

# Kalah Rules for Programming

- Game starts with 6 stones per hole.
- Your Kalah is on your right.
- Moves are *counterclockwise*.
- If the last stone lands in your Kalah, you get another turn.
- If the last stone lands in your empty hole, all the stones from the other player's opposite hole go into your kalah.
- If one player runs out of stones, the game ends and the other player puts the rest of his/her stones in her/his kalah.
- The player with the most stones at the end of the game wins.