



Calliro, is a two-player, Abstract strategic game which is created independently with two Iranian Game Designers in 2014. The purpose behind the game was the creation of a fully independent Iranian thinking game, which could enhance memory and instant reactions in decision making. You should score 11 point, using strategies and opportunities, as quick as possible to win the game. But you must know that you should watch your chips carefully and remember the color behind them, as you may surprise your opponent and achieve some good points. In this game you should plan your progress with care, so as you keep your opponent from scoring point, also you use his moves to your advantage.

Game Components

1. A hexagon board
2. 20 circular black-white chips (*Score Chips*)
3. 30 circular double-side colored (*Playing Chips* in 3 colors: green, blue, orange)

Game Setup

Choose a place as *Playing Chips Repository* and one as *Score Chips repository*. Each player choose a color for him/her self (*Player Color*) and the third color would be the *common color*. Also each player chooses one of the *Score Chips* color.



Choose the game chips as follow:

- | | |
|---------------------------------------|---|
| Orange- <i>common color</i> | ● |
| Blue - <i>player one color chips</i> | ● |
| Green - <i>player two color chips</i> | ● |
| Black - <i>player one score chips</i> | ● |
| White - <i>player two score chips</i> | ○ |

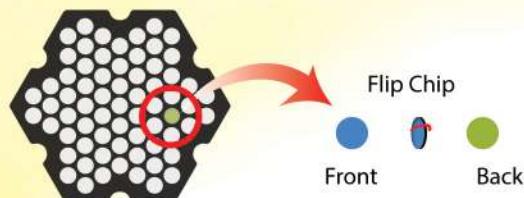
How to Play

This game is played by two players. Each player should play one of the following actions in his/her turn:

1. Picking up a chip from the *Playing Chips Repository* and add it to the game board.



2. Flipping a *Played Chips* on the game board.



Notes for Picking and Placing a Chip

- You can pick whatever chips you want from the *Playing Chips Repository*.
- You can only use the up side of the chips, but you may use the down side by flipping that chip.
- To place a chip on the game board, it must be put near another chip. The except is the first chip which can be placed anywhere on the game board.

Attention

If a chip flipped, the opponent may not flip it in his/her turn.

Game rules

First Rule (How to Score)

If it happens that two *Common Color* chips are located beside a *Player Color* that player scores a point and can replace one of those 3 chips with his/her *Score Chips* and put the replaced chips in the chips basket.

Attention

The chips inside the basket may not be used until the chips in the *Playing Chips Repository* is finished.

Scoring Situations : In order to score a point, the chips must be positioned in an arc shape (Figure 1).

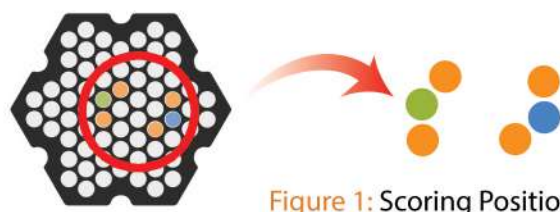


Figure 1: Scoring Position

Illegal Situations

If the chips are positioned linearly (Figure 2), the player will not score any point.



Figure 2 - Illegal Position

Attention

When the chips in the *playing chips repository* are finished, extract the chips from the bags and put them in the *playing chips repository* and continue playing.

Second Rule

It is forbidden to place two players' *player chip* in between two *common color* chips. If by any chance this happens, the last move must be undone. In this situation no player scores any point.

In figure 3, the orange colored chip (as *common color*) may not be placed in the location.

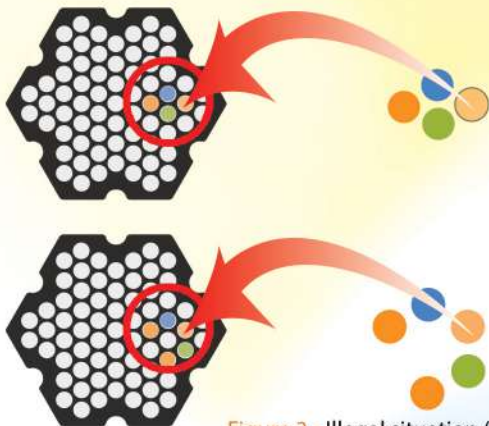


Figure 3 - Illegal situation (second rule)

Third Rule (Double-Score situations)

If 2 chips of a player appeared in between two *common colored* chips, and also both of the player's chips can be scored, he/she scores 2 points and both of his chips would be replaced by *score chips*.

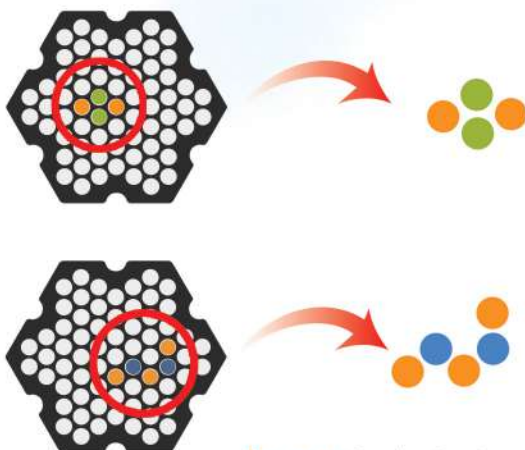


Figure 4 - Scoring 2 points situation

Finishing the Game

There are 2 situations in which the game is finished:

1. When all of the chips are placed on the game board. In this situation, the player who has the most score points would be the winner.
2. When a player scores more than 10 points, he/she would be the winner and the game is finished.

FAQ

1. Is it allowed to pick any color from *Playing Chips Repository*?

Yes. You may pick any color of the chips.

2. Is it allowed to re-position the chips on the board?

No. You may only flip the chips and after scoring a point you may replace one of the scored chips with your *Score Chips*.

3. Is it allowed to replace or re-position the *Score Chips*?

No. The *Score Chips* is only for showing each player's points and after placing, there would be no change in them or even flipping them is not allowed.

Comments

If you have any suggestions, comments or ideas about the Calliro game, be in contact with us:

www.facebook.com/Calliroboardgame


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