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**RULES OF COERCEO**

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V.020

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Coerceo is a strategic board game played  
between two players.

'Coerceo' means 'to enclose' in Latin.

Coerceo has only a few basic game rules that  
can be learned in just a couple of minutes.

The objective of the game is to capture all  
of the opponent's pieces. When a piece is captured,  
it is removed from the board.

During the game the board becomes smaller  
by removing tiles from the board. This means  
that the opponent is never far away.

The rules of Coerceo are explained in  
this booklet.

If you have any questions about the game  
you can contact us at [www.coerceo.com](http://www.coerceo.com).

We hope that  
you will enjoy the game!

1x booklet 'Rules of Coerceo'

18 x

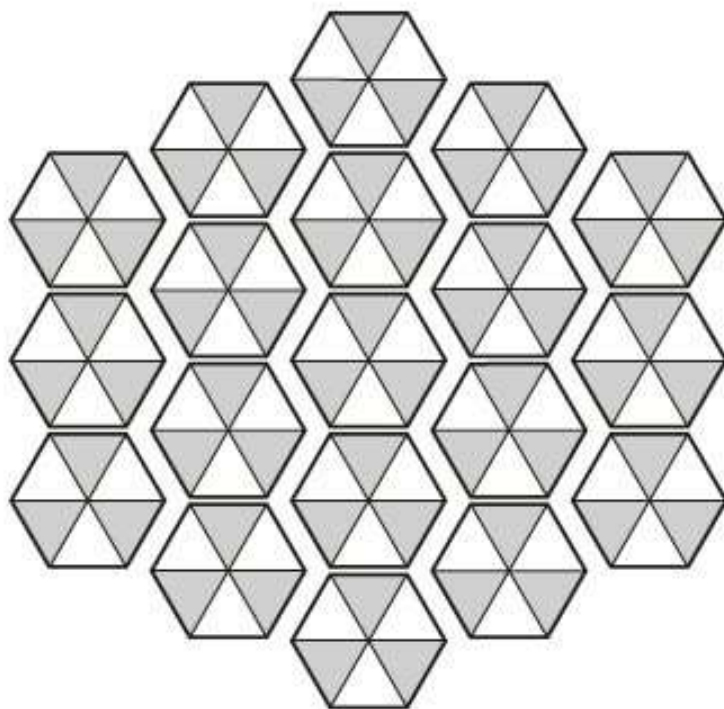


black piece

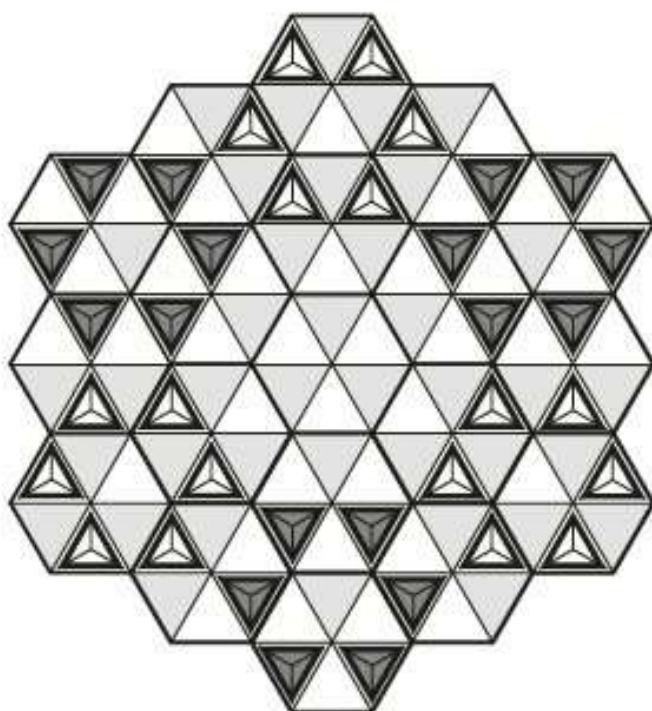
18 x



white piece

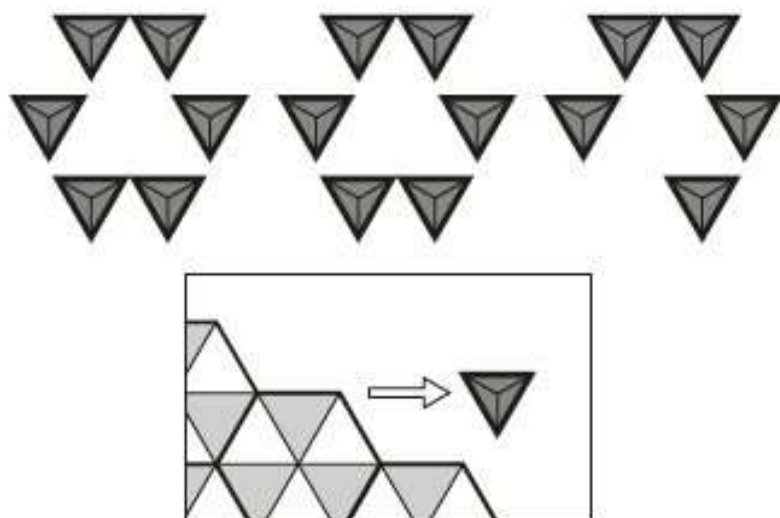


19 x tile



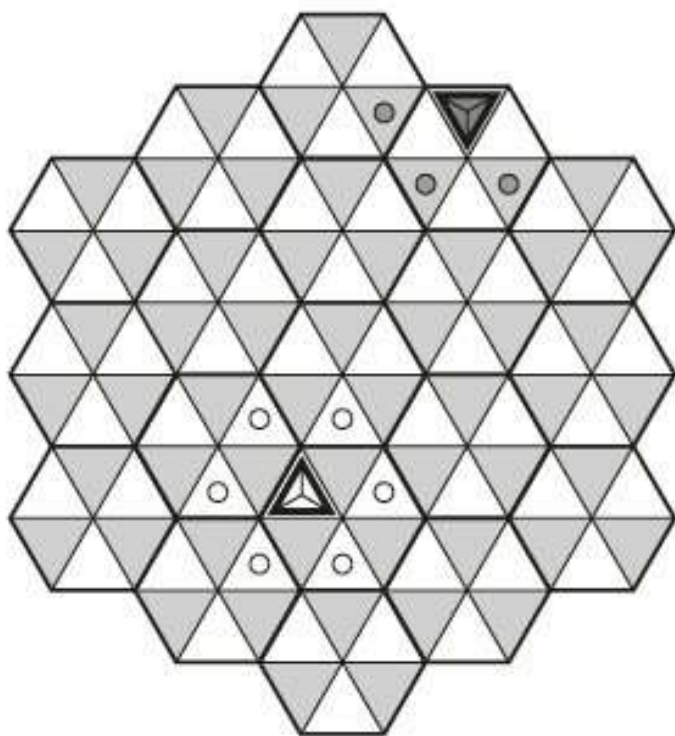
18 white pieces on the white fields,  
18 black pieces on the black fields

This starting position is called the  
'Laurentius' starting position.



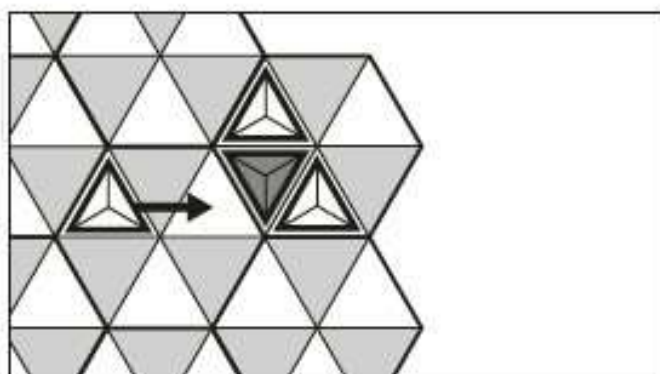
The player who removes the last piece of the opponent from the board wins the game.

Either player may resign at any moment letting the other player win.

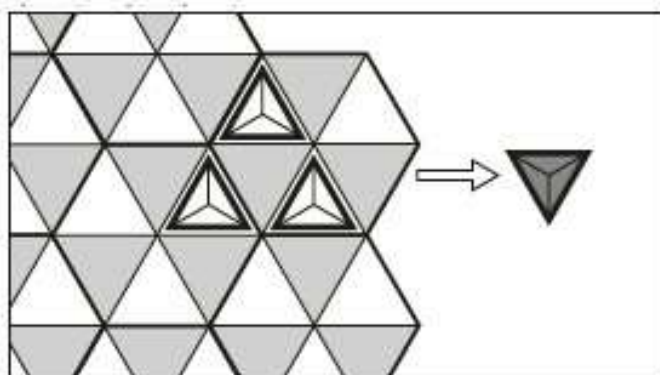


The black and white player take turns moving one piece at a time. White moves first.

White pieces can only move on the white fields.  
Black pieces can only move on the black fields.

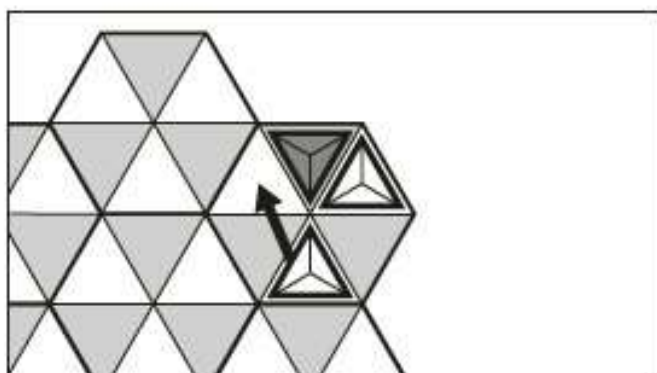


White encloses black.  
This action captures the black piece.

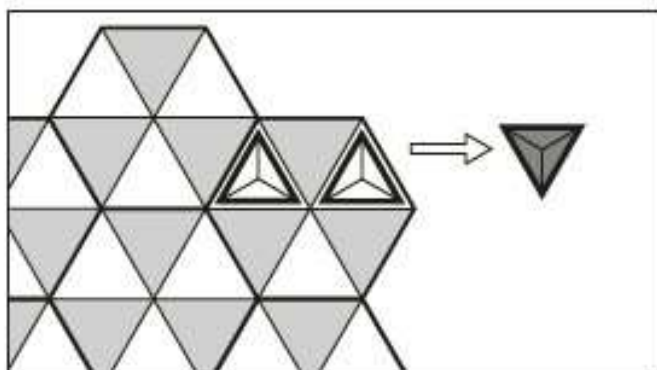


After being captured,  
the black piece is removed from the board.



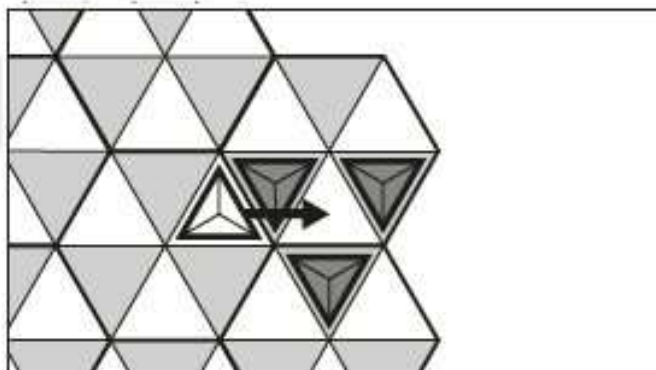


White encloses black.  
This action captures the black piece.

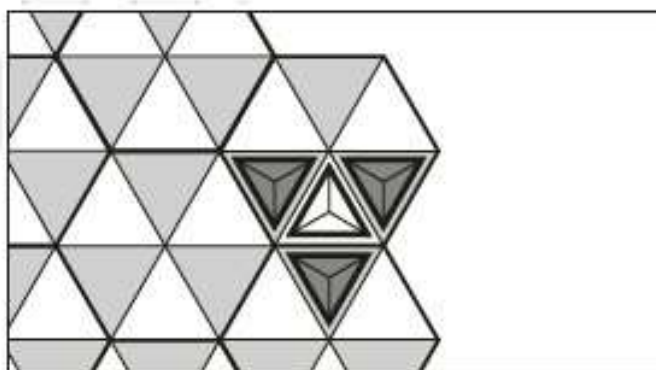


After being captured,  
the black piece is removed from the board.

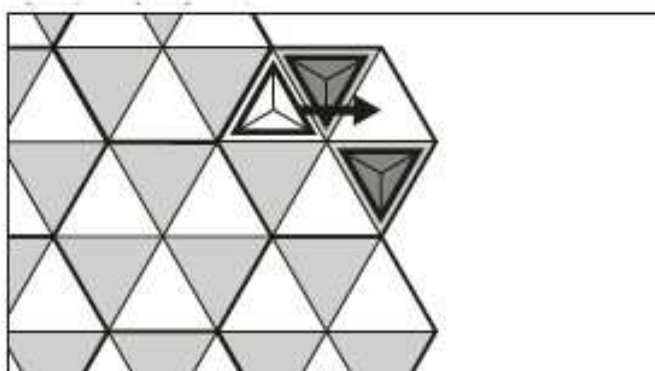
You cannot capture your own pieces, therefore:



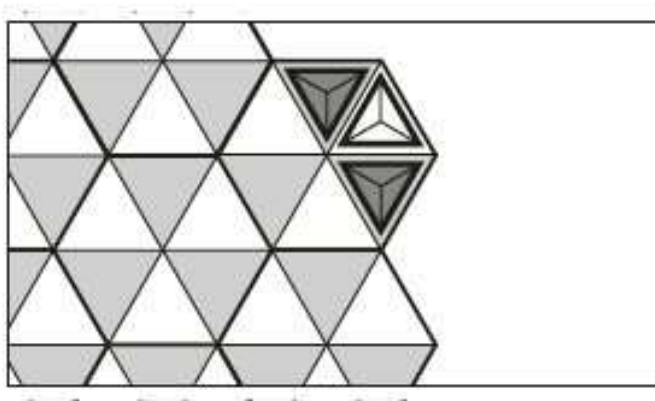
If white moves to an already enclosed field...



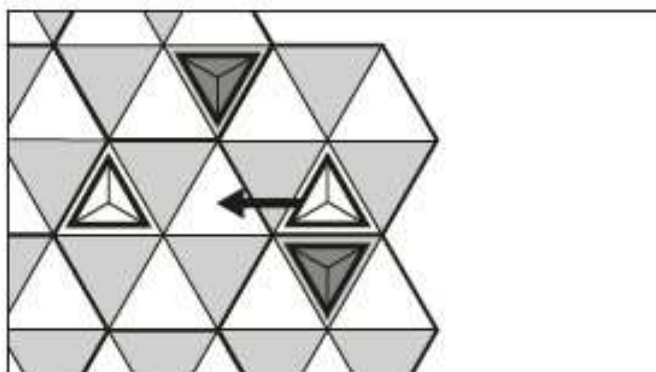
...white is not captured.



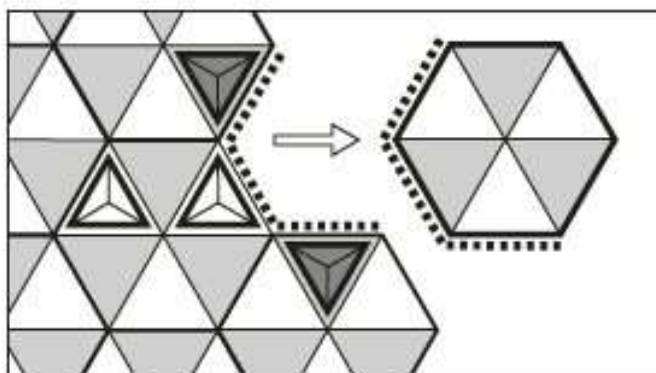
White moves to an already enclosed field.



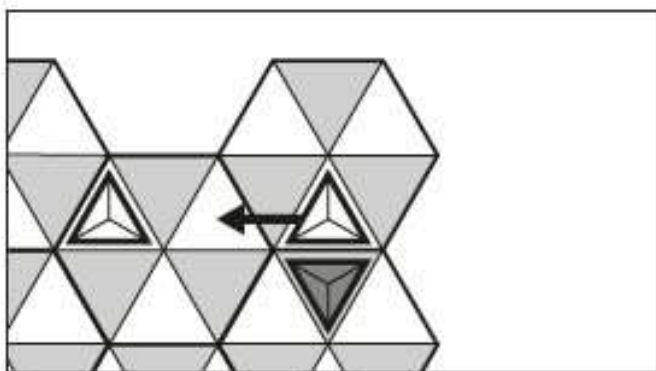
White is not captured.



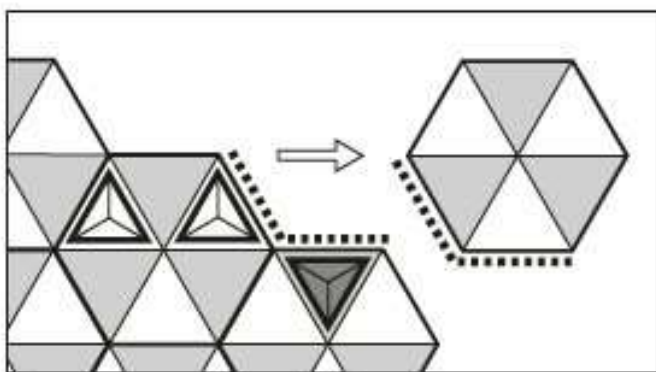
White moves, leaving an empty tile behind.



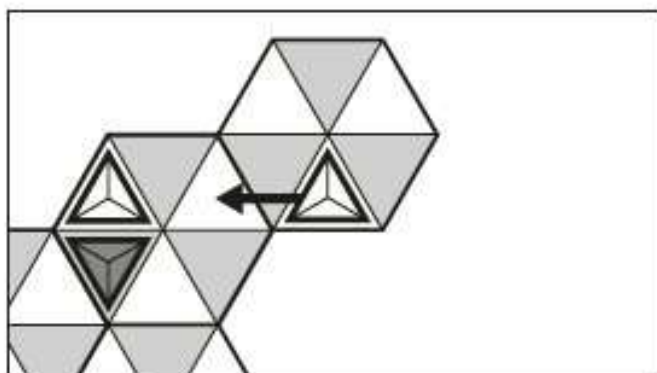
If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board.  
As white made the move, white collects this tile.



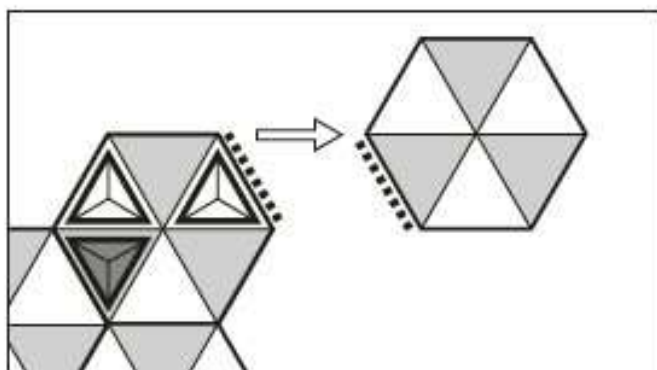
White moves, leaving an empty tile behind.



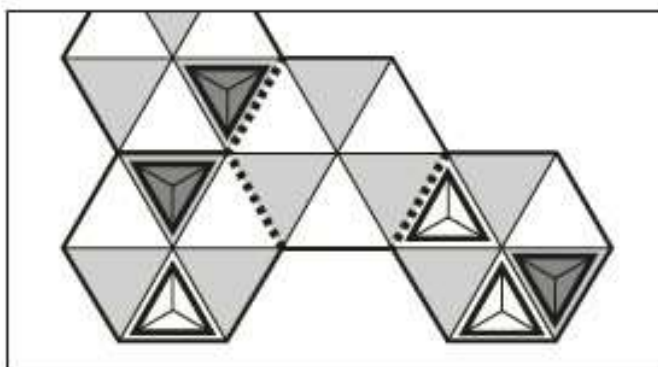
If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board. As white made the move, white collects this tile.



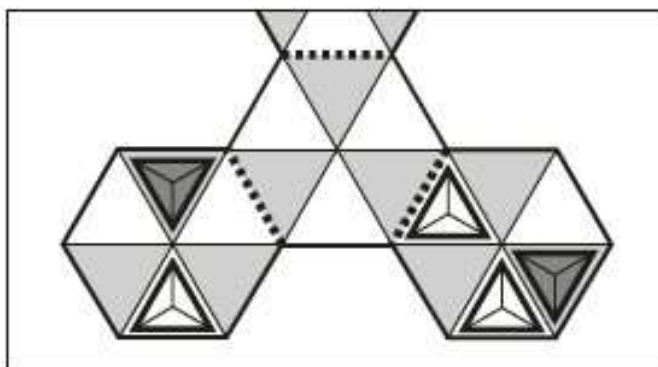
White moves, leaving an empty tile behind.



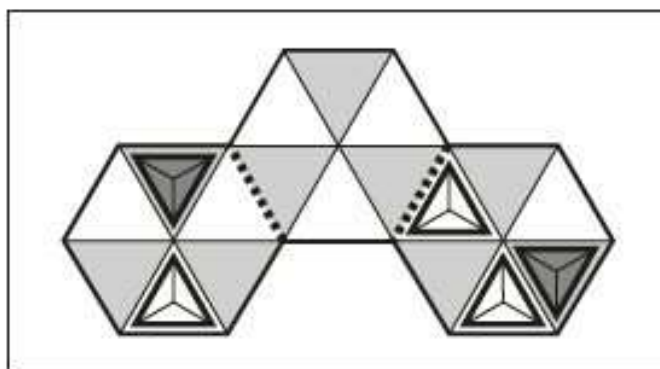
If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board. As white made the move, white collects this tile.



When a tile is left empty and it is attached to the board on 3 sides which are not adjacent, it is not removed from the board.



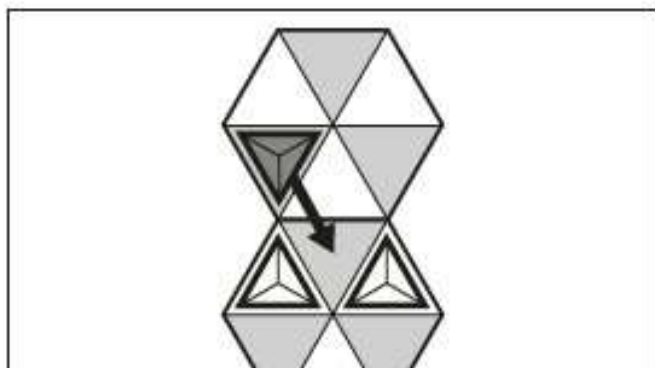
When a tile is left empty and it is attached to the board on 3 sides which are not adjacent, it is not removed from the board.



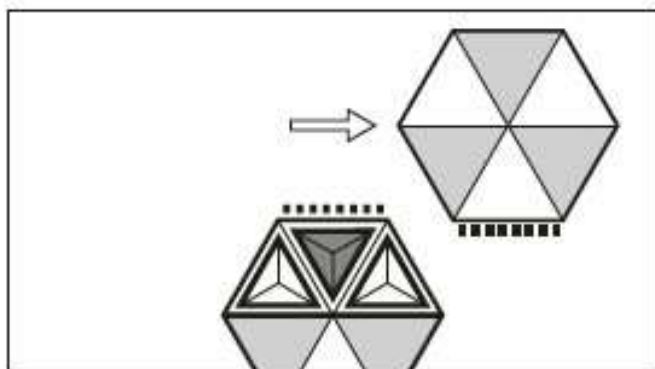
When a tile is left empty and it is attached to the board on 2 sides which are not adjacent, it is not removed from the board.



You cannot capture your own pieces, therefore:



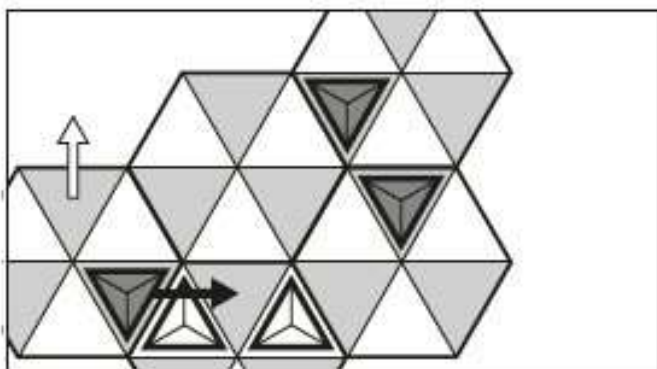
Black moves, leaving an empty tile behind.



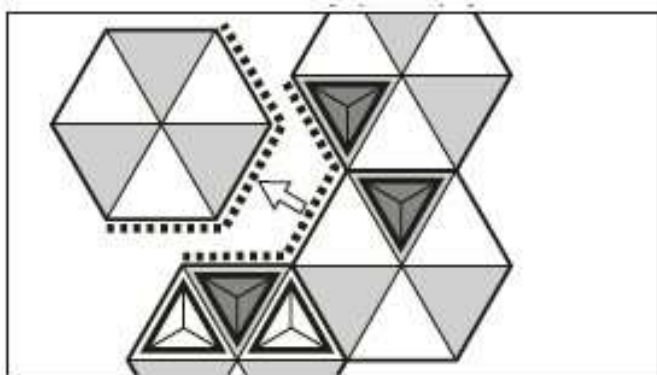
Black collects the tile.

Black is now enclosed, black is not captured.

You can collect multiple tiles in one turn.



Black moves, leaving an empty tile behind. This tile is collected by black.



After black collects the first tile,  
a second tile now needs to be removed.  
Black also collects this tile.

Two previously collected tiles can be exchanged for a piece of the opponent in a turn.

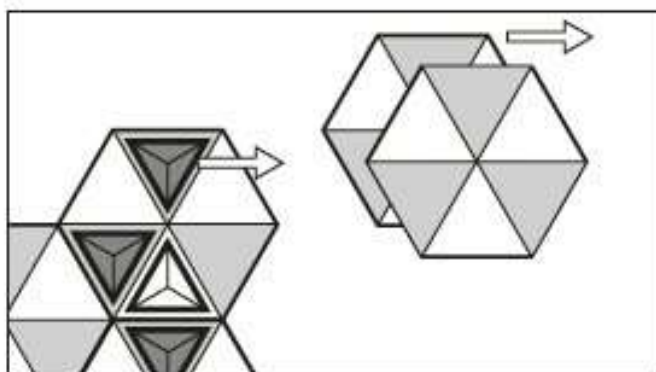
The player exchanging the two tiles can choose any piece of the opponent to remove from the board.

Exchanging tiles replaces moving a piece at the start of a turn.

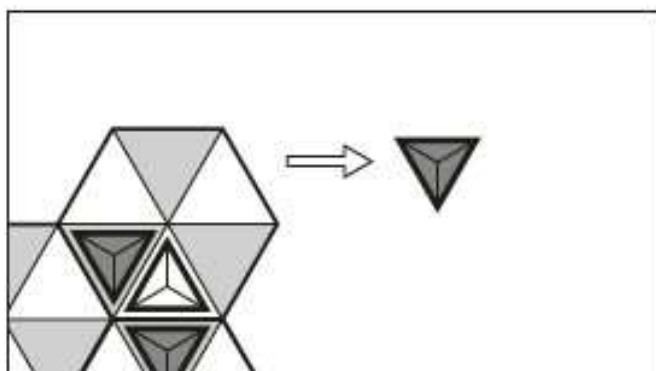
A player can collect any number of tiles, but can only exchange two tiles in one turn. The tiles that are exchanged for a piece of the opponent are removed from the game.

When a tile becomes empty as a result of removing a piece from that tile, and the tile is attached to the board by 3 or less adjacent sides, then this tile is removed from the game and is not collected by a player. Other empty tiles that should be removed, are also removed from the game.

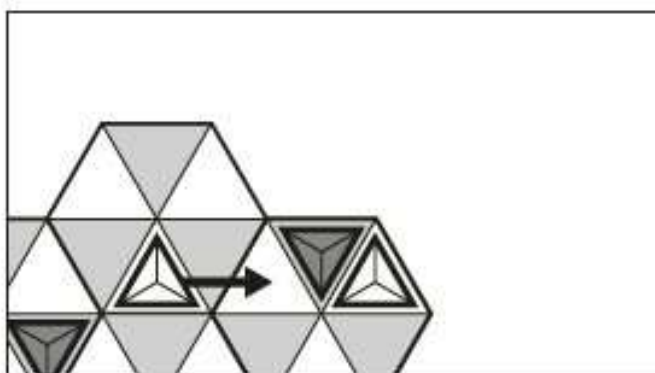
If a piece of the opponent is left enclosed after tile removal then that piece is captured.



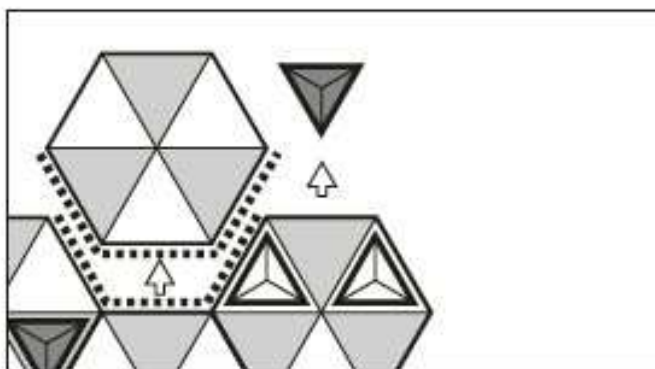
White exchanges two previously collected tiles for one black piece.



White chooses which black piece to remove.



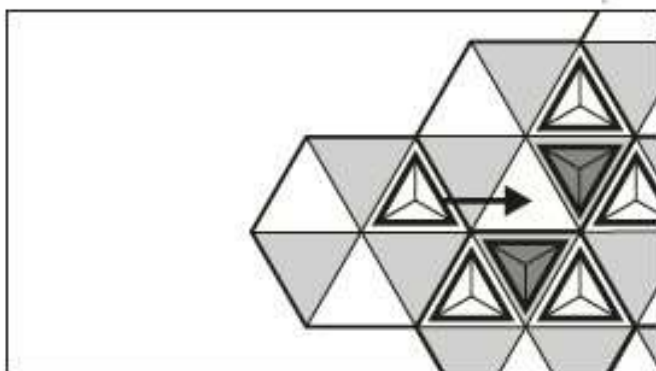
White moves, leaving an empty tile behind and encloses black.



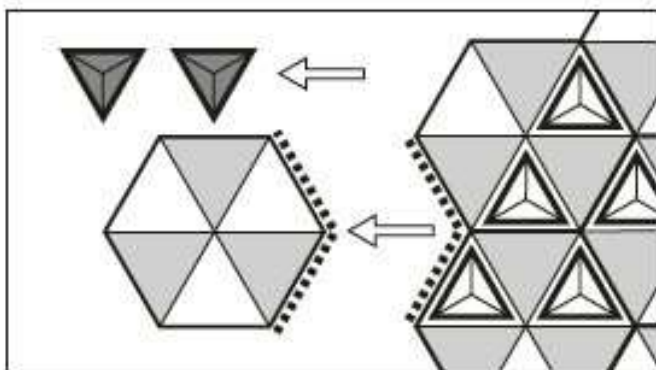
The empty tile, attached to the board by 3 adjacent sides, is removed from the board.

The white player collects this tile.

The white player captures the black piece.



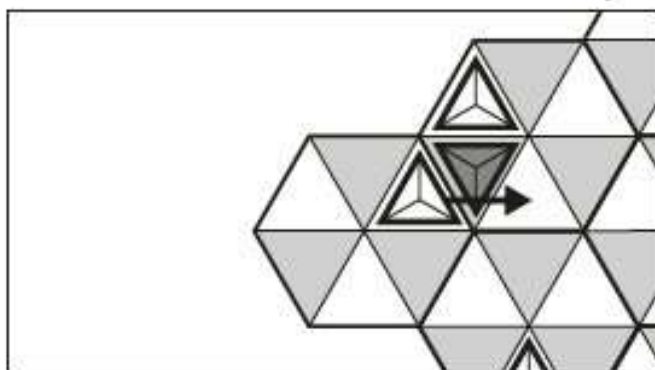
White moves, leaving an empty tile behind and encloses two black pieces.



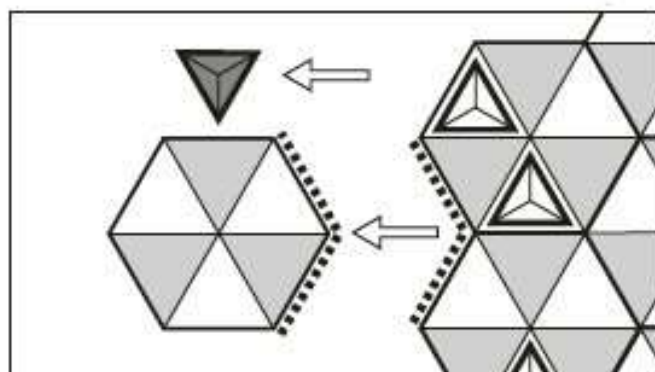
The empty tile, now attached to the board by 2 adjacent sides, is removed from the board.

The white player collects this tile.

The white player captures the two black pieces.



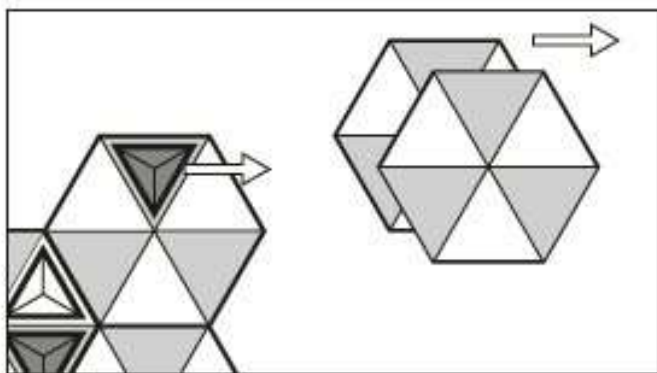
White moves, leaving an empty tile behind.



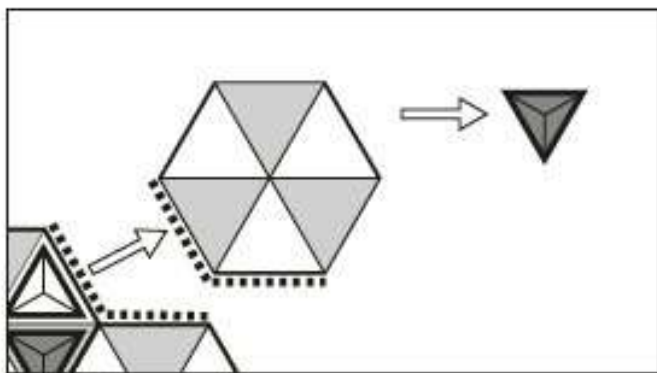
The empty tile, now attached on the board by only 2 adjacent sides, is removed from the board.

The white player collects this tile.

The white player now encloses the black piece and so captures the enclosed black piece.

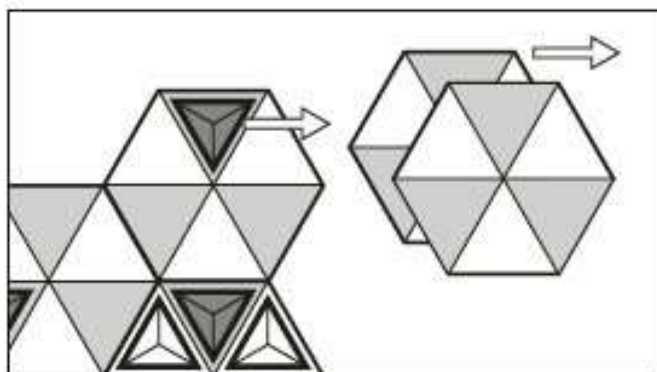


White exchanges two tiles,  
for one black piece.

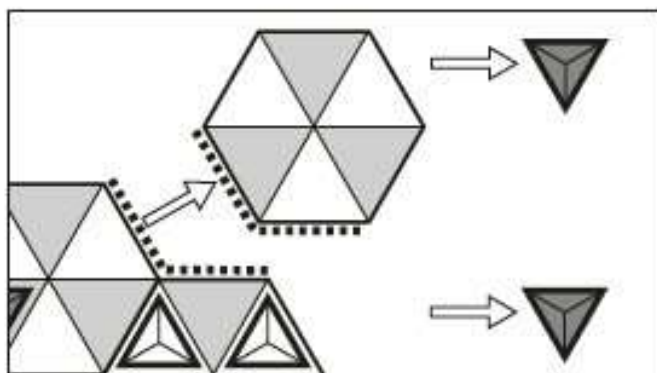


The now empty tile is  
removed from the game.  
The tile is not collected by white.





White exchanges two tiles,  
and removes one black piece.



This leaves an empty tile which is  
removed from the game.

The tile is not collected by white.

The newly enclosed black piece is also captured.

A turn consists of either:

1. Moving a piece.
2. If applicable, remove and collect empty tiles.
3. If applicable, remove any captured pieces.

or

1. Exchange two tiles.
2. Remove one of the opponent's pieces.
3. If applicable, remove empty tiles from the game.
4. If applicable, remove any captured pieces.

or

1. Resigning.

Skipping a turn is not allowed.

The optional rules presented here can be employed if both players agree to their use.

**Additional rule 'Cura':**



If, after a move, a piece threatens to capture an opponent's piece, the player making that move must say 'Cura' (attention).

**Substitute rule 'Exchanging one tile':**



Instead of exchanging two tiles for an opponent's piece, exchange one tile for one piece.