

CIRKLEWOM™

CIRKLE[®]
by

Rules 2010

The abstract board game for the 21st century

Game Designer:

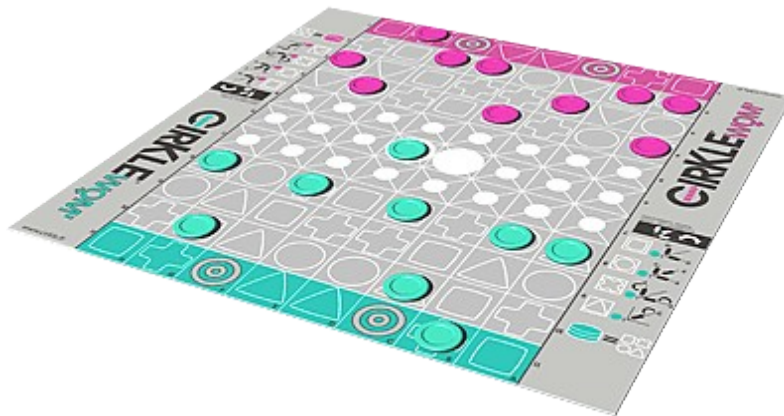
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(1-2-3-Games)

Rules revision:

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Contents:

1 Game board

2 x 16 coloured disks (green and lilac)

1 Rule booklet

To win the game the player needs:

1) to occupy the 2 opponent's targets squares, 2 concentric circles, positioned at the end of each board side. Forcing the defender player to be not able to regain one of the targets on his turn.

OR :

2) To capture all (most) of the disks giving no chances to continue to the other player.

Each player start with 16 disks (pawns) that are placed on the first two rows

of each opposite side.

The old or wiser player start first.

Overview of the playing board:

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

Three zones: Defence-Neutral-Attack:

1. Defence Zone:

The first four rows of each side showing triangles, squares, etc. etc.

The **2 targets** are in the last line of each side.

2. Neutral Central Zone:

24 squares showing dots connected by lines, this area of the board **permits only slow moves:1 square at the time.**

The 2 large white circles are the jokers special moves options.

3. Attack Zone :

The opponent 's defence side:

4 lines with geometric shapes and obviously 2 targets .

Moving the disks .

Each disk pawn can be moved forward, sideway or backward according to the square board occupied by the disk, each move is dictated by the board "terrain" position.

The core of Circle Wom is based in planning carefully the moves as multiples combinations are possible.

There are 4 kind of moves:

H for horizontal

V for vertical

D for diagonal

J for jumping

From a **circle** square: the pawn may be moved 1 to 4 squares H. V or D (Tank Move).

From a **triangle** square: the pawn may be move 1 to 6 squares D only having the power of jumping over any other disk (Aero Move).

From a **cross** square: 1 to 4 squares H or V having the power of jumping over any other disk (Helicopter Move)

From a **square** : 1 to 8 H or V (War Ship Move)

The aero and helicopter moves can jump over any disk even if they have been promoted as draught or tower.

Inside the **neutral central zone** each pawn, including the draught ,can only be moved one square at the time. Once you left the area or when you are occupying the joker space your movements are back as normal H,V,D,J.

It is not allowed to fly or jumping over the neutral zone;

A move has to end within the neutral zone borders.

A disk landing on a joker square can be moved in any kind of fashion the player prefer H,V,D,J.

A disk (pawn piece) may be captured, while moving forward, backward, diagonally. or sideways, simply landing on the same square position of another disk.

Draught - Tower Status:

A draught is formed by 2 pieces stacking on each other

A tower is formed by 3 pieces stacking on each other (a draught landing on a disk or vice versa)

A draught can capture a simple disk another draught or a tower.

A simple disk may capture a draught but not a tower.

A disk reaching one target square (concentric circle) is promoted to a **draught status which permits any kind of move,**

A draught, just formed, cannot be captured during the following turn.

A draught can be place on one of the player's own disk gaining a tower status (3 disks stacking on each other):

A tower cannot be over taken by a simple piece, a **tower is a stronghold defensive piece because it does not move anymore .**

A tower can be built strategically on a target square...

A draught can be moved on top of a target squares...but it can be captured by a disk.

Disassembling an enemy draught or tower .

If a player flies over a draught or a tower (or both) of the opponent Player, he dismantles it and he can put back the disks in the defence area of the opponent, one disks at the time anywhere he likes.

Snooker play option:

SNOOKER PLAY

The pieces must be numbered from 1 to 16. Use the pre - cut page stickers supplied with the game.

The piece no.8 is marked with a band encircling the figure.

Start of the game: 2 possibilities.

place the pieces on the first two rows of each board, from 1 to 16. (piece no.1 on square A1 etc).

or

place the pieces, in any order, on the first four lines of each side, with the box placed in the centre to hide each players configuration.

The first piece captured determines which player tries to capture the odd or even numbered pieces.

Example: Green , who plays first, captures the lilac piece no.10. He must, to win the game, **capture all the even numbered pieces belonging to the opponent, finishing by the piece no.8**. He may no longer capture the odd numbered pieces.

The aim is no longer to capture the targets, but rather to capture the odd or even numbered pieces. The players may, however, form "draughts" during the game.

Whether a player is playing odd or even numbers, **he must finish by taking the piece no.8** (except in the case of a "strike") see below.

In pool mode, if a player captures an opposition piece, he continues to play with his attacking piece as long as he can continue to capture opposing pieces of the right denomination, odd or even. This is called a "series".

A "series" of 5 pieces captured, including the no.8, is called a "strike". The opposition is KO, the game is finished...

To form a "draught", move to one of the targets. If a player, playing evens, finds an odd numbered piece on the target? In this case, the piece is captured. A "draught" may be captured,, whatever its' number.

In a "series", a "draught" counts for two pieces....for example, 3 pieces are captured, including the no.8, plus one "draught" = a "strike"; 2 "draughts" plus the no.8 = a "strike"

The piece no.8 cannot be used to make a "draught"...

To play with the no.8 early in the game is worthwhile, keeping in mind that the opposition may capture the piece at the end of the game only. All the same, watch out for a "strike"....