

WORLD NOMAD GAMES 2016

**COMPETITION RULES OF
MANGALA**



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GAMES**

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Competition rules of mangala.

I. General regulations.

Mangala – an intellectual and strategic game of Turkish people. Two people play this game. On a game board, there are 6 identical pits arranged in two rows, which together make up 12 pits and there are big storage wells – storages, in which players will collect stones. Mangala is played with 48 stones.

The game begins with a drawing of lots. Players distribute all 48 stones in 12 pits that each pit has 4 stones. Storage wells stay empty. Six small pits lying in front of each player is the area of that player. Six pits lying in front of him is the area of his opponent. Player`s aim is to collect as much stones as they can in their storage wells. The one who has the most number of stones at the end of the game is the winner.

II. Rules and duration of the game.

Competitions are held on a “Swiss system”, the number of rounds are determined by the number of participants.

Time control for each participant is 15 minutes; the total duration of the tour is 30 min.

The winner gains (1) point, the loser gets (0) point, in case of a draw players get (0,5) points each.

III. Ground rules of the game.

There are 4 main rules of the game:

- Main rule 1: The player who has the right to start the game after the lot picks up 4 stones from any pit in his own area. After leaving one stone into the pit where he started to collect stones, the player distributes the stones in his hand one by one in the counter clock wise direction until all the stones in his hand are distributed. If the final stone comes to his storage well then the player has the right to play again. If the player has only one stone in his pit he can move this stone to the pit on its right when it is his turn. The turn passes to the opponent. Each time the final stone in the player`s hand determines the fate of the game.

- Main rule 2: While each player, when it is their own turn to play, distributes the stones taken from his pit, if there are still stones in the player's hand, he continues to put stones into the pits in the opponent's area. If the final stone in the player's hand comes to a pit in the opponent's area and makes the number of stones in that pit even (such as 2, 4, 6, 8), the player gains all the stones in that pit and put those stones into his own storage well. Then it is the opponent's turn to move his stones.

- Main rule 3: When the player is distributing the stones, if the final stone in his hand comes to an empty pit in his own area and if there are stones in the opposite pit that belong to the opponent, the player not only gains the stones in the opponent's pit, but he also gains the stone that he left into his own empty pit and put them into his storage well. Then it is the opponent's turn to move his stones.



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- Main rule 4: The game set is over when there is no stone left in one of the players' areas. The player who empties all the pits in his own area first also gains the stones in the pits of the opponent player.

IV. Alternative way of the game («castle rule»).

The 1st and the 2nd Main Rules mentioned in the section II exactly apply in the game with "the castle rule", except the rule of leaving stones into the storage wells when distributing them.

The 3rd and the 4th Main Rules mentioned in the section II do not apply in the game with "the castle rule". Instead:

- If, when he is distributing the stones in his hand, the final stone in the player's hand makes the number of stones 3 in the opponent's pit that the stone has come, then that pit becomes captured by the player. The player gains all the stones that will be put into this pit either by himself or by his opponent in the future.

- Stones gained by the player are put into his own treasury. When the game is played with the castle rule, when distributing the stones, the rule of putting stones into storage wells does not apply.

- Stones with different colors are used in order to identify the castle. Players cannot build a castle on the 6th pit.

- In a set, each player can build a castle only once.

- The game ends when there is no stone left in the pits in front of any one of the players. The player with some stones left in his own area put these stones into his own storage well.

Finally, all stones in the storage wells are counted. The player with the most number of stones in his storage well wins the game.