

3D MODEL ONLY



Mancala Board Game with 48 Stones - Travel Strategy Game, No Supports (OpenSCAD)



Arthur Both

[VIEW IN BROWSER](#)

updated 15. 10. 2026 | published 15. 10. 2026

Summary

The ancient counting game: a board with two rows of six pits, two stores and 48 stones. Rules included.

[Toys & Games](#) > [Board Games](#)

Tags: [game](#) [boardgame](#) [openscad](#) [strategy](#) [nosupports](#) [travelgame](#) [kalah](#) [mancala](#) [familygame](#)

Mancala, one of the oldest board games in the world: two rows of six pits, a store at each end and 48 stones. Easy to learn in a minute, and properly tactical once you get going. Small enough to take on holiday.

HOW TO PLAY (Kalah rules)

- Put 4 stones in each of the 12 small pits. Each player owns the six pits on their side and the store on their right.

- On your turn, pick up all the stones in one of your pits and sow them one by one anticlockwise into the next pits, including your own store but skipping your opponent's.
- If the last stone lands in your store, take another turn. If it lands in an empty pit on your side, capture it and all the stones in the pit opposite into your store.
- When one side is empty, the other player puts their remaining stones in their store. Most stones wins.

DETAILS

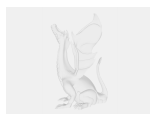
- Board about 212 x 56 x 14 mm; stones 9 mm across.
- Prints with no supports: the pits are bowls cut into the top and the stones are low domes.
- Bambu Studio: board 1 h 39, 57 g; stones 33 min, 7 g for all 48. Print the stones in two or three colours for a nicer look.

CUSTOMIZE (OpenSCAD)

Pit size and number of stones.

Designed with AI assistance (OpenSCAD). Rendered images; not printed yet.

Model files



mancala-board.scad



mancala-board_h2c.3mf



mancala-board.stl



mancala-stones.stl

License ©

This work is licensed under a
[Creative Commons \(4.0 International License\)](#)



Attribution—Noncommercial—Share Alike

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✗ | Commercial Use
- ✗ | Free Cultural Works
- ✗ | Meets Open Definition