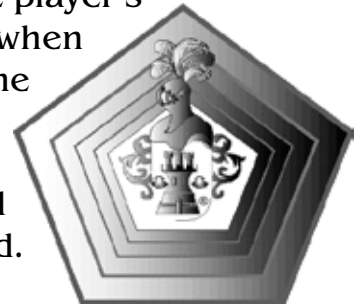


# Calla™ Highlights

**GOAL:** To win, a player must accumulate more cubes in the player's calla than the opposing player's calla by the end of game, when time is called, or after accumulating 17 or more cubes at the end of a turn.

**CAPTURE NOTE:** The last cube placed in the empty shield on the player's side of the gameboard remains in that shield. No additional turn is granted.



**REMOVE IT - USE IT:** Once a player removes any cubes from one of the five pits, those cubes must be distributed.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card.

**END OF TURN:** A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

**END OF GAME:** At the beginning of a turn or during an additional turn, if there are no cubes in any of the player's shields, the game has ended.

**WIN/TIE:** At the end of game, the official counts the number of cubes in each player's calla. The player with the greater number of cubes is declared the winner by the official. If both players have the same number of cubes, the official declares a tie. The official will also declare a win if 17 or more cubes are amassed in a player's calla before the end of game.

**PLEASE NOTE:** If a player correctly declares a win at the end of game, confirm the win.

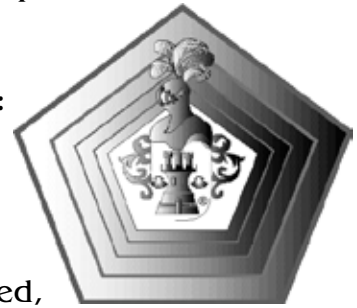
**CHALLENGES:** A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching any cubes. If **CORRECT**, the cubes for that part of the challenged player's turn are repositioned to their prior location and the challenger then begins a regular turn. (The same penalty applies to the correct challenge of a **WIN**.) If a challenge is **INCORRECT**, the challenger forfeits a turn and the challenged player begins a turn.

**NOTE:** In the case of multiple free turns, the challenger must make the challenge immediately.

# Star Track™ Highlights

**GOAL:** To win a player must reach the last pentagon space when a round has been completed. A player does not have to exactly land on the last space and may go beyond it.

**PROCEDURE FOR CHAIN SELECTION:** During a turn, a player:  
1) draws **TWO** chains from the container; 2) selects one of the chains; 3) places the unused chain back into the container and announces the number of links in the selected chain.



**PROCEDURE FOR PAWN MOVEMENT:** After selection is completed, the player: 1) moves the marker to correspond with the selected chain; and 2) hands the selected chain to the opponent. The **OPPONENT** checks the number of links in the chain and then places it into a discard pile.

**BUMPING & LANDING ON AN OCCUPIED SPACE:** If an opponent's marker is bumped back two spaces and this results in the marker landing on a numbered or starred space, no further action is taken.

**REUSE OF CHAINS:** If all chains have been placed into the discard pile and neither player has won/tied, the discard pile of chains is placed back into the container and play continues.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card.

**END OF TURN:** A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

**ROUND GAME:** A round consists of the beginning and second player completing a turn.

**WIN/TIE:** A player may declare a win after landing on or going beyond the final pentagon space of the gameboard. However, the official allows a round to be completed. If both players succeed in reaching or going beyond the last pentagon space, a tie is declared.

**NOTE:** If game time is called, the official will declare a win if one player is more than five (5) spaces ahead of the other. If not, the official will declare the game a tie.

**CHALLENGES:** A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching a chain from the container. If **CORRECT**, the challenged player's marker is returned to its prior position and the challenger then begins a regular turn. (The same penalty applies to the correct challenge of a **WIN**.) If a challenge is **INCORRECT**, the challenger forfeits a turn and the challenged player begins a turn.

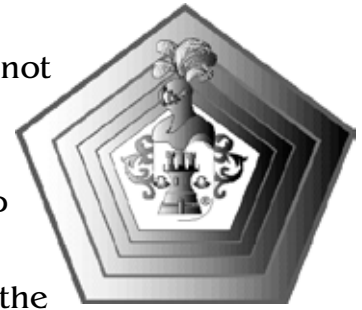
# Shape-Up™ Highlights

**GOAL:** A player can declare a win if both chips of **the same color** are on spaces containing the same shape but with one being a large version and the other a small version of that same shape.

**ROLLING A ONE:** When a one is rolled, a player's chips are not moved. Instead the player moves one of the opponent's chips one space.

**MOVE IT-USE IT:** Once a player has moved (or picked up) a chip off its space, that chip must be moved to complete a turn.

**NO BACK TRACKING:** During a turn, a player may not change the direction of a chip's movement.



## **3 WAYS FOR A PLAYER TO BUMP AN OPPONENT'S CHIP(S) BACK TO START:**

- 1) moving a chip onto a space occupied by the opponent's chip;
- 2) moving a chip onto a space containing a figure of the same shape and **same size** onto which an opponent's chip(s) is positioned; or
- 3) on a roll of one, moving an opponent's chip to a space containing a figure of the same shape and **same size** onto which an opponent's other chip is positioned.

**NOTE:** The player making use of this rule is to move the opponent's chip(s) into the Start Space.

**START SPACE:** The Start Space is treated as one space. Chips can be moved into or through the Start Space. More than one chip is allowed in the Start Space.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card.

**END OF TURN:** A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

**WIN:** See goal. Also, if a player does not identify the winning position **BEFORE** ending a turn, the winning position can be identified by the opponent at the beginning of a turn.

**NOTE:** This rule allows a player to declare a win on **either color** in a turn. It allows a player to declare a win at the beginning of a turn, if the opposing player rolled a one on the prior turn and moved the player into a winning position. Or, a win may be declared if a player rolls a one and creates a win with the opponent's chips.

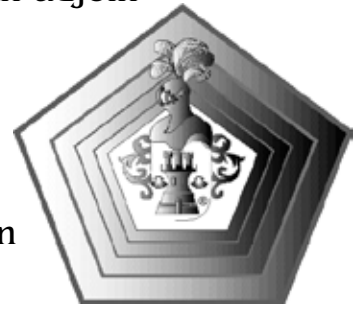
**CHALLENGES:** A player may issue a challenge at the beginning of the player's turn and BEFORE rolling the die. If **CORRECT**, the official moves both of the challenged player's chips back to the Start Space and the challenger begins a regular turn. (The same penalty applies to the correct challenge of a **WIN**.) If a challenge is **INCORRECT**, the official moves both of the challenger's chips into the Start Space, the challenger forfeits a turn and the challenged player begins a turn.

**DECLARING A WIN & WIN/TIE OF SHAPE-UP EVENT:** The player must declare a win while being in possession of the flag card for **each game**. The player who wins the best two out of three games is declared the winner by the official. If each player wins one game and a third is not completed, then the official declares a tie.

# Kings & Quadraphages™ Highlights

**GOAL:** To win, a player must succeed in entrapping the opponent's king so that it can not move horizontally, vertically, or diagonally into an adjoining square.

**MOVING THE KING & PLACING A CHIP:** During a turn a player first moves the king one space to any adjoining square and then places a chip. Once a player's hand has been released from the king, it may not be repositioned on that turn.



**CREST-MARKED BOXES:** Players may move into or place chips upon crest-marked boxes during play.

**MOVE IT-USE IT & PLACE IT-USE IT:** Once a player has moved a pawn to an adjoining square, it may not be repositioned to another square within a turn. Also, once a player's hand is removed from a placed chip, it may not be moved to another square.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card.

**END OF TURN:** A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

**END OF GAME:** The game has ended when a player has trapped the opponent's king or when a player has no more chips to place onto the gameboard at the beginning of a turn.

**WIN/TIE:** At the beginning of a turn a player whose king is trapped and can no longer move has lost the game. If neither king is trapped at the end of game, a tie is declared.

**CHALLENGES:** A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching the pawn. If **CORRECT**, the king is returned to its prior position by the official and the challenger can remove one of the opponent's chips from the gameboard. The removed chip is placed into a discard pile and is no longer used for play. The challenger then begins a regular turn. If **INCORRECT**, the challenger forfeits a turn. A correct challenge to a **WIN** results in the same penalty as a correct challenge.

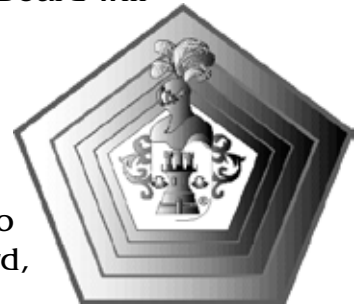
**DECLARING A WIN:** A Pentathlete should declare a win before releasing hold of the flag card. However, if a player does not declare a win or declares a win after releasing hold of the flag card to end the turn, then the official will declare the player the winner, since the opponent can not make a legal move.

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# Hex-A-Gone!™ Highlights

**GOAL:** To win, a player must be the last one to place one of the available pattern blocks onto the gameboard. **NOTE:** This does not imply that the gameboard will be completely covered with pattern blocks.

**SELECTION OF BLOCKS:** During a player's turn, one, two, or three **DIFFERENT COLORED** pattern blocks may be selected. Player must pull out all desired blocks from the bank and hold them in their possession **BEFORE** placing the selected blocks onto the gameboard. Once a player places a block onto the gameboard, no other blocks may be selected from the bank.



**SELECTED BLOCKS MUST BE PLACED:** If a player is unable to place all of the selected blocks onto the gameboard, the opposing player is declared the winner by the official.

**NO CROSSING SOLID LINES:** Blocks may **NOT** be placed across a solid line.

**PLACE IT - USE IT:** Once a player releases touch from a block placed onto the gameboard, it may not be moved to another location.

**BEGINNING OF TURN:** A player's turn begins upon receiving the flag card.

**END OF TURN:** A player's turn ends when the player passes the flag card to the opponent and releases hold of it.

**WIN:** The last player who is able to place a block or blocks onto the unoccupied spaces of the gameboard is the winner. A player may also win by correctly challenging an opponent's error in placing a block so that it does not allow space for another block(s) to be placed (Rule 3) or for crossing a solid line (Rule 4). The official will also declare a win to a player if the opponent is unable to place all of the selected blocks onto the gameboard (Rule 5).

**CHALLENGES:** A player may issue a challenge at the beginning of the player's turn and **BEFORE** touching any pattern block in the bank. If **CORRECT**, the challenger removes all, some, or none of the blocks placed by the challenged player within that turn and the challenger begins a turn. (The same penalty applies to the correct challenge of a **WIN**.) If a challenge is **INCORRECT**, the challenger forfeits a turn and the challenged player begins a turn.

**DECLARING A WIN:** A Pentathlete should declare a win before releasing hold of the flag card. However, if a player does not declare a win or declares a win after releasing hold of the flag card to end the turn, then the official will declare the player the winner, since the opponent can not make a legal move.