

The Complete Manual for Kalamala

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Chapter One - Introduction

Kalamala is a board game, and more precisely an abstract strategy board game (which is to say an unthemed, perfect-information, luckless, non-legacy board game) similar to Chess or Abalone. It is a game that generally ranges in terms of play time from 5 to 45 minutes with the time taken highly dependent of the speed (and skill) of the contenders. The game is highly intuitive and while increased experience does lead to an overall higher quality of play, the contestant with less experience can and often does attain victory, due to a range of factors such as higher focus, longer term planning, better quality play, decisive action and willingness to sacrifice to gain success (although it should be noted that sacrificing your pieces is not necessarily the best strategy).

It should be noted that Kalamala is well tested, and has been judged by a range of individuals (but not necessarily comprehensive) to be easy to learn , although getting better at the game is a gradual process facilitated by more experience. The game was created by two people with very different approaches to abstract strategy games, which helps give it a balanced playing style and, as time has gone on, it has been refined, becoming more dynamic and giving more control to the players to decide how they want to play. This helps to allow them to play to their own preferences rather than forcing them into any particular style of play.

The game is intended to provide mental stimulation, enjoyment, competition and deeper thinking. It is by no means a game of absolutes and in a significant proportion of games, a contender viewed as losing can, with one or two well thought out moves, reverse the balance of play and heavily disrupt the opponents flow. It is important to note that Kalamala is not a copy or "rip-off" of any other game in the genre. While the organisers are indeed familiar with other games in the genre, anyone thinking of it as a modified "chess" game is extremely mistaken.

The game itself is considered stable and it is now likely that most new aspects when it comes to the game will come in the form of spin offs which will be documented on our associated media and briefly covered at a later stage in this book. For alternative methods to play the game, we currently have a team working to make it available on as many digital formats as possible. This progress will also be documented in associated media.

Chapter Two - Components

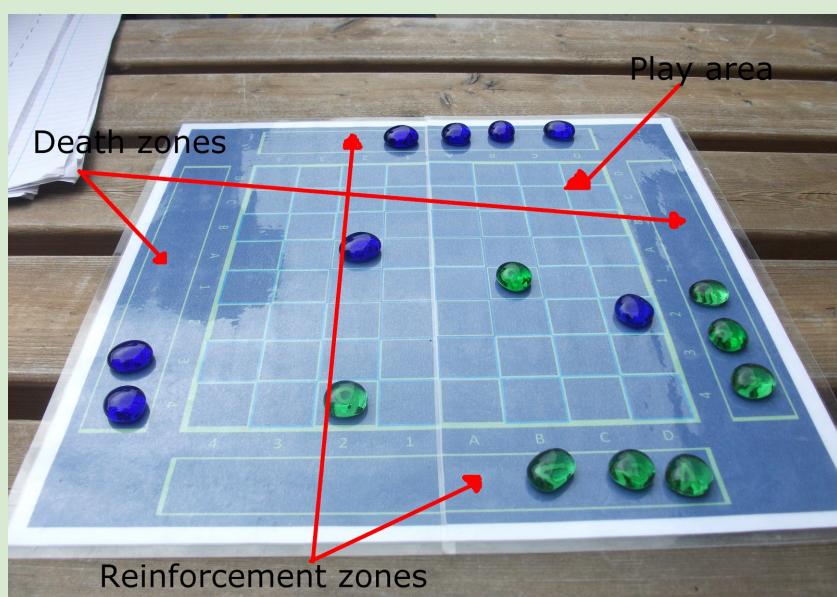
The game is comprised of two main components. Firstly, the pieces used and secondly the board played on.

For the first, the game requires 16 pieces, which are then split up into two groups of 8. The groups should be easily distinguishable from each other preferably by a clear difference such as colour. Ideally, the pieces should be the same size but this isn't necessary as long as each piece can fit inside a single square.

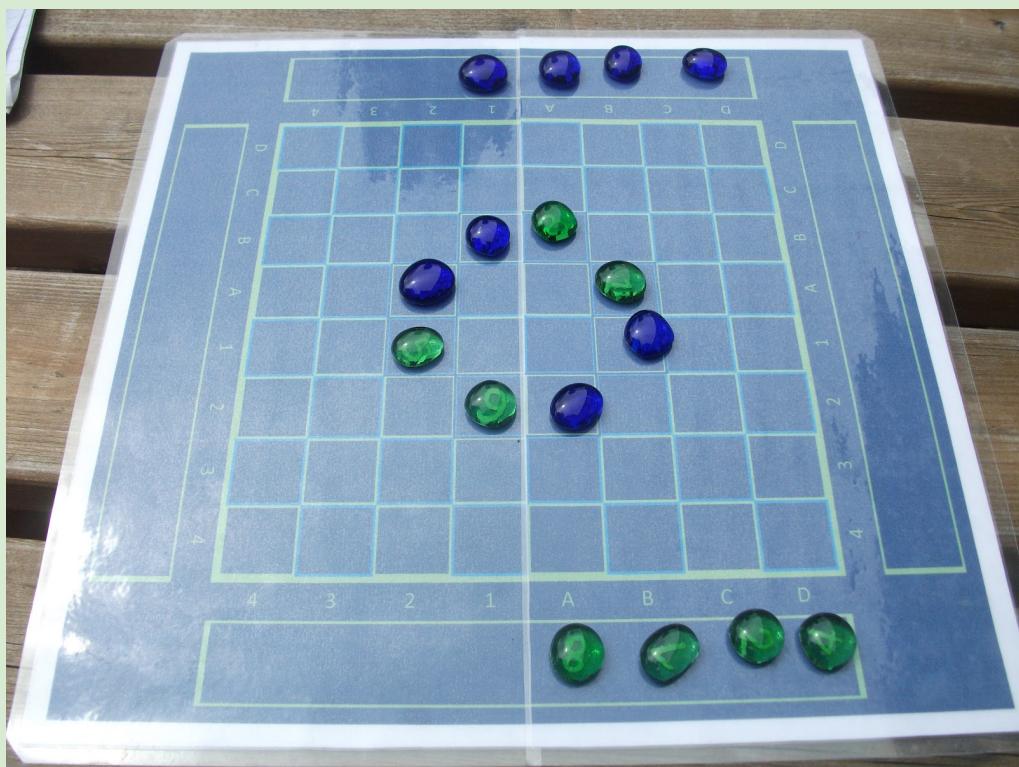
The board is comprised of 5 areas. The first is the play area, which is an 8 by 8 square grid which means it contains 64 squares. The second and third are the reinforcement zones with one aside. They are normally four by one grids, but can be changed as long as they are comprised of 4 squares. Lastly, are the fourth and fifth area which are the death zones for each sides. They are normally eight by one grids but can also be changed in terms of structure as long as they are made up of 8 squares each.

This highly compatible system means that this can be played with a common checkers and chess board with the board itself acting as the play area and the other zones being positioned round the 4 outer sides of the board as free standing. It is important to note only the play area requires a board and the others don't need dedicated areas as long as they are easily discernable from each other.

Picture 1.1

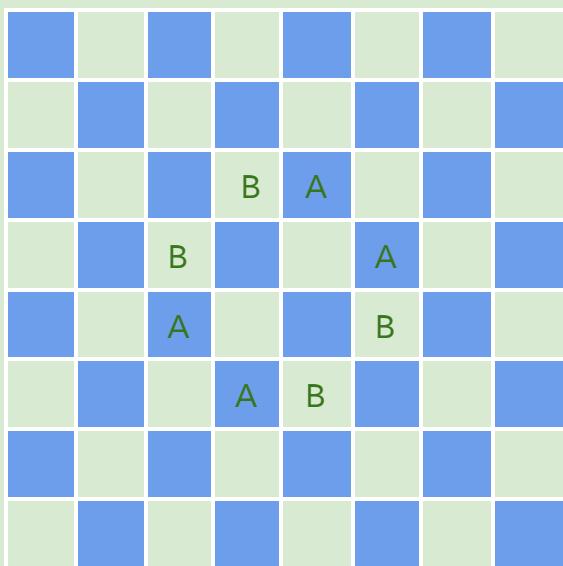


Picture 1.2

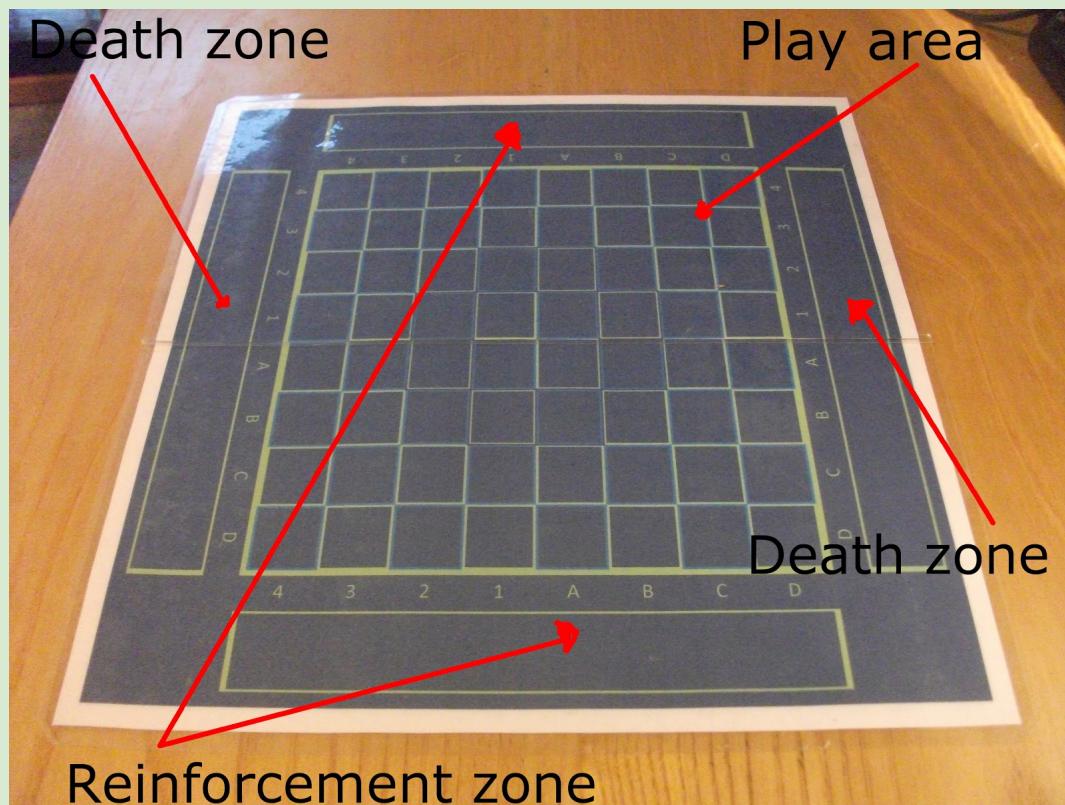


Chapter Three - Arrangement

The game has a specific piece arrangement for the standard form of the game. Each side fills up its reinforcement area with four of its pieces and the other four are then placed on the play area using a specific configuration which is shown below, but can also be expressed with cartesian coordinates with the bottom left square treated as (1,1) and the top right square treated as (8,8). Side A would place their pieces at (3,4) (4,3) (6,5) (5,6) while Side B would place theirs at (3,5) (6,4) (5,3) (4,6).



Picture 1.3



Chapter Four - Contenders

The game is contested between two sides. While it's possible for more than one person to be on each side, the increased population on each side does not affect the game at all. The sides vie for victory and are the only contenders recognized by the game. A referee agreed to by both sides may settle matter of dispute pertaining to the rules but may not assist either side in their decisions nor comment on the match or suggest potential maneuvers or placements and must be neutral when making their decisions.

Chapter Five - Basic principles

The match is played with an alternate turn system. The sides choose between themselves which side starts the game and then the other side has their turn followed by the side that started until the match concludes. The player can do two things within their turn. They can either choose to make a move or they can also make a placement.

To make a placement, a side must take a piece from their reinforcement zone, and they are allowed to place it on any unoccupied square on the play area. This counts as a turn and the other side can then take their own turn. It should be noted, you can only place one piece on the board, and also that you can only place a piece if it comes from the reinforcement zone, and when you run out of pieces in your reinforcement zone, you can no longer place a piece. Additionally, you may not then place another piece as your turn has ended and you cannot make a move with your piece as your turn has ended. A piece you have just placed is treated the same as any other and your opponent can move it the same as he would any other piece.

At this point, we'll will introduce some definitions and restrictions to make the following passages clearer. A chain is the term used to refer to either a piece or a group. An anchor piece is a piece that is the first chain selected by a side and is deemed eligible for selection as long as it is possessed by the side whose turn it currently is. A selected piece is the second chain selected by a side and is deemed eligible for selection if it is in a diagonal, horizontal or vertical line from the anchor chain and no other piece blocks the line between the anchor chain and piece considered for selection. A group is a line of pieces that are aligned horizontally, vertically or diagonally. An anchor group is a group that that is the first chain selected by a side and is deemed eligible for selection as long every member of the group is possessed by the side whose turn it currently is. A selected group is a group that is the second chain selected by a side and is deemed eligible for selection if it is in a diagonal, horizontal or vertical line from the anchor chain, is comprised of only one side and no other piece blocks the line between the anchor chain and the group considered for selection. An anchor chain is the first chain selected by a side and is deemed eligible for selection as long as it in its entirety is possessed by the side whose turn it currently is. A selected chain is the second chain selected by a side and is deemed eligible for selection if it is in a diagonal, horizontal or vertical line from the anchor chain, is comprised of only one side and no other piece blocks the line between the anchor chain and chain considered for selection. An eligible

line between an anchor chain and a selected chain is referred to as a shared line.

To make a move, a side selects an anchor piece and then a selected piece, which can then be moved towards your anchor piece along the shared line by one or if no other piece will obstruct the move, away from the anchor piece along the shared line by one. This principle can be further extended to apply to groups. To make a move with a group, a side selects an anchor group and then a selected group which can then move the selected group towards the anchor group any number of spaces up to the amount in the anchor group along the selected line but cannot be moved close enough to collide with the anchor group.

Similarly, the selected group can be pushed away along the selected line by the anchor group but certain restrictions apply to the limit of the push and the selected group cannot move to the extent, that it would collide into another chain. However not all anchor groups can push all selected groups. To learn whether or not the anchor group can push a selected group, take the length of the anchor group and divide it by the length of the selected group and if it is not a whole number, truncate any numbers beyond the decimal point. This serves two purposes. Not only does it inform you whether or not the move is possible, it also informs you the maximum amount of squares you can move the group to you or from you along the selected line. The initial purpose of finding out, whether your move is possible or not is established simply by whether the resultant number is greater than one. If it is greater than one, it is possible for your group to push their group. To find out the maximum number of spaces you can move it towards or away from you, it is simply equal to the result of the formula previously mentioned.

Anchor groups can also push selected pieces following the formula which will just result in the maximum being the same amount as it is in the anchor group due to the division being by one. This also means anchor pieces can never push selected groups due to the formula always being less than one.

So to summarize, to test whether an anchor chain can push a selected chain, follow the formula of round down to a whole number the result of number of pieces in your anchor group divide by number of pieces in the selected group and if the result is one or greater the piece can be pushed and the maximum amount the piece can be moved by along the selected line is determined by the the result of the formula.

The conditions for victory are rather simple. Baldly, one player wins when the other player cannot make a move. This can be broken down into two parts, number of connections and possible placements. Connections are defined as every possible move the player can play. Possible placements is defined as number of pieces in that players reinforcement zone. When both are equivalent to zero on that player's turn, that player is declared to have lost and the game is declared over.

Chapter Six - Advanced Gameplay

This section defines the Ko and then the Super Ko rule.

The Ko rule states that after both player have taken their turns, the board is identical to its original state. Identical is taken to mean when the reinforcement areas contain the same amount of pieces as they did at the originally, the death zones contain the same amount of pieces as they did originally and the position of the pieces on the board remains the same. When this situation occurs, the two turns are taken never to happen but it should be noted that can only happen if neither sides notice their mistake. It is illegal to get into such a state and players are banned from doing so.

The Super Ko rule is the same as the Ko rule except rather than defining the time taken to prevent a repeat as two turns rather larger as the entire game. That is to say every turn must be unique and cannot exactly replicate an earlier turn during the match.

Note: Matches at the highest level are always played with the Super Ko rule, despite the fact you don't have to abide by either.

Chapter Seven - Behaviour

Behaviour is an important part of every game and Kalamala is no different. We don't have a problem with 'verbal combat' (although we do urge it to be kept clean), but if non-consensual physical combat is engaged then the match is declared over. Also, it is extremely difficult to amicably resolve arguments over the game and a referee (which has been mentioned earlier) is a legal and accepted part of the game. We frown on people deliberately leaving the game to avoid completion and encourage recording of the game so it can be continued at a later date. A referee can declare a side a loser if they deliberately leave with the intention of not wanting to finish the match and to create a draw to avoid their defeat.

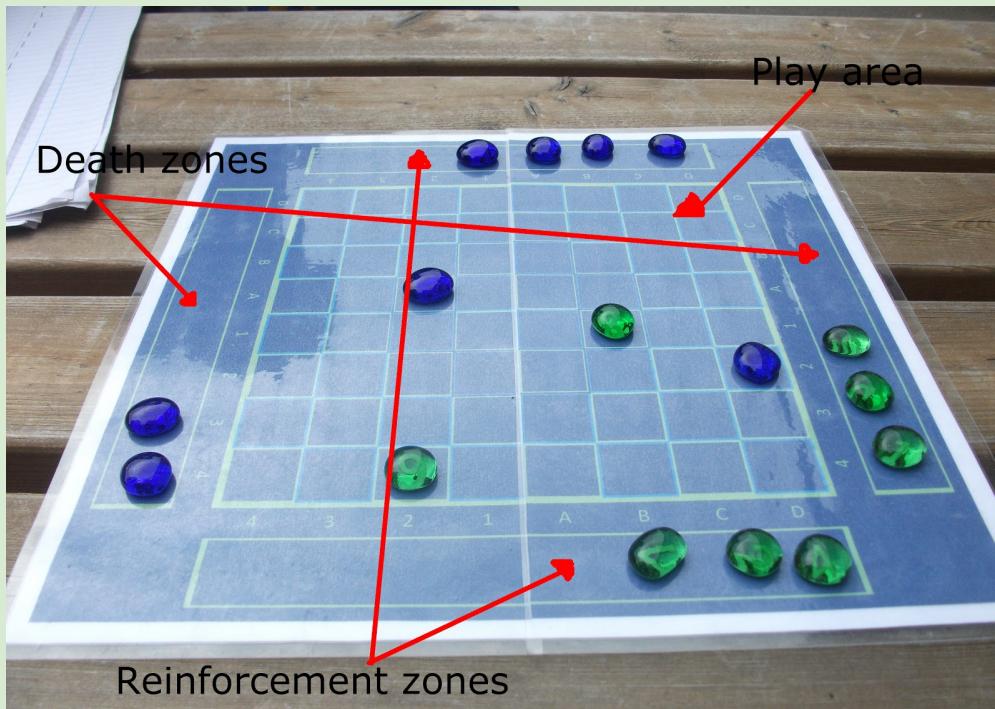
Chapter Eight - Extra information

Kalamala is a board game but that doesn't mean you can only play with a real board and real pieces. An online version of the game is available which luckily for you follows all the rules so you don't have to aside from declaring the winner which it is quite bad at determining and the Ko and super Ko rules. It can be played with another person on the same computer or online against random opponents. You can find it at prawnsgame.com/kalamala/ along with all that the metagame has to offer. You can help us out by promoting the game and the site so more people can find out about Kalamala.

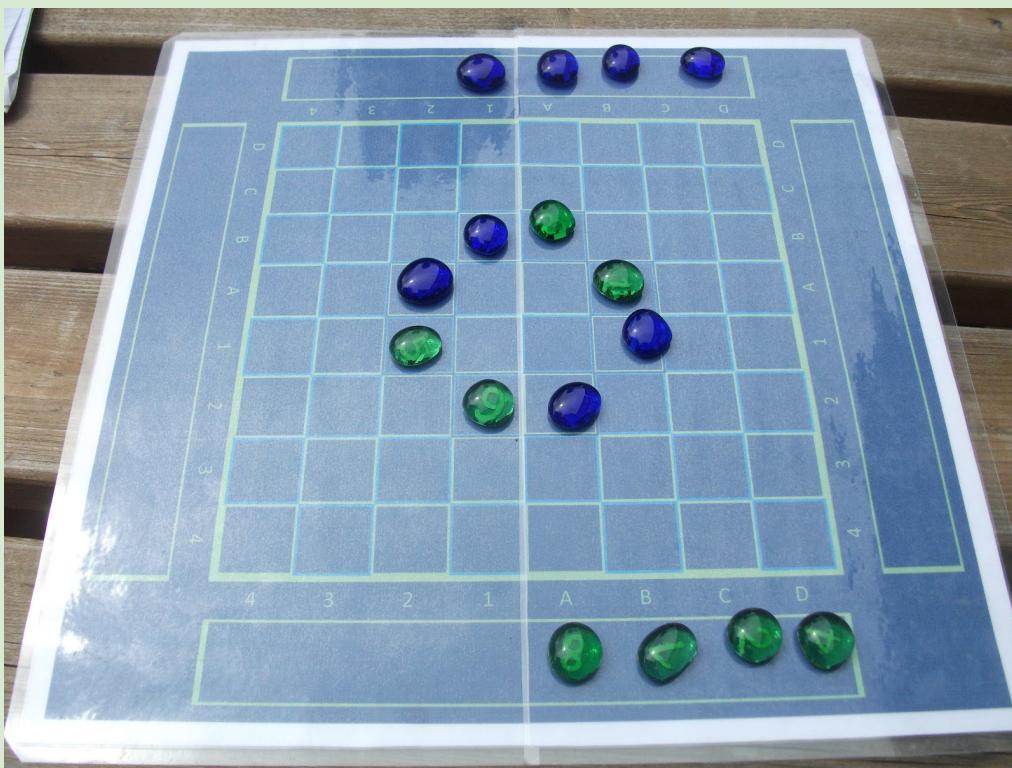
For further information about the game, prawnsgame.com/kalamala/contact is the place to contact us and we'll be happy to answer any of your questions. We are quite happy for further suggestions so contact us to suggest ways, we can improve.

Chapter Nine - Appendices

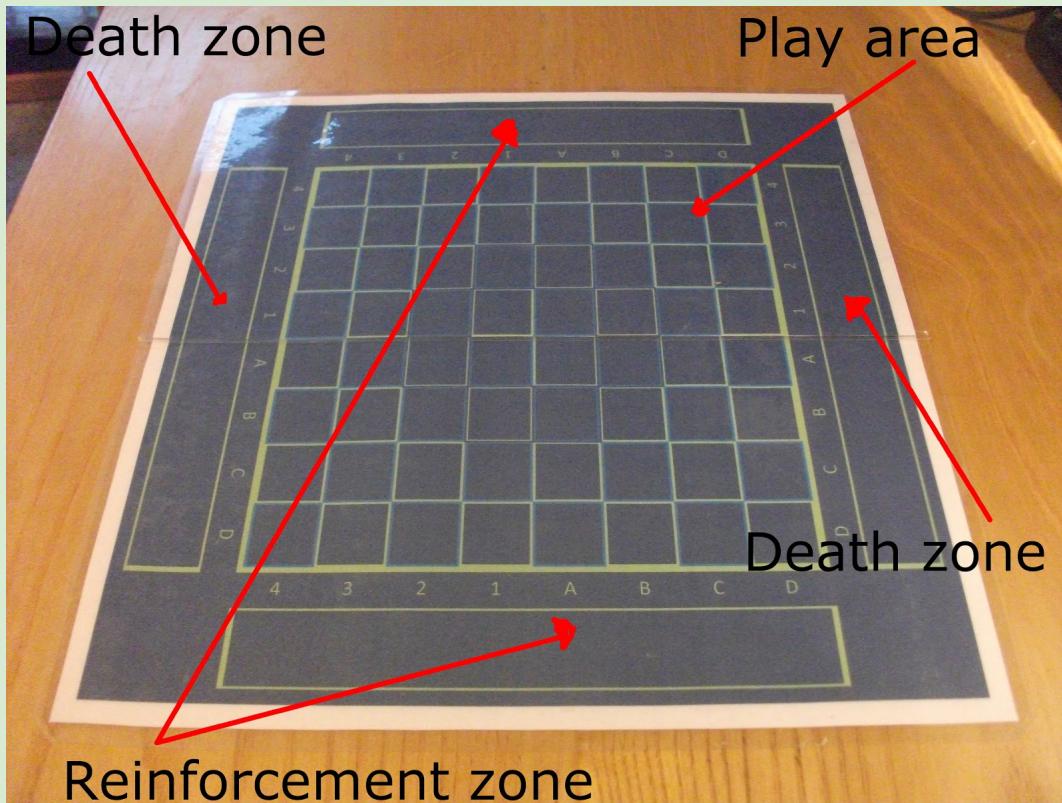
1.1



1.2



1.3



Chapter Ten - Copyright

We are well aware that people will be eager to spread the knowledge of this game and to whit would very clearly state that no-one is banned in anyway from spreading the game and their versions of it but only we reserve the right to use the game and alternative versions for profit and we also request that you should not in anyway prevent others from accessing our "original" version.