

CALLA

(KAHLAH)

(refer to the reverse side of a game board or manual for detailed directions)

GOAL: To accumulate more cubes in calla (the circular space to the right of each player) than the opponent.

GAME START: -place four cubes in the center shield on each player's side of the board.
-place three cubes in each of the remaining shields
-each player's calla should be empty at the start of game

GAME PLAY:

- Players alternate turns
- Each turn consists of:
 - 1) player picks all of the cubes from one of his shields
 - 2) player places one of the cubes into each shield or own calla following (counter-clockwise) until those cubes are gone. Cubes should never be placed into the opponent's calla but can be placed in opponent's shield.

* note that selected cubes must be played

- If, during any turn, a player's last cube is placed in their own calla, then the player gets a "free" turn.
- If a player's last cube lands in an empty shield on the player's side of the board, then all of the opponent's cubes in the shield directly across the board are **captured** and placed into the player's calla. Leave the cube placed in the empty shield where it is placed. Only the opponent's cubes are placed into the player's calla.
- Play continues until there are no cubes left in any of the shields on the gameboard

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