

Objective

In order to win a game of Coral Clash you must complete one of the following goals:

- Checkmate your opponent's Whale

Checkmate: Occurs when the opponent's Whale is in a position to be captured ("in check") and there is no legal move to escape the threat. When a Whale is in check, the player must make a move to remove the threat.

- Most area controlled by Coral, which triggers after either of the below three conditions is met:
 - A player has placed all of their Coral
 - A player only has the Whale remaining
 - A Crab or Octopus makes it to the row of the board closest to their opponent

Area controlled by Coral: Count up the amount of coral of your color that is not occupied by one of your opponents pieces.

The game can also end in a draw or resignation.

Draw:

- Stalemate: When a player has no legal moves, and their Whale is not in check
- Threefold repetition: If the same position occurs three times with the same player to move

Resignation: A player may resign at any time, conceding the game to their opponent.

Setup

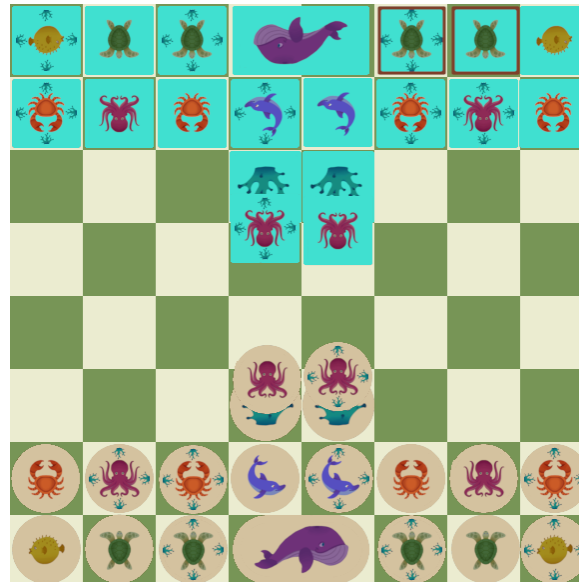
1. The board consists of 64 squares arranged in an 8x8 grid.
2. Place the board so each player has a green square on their right-hand side.
3. Position the pieces on the board as follows:
 - Each player has:
 - i. 17 Coral
 - ii. 17 pieces: 1 Whale, 2 Dolphins (1 Hunter, 1 Gatherer), 4 Turtles (2 Hunters, 2 Gatherers), 2 Pufferfish (1 Hunter, 1 Gatherer), 4 Crab (2 Hunters, 2 Gatherers), and 4 Octopus (2 Hunters, 2 Gatherers).

Gatherer Pieces: Pieces that have four Coral icons.

Hunter Pieces: Pieces that do not have four Coral icons

- Place pieces and Coral in the following order:
 - i. Pufferfish in the corners
 1. Hunter Pufferfish on the left, Gatherer Pufferfish on the right
 - ii. Hunter Turtles next to the Pufferfish
 - iii. Gatherer Turtles next to the Hunter Turtles
 - iv. Whale occupies the two remaining squares in the middle

- v. Dolphins occupy the two squares in the row above the Whale
 1. Hunter Dolphin on the left, Gatherer Dolphin on the right
- vi. Crab and Octopus are placed in the following pattern in front of all the other pieces
 1. The pattern is: Hunter Crab, Gatherer Octopus, Gatherer Crab, Hunter Octopus, Gatherer Octopus, Hunter Crab, Hunter Octopus, Gatherer Crab
- vii. Place a Coral under each Octopus in the third row (for a total of two)
- viii. The blue player places an additional coral underneath one of their pieces that doesn't already have Coral underneath it.



Turn Overview

The yellow player goes first, after which players alternate turns.

Each turn the active player moves one of their pieces resolving any Capture, Hunter Effects, or Gather Effects as a result of the movement. Note, you can Capture and Hunter in the same turn (or Capture and Gather).

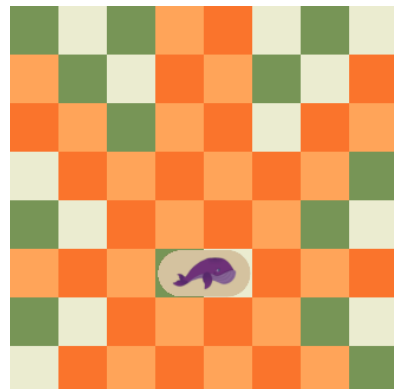
After movement is completed, the active player checks if any of the Objectives have been met.

Move a piece

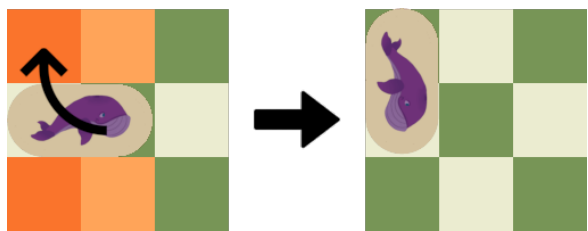
Follow the steps for moving a specific piece as defined below. Pieces cannot move through other pieces.

Whale: Can do one of the two moves below. The Whale may never end it's movement in check, where it could be captured, however the Whale can move through a threatened square:

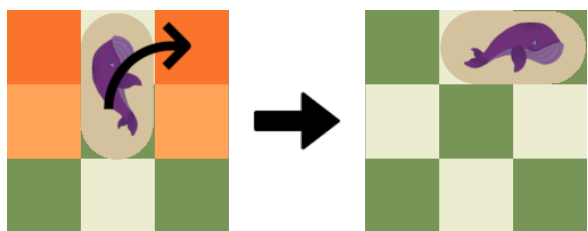
- Move half the piece any number of squares vertically, horizontally, or diagonally.



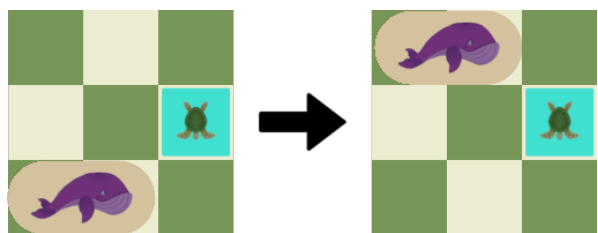
- Rotate half of the piece to one square vertically or horizontally.



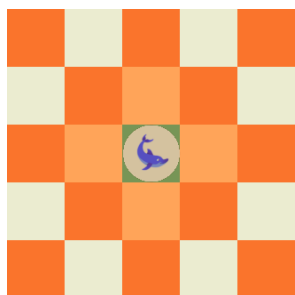
or



Example of a Whale moving through a threatened square



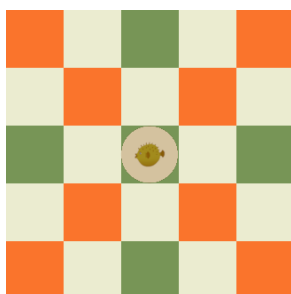
Dolphin: Moves any number of squares vertically, horizontally, or diagonally.



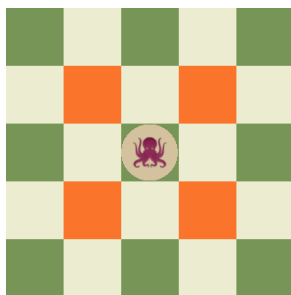
Turtle: Moves any number of squares vertically or horizontally.



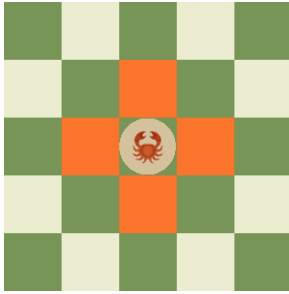
Pufferfish: Moves any number of squares diagonally.



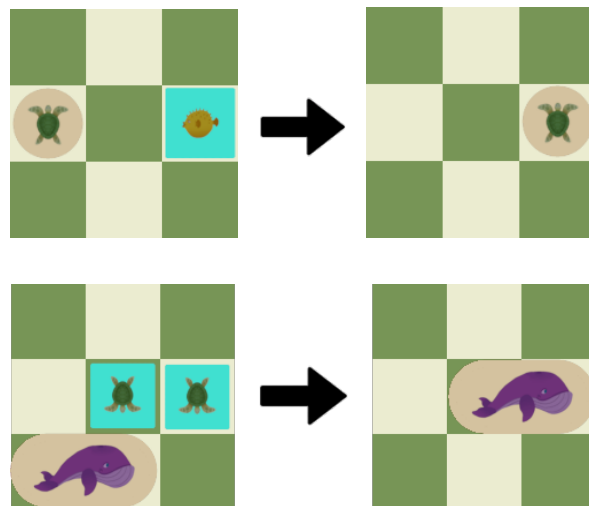
Octopus: Moves one square vertically or horizontally.



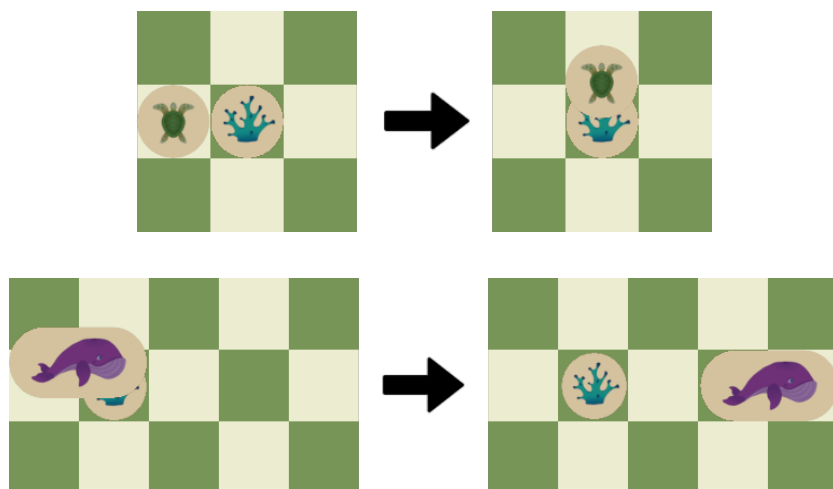
Crab: Moves one square diagonally.



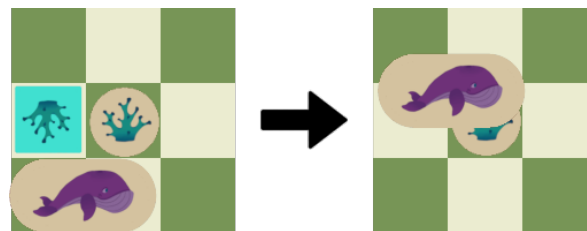
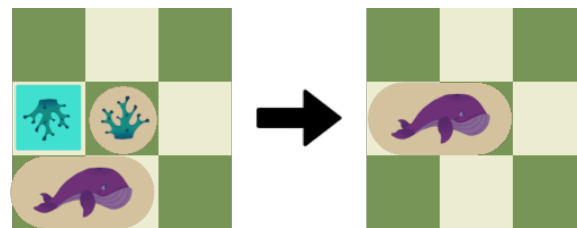
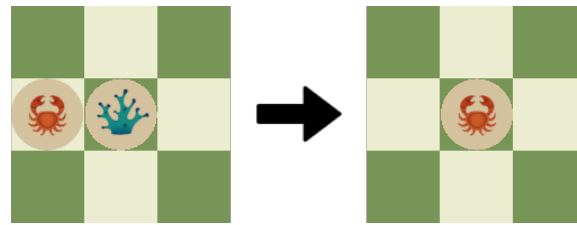
Capture: A piece captures an opponent's piece by moving to the square occupied by the enemy piece. Whales can capture two pieces with the same movement.



Hunter Movement: When pieces that do not have the four coral icons move to a square with Coral, the movement ends. Whales that are already on Coral with half of the piece are not stopped when the other half of the piece moves onto the same Coral.



Hunter Effect: When pieces that do not have the four coral icons move to a square with Coral, the piece can remove the Coral from the square. Whales can remove two Coral in the same move (or just one Coral if the Whale is in on two Coral).



Gatherer Effect: When pieces that have the four coral icons move to a square without Coral, the piece can place Coral on the square.

