

679-0150 (60-270) Kalah Board

Introduction: Kalah is the western version of the ancient game Mancala, which has been played in east Africa since at least the 7th century. The object of the game is to capture more “seeds” or “stones” than your opponent. The game is commonly played with 3 seeds, though 4, 5, and even 6 seed variants are known.



Operation: The rules of the game are fairly simple, and are as follows:

- At the beginning of the game, three seeds are placed in each house. Four or five seeds can be used if desired.
- Each player controls the six houses and their seeds on his side of the board. His score is the number of seeds in the store to his right.
- Players take turns *sowing* their seeds. On a turn, the player removes all seeds from one of the houses under his control. Moving counter-clockwise, the player drops one seed in each house in turn, including the player's own store but not his opponent's.
- If the last sown seed lands in the player's store, the player gets an additional move. There is no limit on the number of moves a player can make in his turn.
- If the last sown seed lands in an empty house owned by the player, and the opposite house contains seeds, both the last seed and the opposite seeds are captured and placed into the player's store.
- When one player no longer has any seeds in any of his houses, the game ends. The other player moves all remaining seeds to his store, and the player with the most seeds in his store wins.

Warranty and Parts:

We replace all defective or missing parts free of charge. Additional replacement parts may be ordered toll-free. We accept MasterCard, Visa, checks and School P.O.s. All products warranted to be free from defect for 90 days. Does not apply to accident, misuse or normal wear and tear. Intended for children 13 years of age and up. This item is not a toy. It may contain small parts that can be choking hazards. Adult supervision is required.