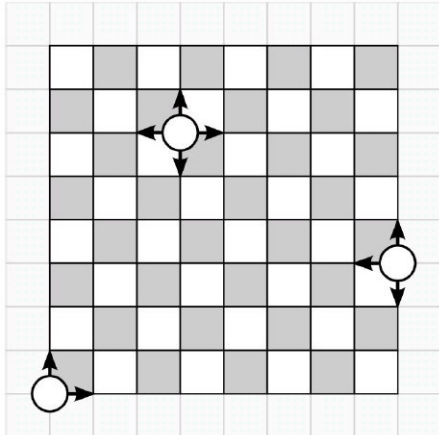




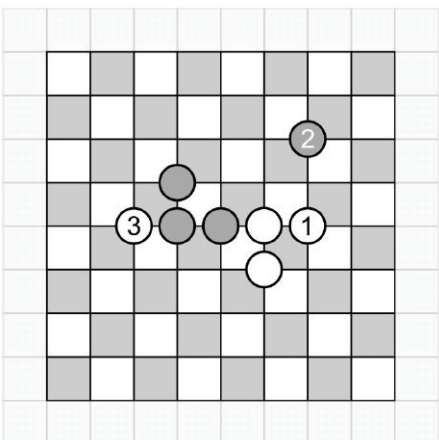
## End of the Game

The game ends when either of the players is unable to take a turn.

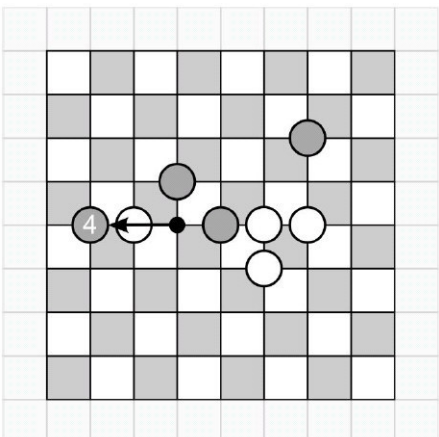
Any pieces at the board edge can be claimed. Each **captured piece** and every opponent piece on a space which touches the **edge of the board** is counted as 1 point. The player having the higher total wins.



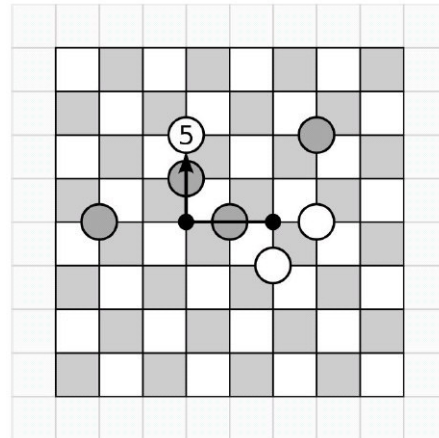
*A piece can be shifted 1 space in any orthogonal direction, i.e. along a*



*White sets up a forced capture in order to prepare his own attack*



*Black is required to capture the new white piece.*



*White now captures 2 pieces and doesn't have to give them back as Black only managed to capture one piece on his last turn.*

## For More Information

Alva game rules: Copyright © 2001 Alvydas Jakeliunas

## The Designer

Born and living in Lithuania in 1961, **Alvydas Jakeliunas** studies physics and at the moment works as an independent game designer. Since childhood he has modified the rules of existing games and tried to develop his own ideas.

**Alva**, after **Packeis am Pol (Hey! That's My Fish!)**, is the second game by Alvydas Jakeliunas to be published in Germany. The latter has sold over 50,000 copies, appeared in 8 languages, and in 2006 was on the Recommended List of the Spiel des Jahres (German Game of the Year) jury as well as a winner of the "Spiele-Hit für Familien 2006" (Game Hits for Families 2006) in Austria.

More information is available on-line at [www.geocities.com/alvaworld/](http://www.geocities.com/alvaworld/)