



RANGE TA ludothèque

COMPONENTS

Per player

- 1 "Kallax" sheet (the shelf with the grid)
- 1 pencil or dry-erase marker (not included)

Shared components

- 3 six-sided dice (not included)

OBJECTIVE

Organize your game collection in your Kallax shelf as efficiently as possible.
After 12 rounds, the player with the most points wins the game.

SETUP

- Each player takes one Kallax sheet and a pencil.
- Place the 3 dice within reach of all players.
- Together, choose which scoring mode you will use at the end of the game:
 - Classic Mode
 - Expert Mode (longer and more strategic)

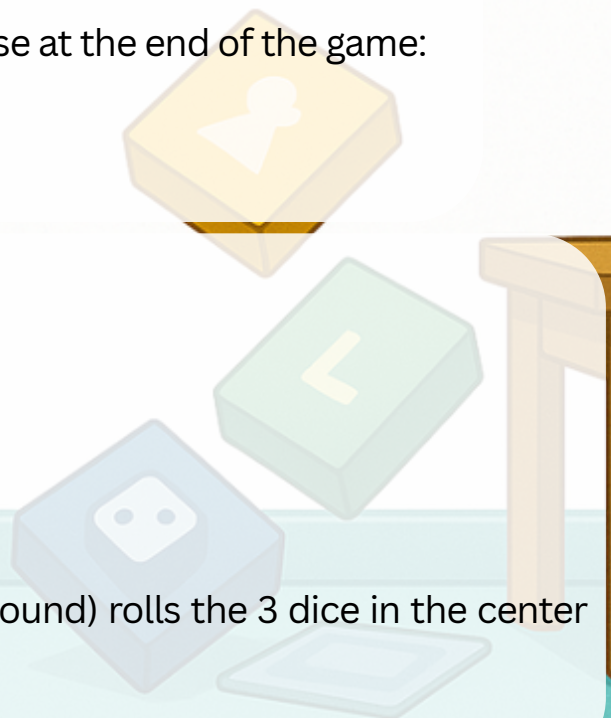
ROUND STRUCTURE

The game lasts 12 rounds.
Each round follows these steps:

1. Roll the dice

One player (any player, and this may change every round) rolls the 3 dice in the center of the table.

The three results are shared by all players.



2. Assign the dice

The results are the same for everyone, but each player freely decides how to use them.

For each player individually:

- One die determines the size and shape of the box you draw.
- One die determines the game category (T, A, C, P, F, R).
- One die determines the main mechanism (Bluff, Deduction, Deck-building, Programming, Memory, Secret Role).

	Puzzle Game T	Dexterity Game A	Card Game C	Board Game P	Miniatures Game F	Role-Playing Game R
	Bluff 	Deduction 	Deck-building 	Programming 	Memory 	Secret Role

3. Draw the game box

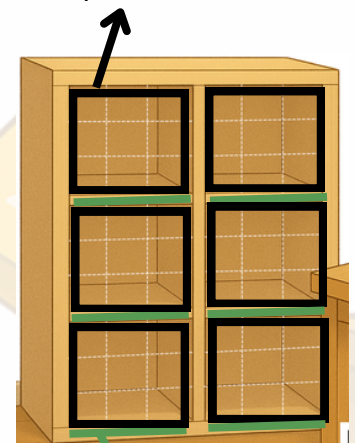
Each player draws on their own Kallax sheet:

1. The box shape corresponding to the size die
2. (a polyomino of 2, 3, or 6 spaces depending on the result)
3. The category letter (T, A, C, P, F, or R)
4. The symbol of the selected mechanism (☾, ☆, ...)

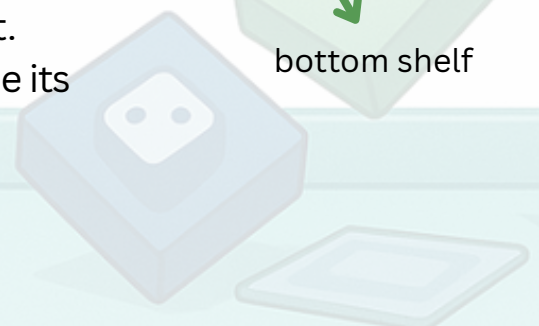
Placement rules

- The box must fit entirely within the Kallax shelf area.
- A box may not overlap another box or a game mat.
- A box may not extend outside the Kallax or outside its compartment.
- A box must rest entirely:
 - either on the bottom shelf;
 - or on previously drawn boxes/game mats (no floating boxes allowed).

compartment



bottom shelf



4. Unable to place: the game mat

If a player cannot or does not want to place a box, they may instead place a game mat:

- Draw a game mat occupying exactly 1 space.
- A game mat does not count as a game (it has no category and no mechanism), but it fills a space.

5. Next round

Once everyone has placed their box (or game mat), start a new round:

- Roll the 3 dice again.
- Reassign one die to size, one to category, and one to mechanism.
- Each player draws their new box.

After 12 rounds, your Kallax will be more or less full and players proceed to scoring.

END OF THE GAME AND SCORING

A. Classic Mode

Category and Mechanism Groups

For each category (T, A, C, P, F, R) and each mechanism:

- Find the largest group of games connected orthogonally (up, down, left, right) that share exactly the same category or mechanism.
- If that group contains at least 2 games, score 1 point per game in that group.

Empty spaces

Count all empty spaces in your Kallax (spaces without boxes or game mats):

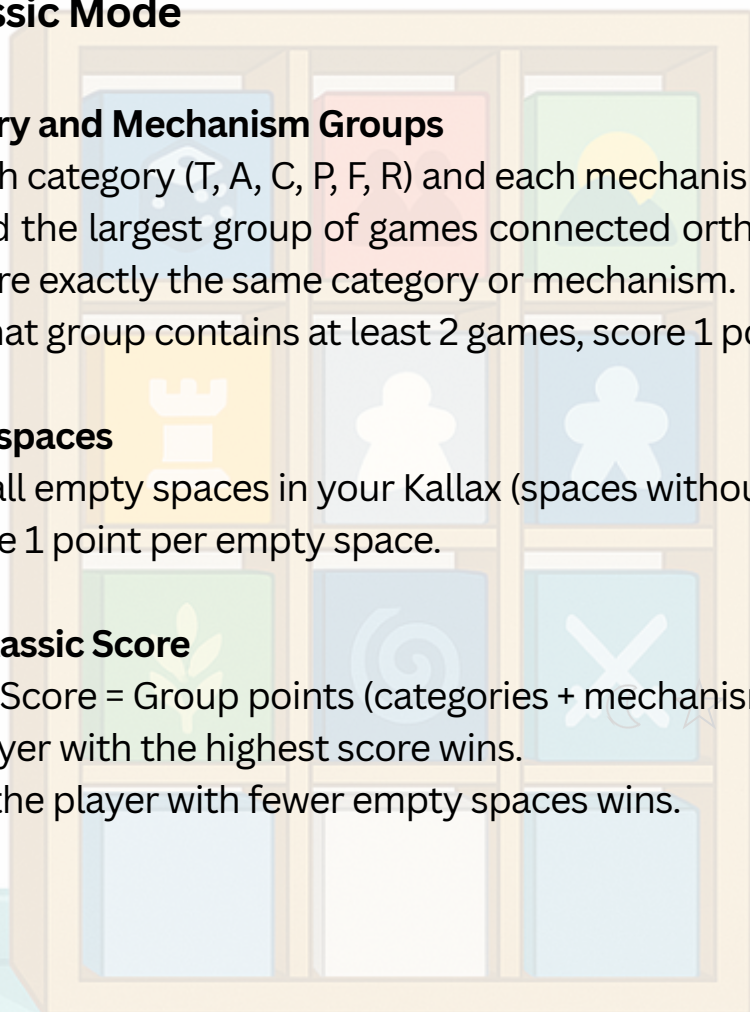
- Lose 1 point per empty space.

Final Classic Score

Classic Score = Group points (categories + mechanisms) – 1 point per empty space

The player with the highest score wins.

If tied, the player with fewer empty spaces wins.



B. Expert Mode

In Expert Mode, each game may score points through:

1. Its category (T, A, C, P, F, R)
2. Its mechanism
3. How it is stored in the Kallax

All scoring conditions are listed below.



T	1 point for each game in the compartment if none share a common feature.
A	2 points if the game does not touch the bottom.
C	1 point for each card game in the same compartment.
P	1 point if stored horizontally.
F	1 point if the box occupies 6 spaces.
R	1 point if stored vertically.

	1 point for each adjacent game sharing at least one common feature (category or mechanism).
	1 point if the box occupies exactly 2 spaces.
	1 point for each game in the same compartment that is not a deck-building game.
	1 point for each orthogonally adjacent Programming game.
	1 point for each Memory game in the Kallax (maximum 3 points).
	5 points if it is the only Secret Role game in the Kallax.

- You also gain points for fully filled compartments and still lose points for empty spaces.

Summary

1. For each game, apply both its category and mechanism effects.
2. For each completely filled compartment, score 2 points per game in that compartment.
3. Subtract 1 point for each remaining empty space.

The player with the highest score wins.

If tied, the player with fewer empty spaces wins.



Created by Linico Édition for Myludo

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Myludo is a community-based board game collection management project (personal or professional). Over the years, the application has expanded and now offers many features.

