

CIRKLE 2

RULES 2011

Game Designer : Patrick Laterrot
(www.1-2-3-games.com)

English Rules : Nello Cozzolino
(www.brasco-games.webs.com)



Cirkle 2 is an abstract board game for 2 players.
2 imaginaries geometric 3D armies are battling against each other in the ultimate strategy and command battle.

Contents:

8 x 11 board

32 pawns: 16 yellow and 16 blue ,including 8 rockets units with a red mark.

Rules booklet.

The game board is divided in three areas:

Defence/Move/Attack

Defence:

This zone is made of:

One coloured row with the 2 targets(concentric circles)
and 3 lines of hollow squares.

At the beginning of the play the pawns are positioned in the first 2 rows.
The pawn matching the shape of a hollow square is gaining a protected shield,
for instance the piece is clicking inside the board showing a lower level position.

Move:

This zone is made of:
24 squares with a small circle
and 2 hollow spaces placed in the centre of the board.
In this area, all the pawns are
vulnerable except in the hollow squares.

Attack:

This zone is made of :
1 last row with the 2 targets
and 3 lines of hollow squares
(this zone is the defence for the other player)
The last line is not only where the targets are allocated but also a zone where lost units
can be recovered and put back in to play.

Pieces Description:

The 16 pawns are divided in:
4 Tanks (circle shape)
4 War Ships (square shape)
4 Air Craft Fighters(triangle shape)
4 Helicopters (cross shape)

The **red marked** pieces are the missiles units.

Moves:

During a turn: a player can either move a piece or swap a position (see further explanations)
All the pawns can move to any of the 88 spaces on the board, **The object of the game (to win)** is to occupy two targets (concentric circles) of the opponent player placed on the last row of his/hers field.



Tank

Tank (circle) moves in any direction (horizontal, vertical, diagonal), steps from 1 to 4 (max) squares at a time.



War Ship

War Ship (square) moves in 2 directions (horizontal, vertical), steps from 1 to 8 (max) squares at a time.



Aircraft Fighter

Aircraft Fighter (triangle) moves only in one direction (diagonal), steps from 1 to 6 (max) squares at a time. It can leap over any unit.



Helicopter

Helicopter (cross) moves in 2 directions (horizontal, vertical), steps from 1 to 4 (max) squares at a time. It can leap over any unit.

Swap pieces position:

A player may swap position of two pieces according to these rules:

Between:

War Ship/Helicopter

Tank/Aircraft Fighter

Helicopter/Tank

or according to the original moves of the pieces etc.

The pieces needs to be on the same row, if there are enemies pawns between them the swap is not valid.

Same player pieces in between do not impede the move.

How to capture a piece:

A piece can be taken moving forward, backward, sideways or diagonally according to the piece movement, once you move into the same square.

Protected squares:

There are 50 protected squares, if a unit matches the shape of the square. Then it becomes protected and it can be only taken if attacked from another protected position as well.

The other 38 are unprotected spaces (squares), on such position a unit always stands higher on the board, making it, easier to spot an unprotected pawn.

Missiles/Rockets units:

They can capture enemy pawns on a protected space.

Examples:

A missile unit on a protected space, can only be taken by another piece, only if the piece is on a protected space itself.

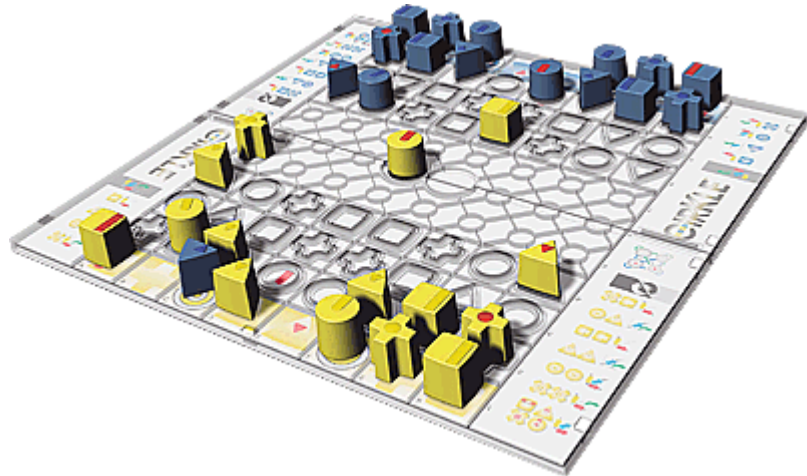
A standard piece positioned on a protected space can be taken by another piece that is on a protected space itself.

A standard piece position on a protected space can be over taken by an enemy missile from any space.

Any unit positioned on an unprotected space is by definition vulnerable. Even a missile unit can be taken on an unprotected space by any other pieces.

Note:

In the middle of the board there are 2 hollow spaces called "JOKERS", which allows any unit to become protected.



Restoring lost units/pieces:

A pawn reaching the last row of the board(enemy side) standing on a same shape square can be exchanged for any previously destroyed piece, including a missile.

To win = to occupy the 2 targets positions.

Once the first target has been conquered, it cannot be retaken.
The second target is definitely taken if the other player cannot reconquest the position in his/hers next turn.

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