

# Calla Classroom Guide

**Goal:** Accumulate more cubes in your Calla than the other player.

**Start:** One player holds 1 cube in 1 hand, and 2 in the other hand, both hidden. Second player chooses one hand. If he picks the hand with 1, he goes first; otherwise, the other player goes first.

**Setup:** 4 cubes are placed in the center pit on each side, 3 cubes are placed in the other 8 pits. Notice arrows for direction of play and A & B to designate sides and Callas.

## Each Turn:

- Player picks up all of the cubes from one of the player's five pits and places them, one by one, into adjoining consecutive pits or the player's own Calla.
- One cube is placed in each pit or Calla in a **counter-clockwise direction** (see arrows).
- The first cube is NOT placed into the pit from which the cubes were just removed. It is placed into the next adjacent pit or Calla.
- When placing cubes, you may put them into pits on the opponent's side. **Do not place a cube into opponent's Calla.** Just jump to the next pit and continue.

**Remove it - Use it:** Once any cubes are removed from 1 of the 5 pits, all cubes from that pit must be played. However, when learning this game players will be allowed to investigate different cube placements.

## Free Turn:

- If the **last cube** placed lands in the player's Calla, an additional turn is granted.
- Successive "Free" Turns can be earned by the strategic distribution of cubes.

## Capture:

- If the **last cube** placed lands in an empty pit **on the player's side of the board**, the cubes in the pit straight across from where the last cube was placed are captured and put directly into the player's Calla.
- The last cube placed in the empty pit on the player's side remains in the pit; it is not captured. No additional turn is granted.

**End of Game:** At the **beginning** of a regular turn or of a "Free" turn, if there are no cubes in any of the player's pits the game has ended. **Note:** A player who ends a turn by placing the last cube into a pit on the opponent's side, leaving all pits empty on the player's side, has not ended the game.

**Win/Tie:** At the end of the game, the player with more cubes in their Calla is the winner. If both players have the same number of cubes (16) in their Callas, the game is a tie. The player can also win if they have 17 or more cubes in their Calla before the end of the game.