KALA
Strategy game for 2 players aged 10 years and above
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Game materials
16 neutral cups (“field cups”)
2 special cups (“playing cups”)
56 beans

Object
The players sow beans in a game area made up of 16 cups that they slowly fill during the game. The aim is to make strategic moves, in order to harvest as many beans as possible from cups with a high bean count. At the same time, players try to prevent their opponents from harvesting the cups.

Preparation
The 16 field cups are laid out between the players, as shown in the illustration. One player selects the dark, while the other takes the light cups. The “playing cups” are placed on top of two diagonally opposing corner cups. Each player receives a store of 28 beans. The bean box is placed next to the game area as a bank. The first player is nominated.

HOW TO PLAY

Sowing
The first player takes 4 beans from his or her store* and sows them one by one in a horizontal or vertical direction. The first bean is always put into the personal playing cup, while the other beans go into the field cups immediately alongside.

A player is allowed to make a 90°-angle move once during his or her turn.*

* Our aim is to make these instructions easy to read.
From now on, references to ‘he / his’ of course imply ‘he and she’.

A player is allowed to make a 90°-angle move once during his turn.

After sowing, the player moves his personal playing cup on top of the field cup that he sowed the fourth (last) bean in.

Now, the next player takes a turn. After sowing 4 beans, he also moves the personal cup, and so on.
Bean harvest

If a player puts the last bean from his turn at sowing into a field cup already filled with 3 or more beans (after his turn there will be 4 or more), he is allowed to empty this cup. One bean is put back in the bank box. The player may add the remaining beans to his store as a reward. (In the illustration, the harvest cup is highlighted in yellow.)

PLEASE NOTE:

Players are also allowed to harvest beans from the opponent’s playing cup. After emptying the opponent’s cup, as usual, the player moves his personal playing cup on top of any cup horizontally or vertically adjacent to it.

Tip: It is better to empty the harvest cup first, and then move the playing cup on top of the harvested and empty cup.

End

The game ends as soon as one player can no longer finish a complete turn because he has fewer than 4 beans left.

The other player wins the match.