

### Pagala

is a 2 player strategy game created by Amanda Dittami and Lloyd Smedbron of Cynamon Shop, inspired by the games Mancala and Pentago. Pagala is tagalog (Filipino) for the word "nomad". The objective of the game is for a player to populate a bowl with 4 of her shards.

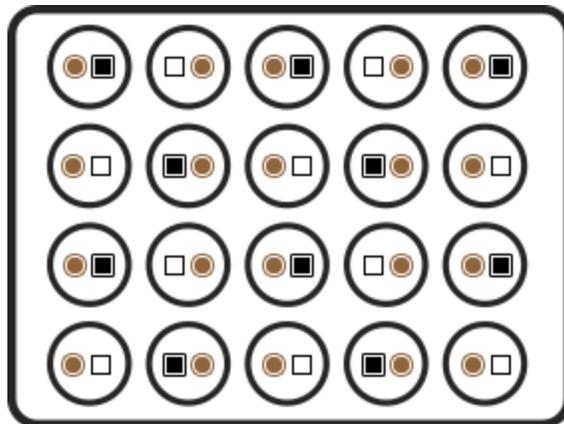
### Pieces

- 1 game board w/ 20 bowls
- 10 black-tile player shards
- 10 white-tile player shards
- 20 wooden neutral shards
- 5 gray-tile stoppers

### Setup

1. Place a neutral shard in each bowl.
2. Gather all black-tile shards and place one piece in every other bowl.
3. Gather all white-tile shards and place one piece in each of the remaining bowls.
4. Place the 5 gray-tile stoppers to the side of the board for later play.

\*At the start of the game, each bowl should have two pieces in it (one player shard and one neutral shard, with alternating player shards in each bowl). See reference below:



## **Gameplay**

### **Movement**

- Each turn starts with one player picking up all the pieces in a bowl that has either
  - at least 1 of her player shard(s)
  - OR all neutral shard(s)
- The player then drops a single shard into the next bowl in an up, down, left or right direction; a single shard into the bowl after that and so on until the shards run out.
  - Players cannot move diagonally or directly backwards
  - *For those familiar, think of this movement as in Mancala- with the ability to move in more directions*
- If the player runs into a bowl that is blocked OR out of play, the player must find another path
  - The player cannot skip or jump over this bowl. In some cases, the player must completely retrace her steps and start from the original bowl in order to find another path

### **Blocked and Out of Play Bowls**

- There can be no more than 5 shards in a bowl
- A bowl is blocked when there are 5 shards in a bowl
  - A player can pick up pieces from a blocked bowl at the start of her turn BUT a player cannot drop additional shards into a blocked bowl while moving
- A bowl is permanently out of play when there are 5 shards in a bowl AND 4 of the 5 shards are neutral
  - Place a stopper in a bowl when it becomes out of play to avoid confusion
  - The pieces in a bowl that are out of play can no longer be picked up AND players cannot drop additional shards into it while moving

### **Victory**

- The player to populate a bowl with 4 of her own shards wins the game
  - A player can win with another player's shard in the bowl, so long as the player has 4 of her own shards in that bowl

### **Tips and Advanced Play**

- Players cannot move directly backwards BUT they may decide to trace their steps by moving in a clockwise or counter-clockwise square formation
- Taking a bowl out of play can be a good strategy to
  - take neutral AND/OR player shards out of play
  - set permanent blocks and limit movement
- Planning ahead is essential in this game. Players who plan two or three moves into the future are more likely to be victorious.