. YOU CAN ALSO DRAW A TOKEN WHEN YOU GET A FREE TURN.

- IF YOU ROLL A ONE OR TWO, YOU DON'T DRAW A TOKEN.
- IF YOU ROLL A THREE OR FOUR, YOU DRAW A TOKEN.
- IF YOU ROLL A FIVE OR SIX, YOU DRAW TWO TOKENS.
- YOU CAN ONLY ROLL THE DIE ONE TIME UNTIL YOUR OPPONENT'S TURN. HOWEVER, THERE IS NO LIMIT TO DRAWING TOKENS VIA GAINING A FREE TURN.
- YOU CAN ONLY HOLD UP TO FIVE TOKENS AT A TIME, BUT MAY CHOOSE TO REPLACE ANY TOKEN YOU DRAW.
- YOU CAN USE ALL THE TOKENS YOU HAVE DURING YOUR TURN, BUT YOU CAN USE ONE OF YOUR TOKENS DURING YOUR OPPONENT'S TURN TO DISRUPT THEIR STRATEGY. HOWEVER, THEY CAN BLOCK YOUR TOKEN BY SACRIFICING A TOKEN WITH THE SAME ABILITY. TOKENS CAN ONLY BE USED BEFORE YOU START DISTRIBUTING THE MONKEYS. YOU CAN ALSO USE THEM ON FREE TURNS.