

MORELLI

A board game by Richard Moxham

Quick Start Guide

For more detail, follow cross-references to full Official Rules [O.R.]

- Morelli is a game of skill for two players: Black and White.
- It is played on a 13x13-cell square board whose concentric bands (starting with Red at the outside) are coloured in the shades of the rainbow.
- Each player has 24 reversible black/white stones, his own colour showing uppermost at the start, and a tower of his own colour.
- All stones are initially deployed on the Red band, in one of three possible start modes [O.R. 2.2–2.6]. The towers are not deployed at all at the beginning of the game.
- The players take alternate turns, Black going first.
- The winner is the player whose tower occupies the Centre (the single violet square) at the moment when the game ends.
- The game ends as soon as one of the players, *on his turn*, has no legal move (or at any earlier time by agreement).
- A legal move consists of sliding one stone any number of unoccupied squares along an orthogonal or diagonal line, onto a band closer to the Centre than the band it stood upon before the move [O.R. 4.2].
- In addition to a move (compulsory), a turn *may* go on to include one or more captures, or an occupation of the Centre, or [O.R. 6.4–6.7] a combination of these.
- Captures [O.R. 6.1–6.3] are achieved by flanking an enemy stone, either orthogonally or diagonally, with two friendly ones. A captured stone is flipped and switches allegiance accordingly.
- An occupation of the Centre [O.R. 5.1–5.4] is achieved by creating a square of any size with four friendly stones, centred upon the violet cell. This entitles the player responsible to install his tower in the Centre, evicting the enemy tower if applicable.
- If the Centre remains unoccupied right to the end, the game is drawn.