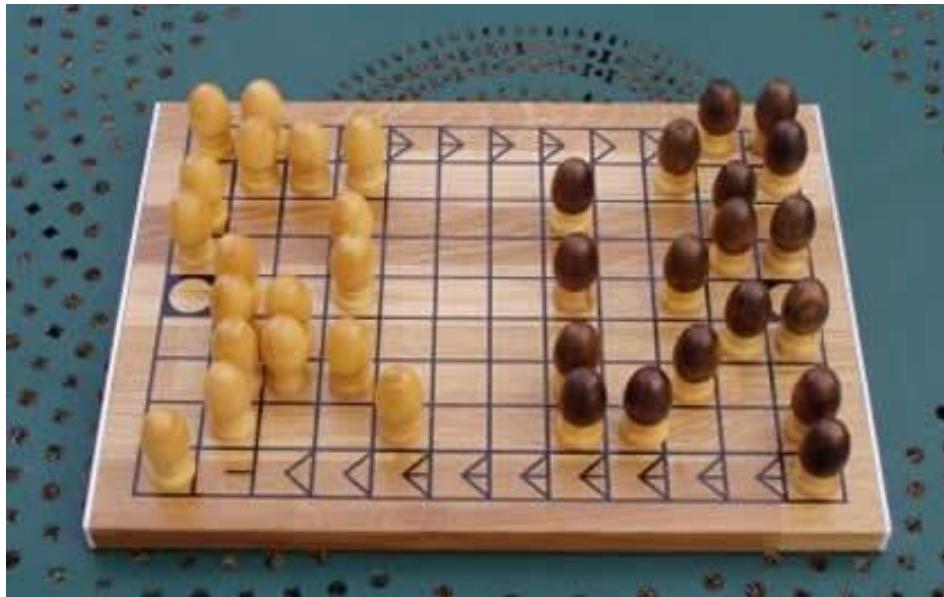


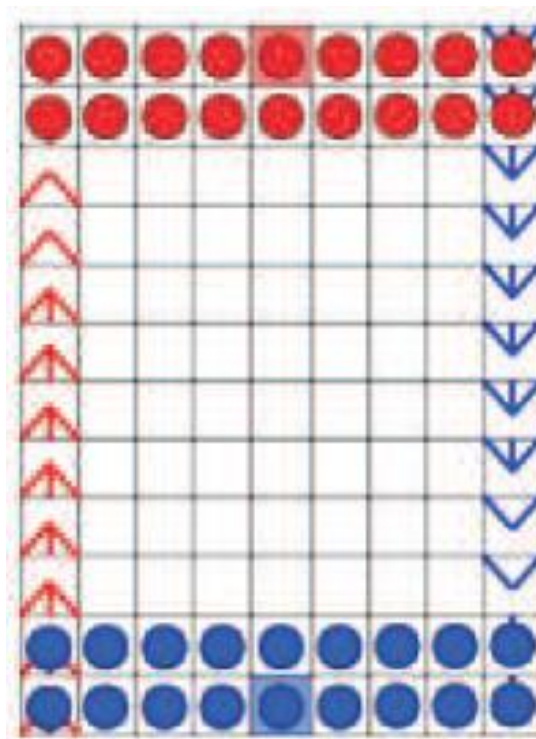
Le Coucou picard

2005, Emmanuel Tonetti, published at Alortujou.



The goal is to place one of your eggs in the opponent's nest (symbolized by the colored square).

At the start of the game, the pieces are arranged as shown,



Players take turns moving one friendly egg.

The possible movements of the eggs depend on their row, as indicated in the right-hand column of each side.

- In the first two rows, eggs may move forward by one square only.
- In the third and fourth rows, eggs may move diagonally by one square only.
- From the fifth to the eleventh rows, eggs may move forward by one square or diagonally by one square.

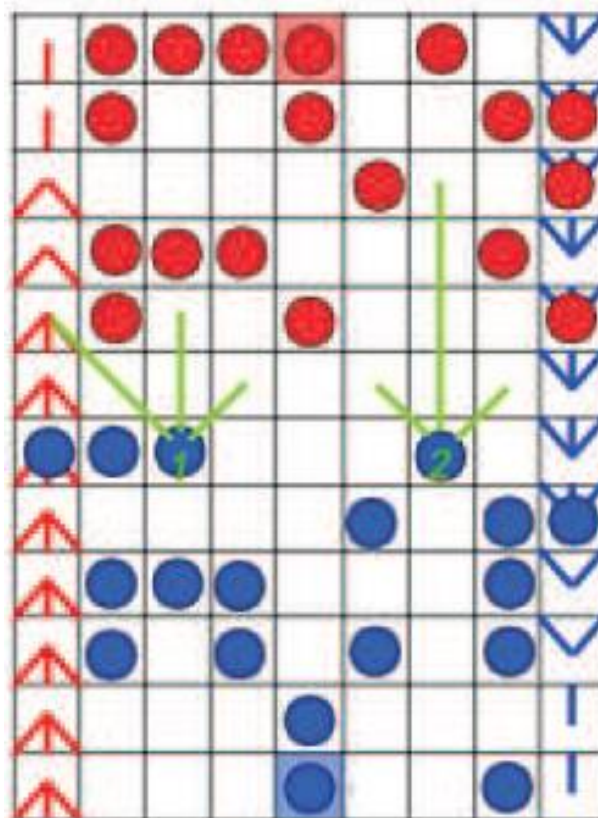
Fast Move. From the fifth to the eleventh rows, eggs may also make a fast move. An egg can move straight ahead by as many squares as there are eggs in its starting row.

Example: an egg located on row 6 with four other eggs in that same row can move by 1, 2, 3, or 4 squares — reaching up to row 10 at most.

Normal Move. During such a move:

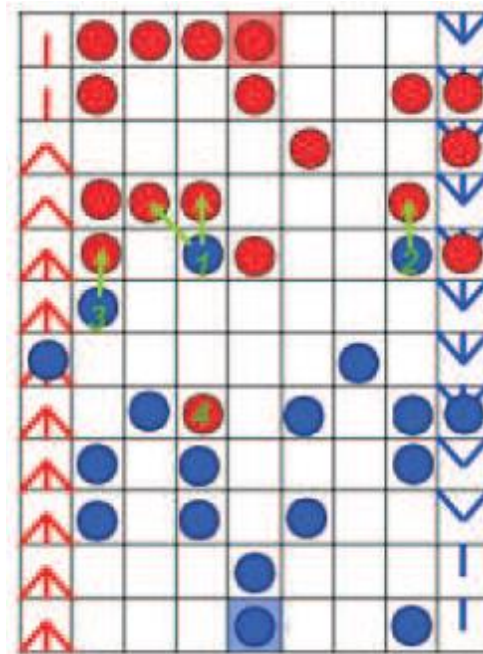
- It is forbidden to capture opposing eggs.
- It is forbidden to jump over other eggs (friendly or opposing).
- It is forbidden to enter the opponent's nest.

In the example shown, pieces 1 and 2 could move to any of the squares indicated by the green lines.



Capture. To capture an opposing egg, simply land on its square through a normal move — capturing is mandatory. It is forbidden to capture sideways or backward.

In the example shown, the blue player must make one of the captures indicated by a green arrow. The red piece no. 4 cannot be captured this turn, since the blue pieces surrounding it cannot reach it with a normal move.



Goal. The winner is the first player to place one of their eggs in the opponent's nest.

Ref: <https://escaleajeux.fr/?principal=/jeu/couco>