

# REINER KNIZIA

# CALLISTO

## RULES

2-4 Players • Ages 7 & Up

### Contents:

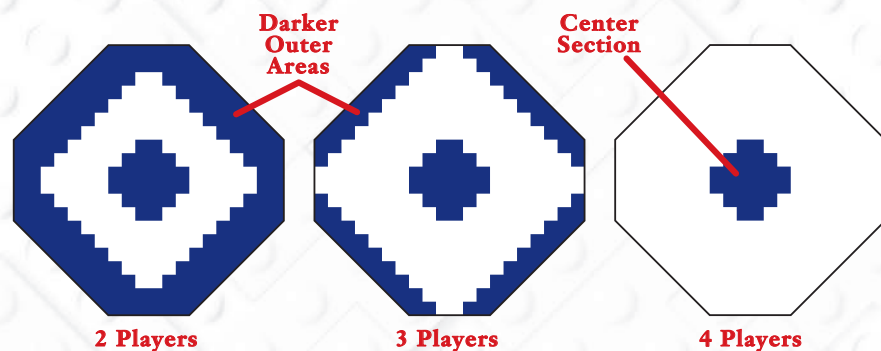
- 72 plastic tiles and 12 pillars
- 1 plastic playing board
- 3 printed color backgrounds for 2, 3 and 4 player versions
- Rules

### The Object of the Game

To successfully place all of your tiles on the game board. Tiles that are left unplaced at the end of the game score points based on the value of the remaining tiles. The player with the lowest point total wins the game.

### Set Up

Each player chooses a color and takes the 18 tiles and 3 pillars of that color. Then, the appropriate background is selected (based on a 2, 3 or 4 player game) and placed into the grooves beneath the transparent board.

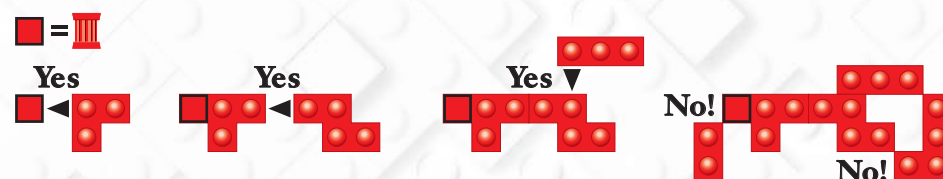


### Play

Youngest player begins. Continue in a clockwise direction. On the first turn all players place one of their pillars on the board. On each player's second turn a second pillar is placed on the board. Players can place the pillars anywhere on the board except on the center section.

After the two pillars have been positioned, players place tiles, one per turn, on the board. There are only two rules regarding placement of the tiles:

**Rule 1:** Tiles must be placed next to a pillar (i.e. actually touching it) or another piece of the same color. (Not corner to corner, but side touching side.)



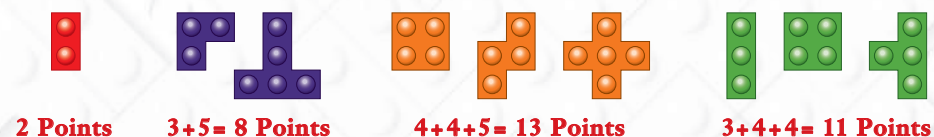
**Rule 2:** In either a 2 player or 3 player game, players may not place tiles covering any part of the darker outer area. (Note: Players ARE allowed to place tiles on the center section.)

On any turn during the game a player may place his/her 3rd pillar, but as before, not on the center area. Placing a 3rd pillar counts as one turn.

### Ending the Game

If a player cannot place any more pieces, the player is out of the game. Play continues until all players cannot play a piece. When all players have exhausted their possibilities, scores are established by adding up the number of dots on each remaining tile in each player's possession. Lowest score wins. (A remaining 3rd pillar does not count against a player at the end of the game.) A tie is resolved in favor of the player who started latest.

### Penalty Points



Play at least as many games as there are players, with a different player starting each time, then add up the scores and the player with the lowest score is the winner!