



Mefuhva

2 players

15 min

Tactic

Antiquity

Africa

This sowing game comes from the Transvaal (South Africa). The number of holes in the Mefuhva is variable, from 4x6 to 4x28 holes!

The Mefuhva is part of the four-row seedling game called "Solo", as opposed to the games of the "Wari" family, two rows, like the Awele. In Solo games, each player sows his seeds only in his own camp and collects at the other. Unlike Wari games, which are also played beyond Africa, Solo games are played mainly in Southern Africa. However, we find elsewhere, especially in the Sahara.

Women do not play Mefuhva.

Material

An apron (mancala) of 4 rows of 6 holes, 42 seeds

Game's goal

Take all the seeds of the opponent.

Progress

- **In the beginning**

The camp of each player is constituted by 2 rows of 6 holes, located immediately in front of him. The seeds are arranged as indicated by the drawing opposite.

2	2	2	2	2	2
2	2	2	2	1	0
0	1	2	2	2	2
2	2	2	2	2	2

Starting position

- **Seed moves**

In turn, the player picks up all the seeds from a hole in his camp. He then sows his seeds, one by one, turning in his own camp in the opposite direction of the clock, from the next hole and without jumping holes. When the last seed sown falls into a hole containing at least one seed, it takes all the seeds from this hole and begins sowing again. He continues in this way, until the last seed is placed in an empty hole.

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- **Seed catch**

When the last seed falls into an empty hole, two cases are possible.

If the finish hole is located on the outer row (closest to the player), no harvest is possible. It's up to the other player to sow.

If the finish hole is located on the inside row of the game (the one that is in contact with the opposing side), the player collects in the opponent's camp the seeds in front of the last seed he has just to pose. This catch also allows him to catch the seeds just behind the first hole harvested.

Warning ! If the first opponent's box is empty, the player can not take the seeds contained in the box of the second row.

Examples from the sketch opposite

If South plays his five seeds, the last seed sown allows him to harvest the three seeds of his opponent in the inner row as well as the two seeds of the outer row.

If South plays his seven seeds, he does not have the right to harvest the seeds of North, because the box of the inner inner row is empty.

NORTH

4				2	
				3	
		5		7	

SOUTH

- **End of the game**

The game is over when a player has captured all the seeds of the opponent.