

# Front



12008

Ages 6 and up  
2 players

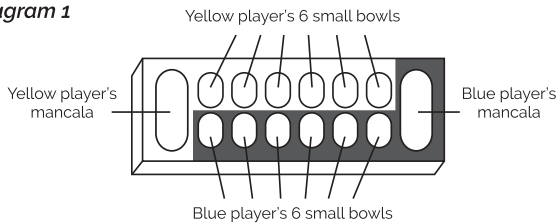
## Kid-Cala™

Kid-Cala™ includes three games—a beginner's version, a classic mancala game and an advanced version, Banana-Cala™.

### Set-Up (for all three games):

- Place the board between the players, with the mancalas (*two large bowls*) on the left and right (*see Diagram 1*).
- The player on the yellow side "owns" the mancala and the six bowls surrounded by yellow; the other player owns the mancala and bowls surrounded by blue.
- The youngest player goes first.

**Diagram 1**



### Beginner's Version

**Object:** Be the first player with no fruit in his/her 6 small bowls.

**Set-Up:** Place four pieces of fruit in each of the 12 small bowls. The type of fruit does not matter.

### Gameplay:

- On each turn, a player scoops up all of the pieces of fruit from any one of his/her six small bowls (*players may never start from a mancala or from the opponent's six small bowls*). With fruit now in hand, players continue moving around the board (*counterclockwise*) dropping one piece of fruit into each small bowl until they have no fruit left in their hand.
- When a player reaches either mancala, she/he drops a piece of fruit into it and continues. When players drop the last piece of fruit from their hand into their own mancala, they get to move again. Otherwise, their turn is over.
- The game ends when all of one player's small bowls have no fruit. This player is the winner.

### Classic Mancala Version

**Object:** Be the player with the most fruit in his/her mancala.

**Set-Up:** Place four pieces of fruit in each of the 12 small bowls. The type of fruit does not matter.

### Gameplay:

- Use all the Beginner's Rules except that a player does not drop fruit into his/her opponent's mancala. The player skips it and continues with the next small bowl.
- When players drop the last piece of fruit from their hand into one of their empty bowls, they pick up that piece, plus all of the fruit

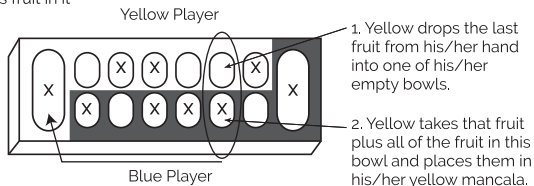
# Back

in the opponent's bowl directly across from that bowl, and put them into their mancala (see *Diagram 2*). If there is no fruit in the opponent's bowl, no fruit is picked up.

- When one player no longer has fruit in his/her small bowls, the other player places all remaining fruit from his/her small bowls into his/her own mancala.
- The player with the most fruit in his/her mancala wins.

**Diagram 2**

**X** = Bowl has fruit in it



## Banana-Cala™ Version (for advanced players)

**Object:** Collect the most apples, oranges and grapes (*watch out for bananas, they count against each player.*)

**Set-Up:** Place 6 apples, 6 oranges, 6 grapes and 6 bananas in each mancala (*not in the small bowls*).

### Gameplay:

- The first player chooses 1 to 6 pieces from his/her mancala and drops the fruit to the left (*clockwise*), one piece at a time, starting with his/her small bowl to the left of his/her mancala.
- Once a player has fruit in all of his/her small bowls the player may start moving by scooping up all the fruit from one of his/her small bowls or by picking up 1 to 6 pieces from his/her mancala.
- When a player drops the last piece of fruit from his/her hand into one of his/her own empty bowls, she/he picks up that piece plus all the fruit in the opponent's bowl directly across from that bowl. (*See diagram 2, above*). Unlike Classic Mancala, players place this fruit in a pile off the board (*not in their mancalas*). If there is no fruit in the opponent's bowl, no fruit is picked up.
- Players drop fruit into their opponent's mancala and small bowls as they reach them.
- When one player has no fruit in his/her bowls or mancala, the other player puts all remaining fruit into his/her own pile. The game is over.
- Bananas are placed aside, along with one other fruit for each banana (*each banana cancels out one apple, orange, or grape.*)
- The player with the most apples, oranges, and grapes remaining wins the game.

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