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CirKle Mind

Board Game Designer

Rules revised by

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(Brascogames)

Contents

1 Playing board

2 x 24 pieces (in 5 colours :yellow, green. blue , mauve and black.) Reverse side of the pieces is Green or Mauve.

1 rules book

CirKle Mind is a strategy board game for 2 player.

Each player has 24 pieces to be placed, at their choice, on the first 4 rows of the playing board.

The aim is to capture the target piece ,which is easily identifiable as the shape is similar to a **concentric** circle, to achieve that you will need to capture most of the opponent pawns and to control the best squares positions on the board.

Board description:

88 squares, vertically numbered from 1 to 11 and horizontally from A to H.

3 zones: Defence, Neutral and Attack

Defence zone: 4 rows with geometric shapes (Triangle, Square, Cross and Circle) total 32 squares

Neutral zone: centre of the playing board: 3 rows - total 24 squares

Attack zone: Which is the opponent defence zone:4 rows total 32 squares with geometric shapes(see above)

Playing Pieces description:

1st group: 4x4 different shapes in 4 different colours

2nd group: 4 black pieces showing 4 different shapes

3rd group: 2 x 4 pieces showing Targets (concentric circles) in different colours for a total of 2 x 24 pawns(pieces),with a green or mauve reverse side colour.

Start of the play.

Each player chooses his side : green or mauve ,as they prefer they place their 24 pieces in the defence zone, placing them face toward each player in a way that the opponent cannot see their shape colour; the green side of the board is for the green player and vice versa. The VICTORY condition in Circle Mind is to capture the green target for the mauve player and vice versa

Each piece can be moved one square forward, backward or sideway, **including the target**. Pieces can only be captured while moving forward or sideway, never backward, attacking happens each time a piece land in front or on side of an opponent piece and the **player who moved decide to declare** an attack action, therefore attacking is not compulsory. The players should show their pawns face ,if the attacking is successful the **defendant piece is removed** and his place on the board is taken by the winner piece. If the defending piece is the **duel (Black piece only scenario) winner** it takes the place of the attacking piece which is obviously removed from the board, **if the defending piece has a different shape and colour the attack failed and both pieces stays on !**

Attack/Defence system resolution

A piece can be captured **only** :

1. By matching his shape
2. By matching his colour
3. Black versus all other ranked colour pieces including the target
4. Shape versus identical black shape
5. Colour versus target with identical colour
6. All pieces versus the target
7. Any colour same shape against black shape if **black IS ATTACKED FIRST !**

Example: Green Piece with a black cross is attacked by a mauve piece with a cross: black is defeated.

Examples:

1. Green piece with a yellow cross versus mauve piece with a blue cross : Green side wins.
 2. Green piece with a yellow cross versus mauve piece with a yellow circle: Green side wins
 3. Green piece with a yellow cross versus a mauve piece with a blue triangle: Mauve side is not removed counter attack not possible. -> **(the green piece has failed the attack but it is not removed from the board).**
 4. Green piece with a yellow cross versus a mauve piece with a black triangle : Mauve side wins
Again: **Black are the highest rank in the game and it takes the place of the attacking piece)**
 5. Green piece with a black cross versus a mauve piece with a blue triangle. Green wins
 6. Green piece with a black cross versus a mauve piece with a black triangle. Green wins
 7. Green piece with a yellow cross versus a mauve piece with a yellow target: Green wins
 8. Green piece with a yellow target versus a mauve piece with a blue target : Green Piece wins
 9. Green piece with a black circle versus a mauve piece with a blue target: Green wins
 10. Green player with a green target versus mauve piece with a blue target: Green attacked first and win.
 11. Green piece with a yellow cross versus mauve piece with a mauve target: Green wins the Game. Final VICTORY
- Target pieces can be captured by any piece and by a target himself obviously.

Game Options:

Easy level:

24 pieces placed in the defence area, winning condition; capturing the green target for the mauve player and vice versa.

Medium level:

The protected shield rule : when a piece land on a square matching the same shape or colour ,it increase his defence or counter attack power.

For instance:

1.Green piece with a yellow cross versus mauve piece with a blue cross positioned on a square with a cross: Mauve wins automatic counter attack and mauve takes the place.

2.Green piece with a black cross versus mauve piece with a black triangle positioned on a square with a triangle: Mauve wins and automatic counterattack ...

3.Green piece with a yellow cross versus mauve piece with a yellow triangle positioned on a square with a triangle. Mauve wins automatic..

4.Green piece with a yellow cross versus mauve piece with a blue triangle positioned on a square with a triangle. Mauve wins no counter attack possible; **yellow cross is not removed because has a different colour and shape.**

5.Green piece with a yellow square positioned on a square with a square versus mauve piece with a yellow cross positioned on a square with a cross. Green wins same level of super protection.

6.Green piece with a black cross on a neutral square versus mauve piece with a blue triangle positioned on a square with a triangle. Green wins ,**black always wins. (in this case black defeat a protected piece)**

7.Green piece with a black cross on a square with a cross versus mauve piece with a black square positioned on a square. Green wins. **protected black piece may be overtaken by another black piece positioned on a protected square.**

8.Green piece with a blue cross on a square with a cross versus mauve piece with a black cross positioned on a square with a cross. Mauve wins and takes the place of the green piece.(automatic counterattack)

The maximum level of protection (super protection) shield is reached when a piece is on a square **with the same shape and colour as itself**. In this case, the attack should have the same value rank level, in order to be successful.

Example: Mauve piece cross on a mauve cross attacks green piece circle on a square green circle: mauve wins.

A black piece **attacking a super protected piece (same shape same colour) is not successful; unless black is super protected* as well.**

*** black piece can only match the geometric square of the board because there are not squares in black !**

Super Mind Mode

Difficult Level:

This option allows players to test themselves against their own configuration.

The players place their pawns, then they turn the board and begin to play, having given their set up information to the opponent; the best memory will mark the difference.