

Rules of Coerceo
by Coerceo Company

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RULES OF COERCEO

V.021

Coerceo游戏规则

Language: English / Chinese

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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.

We hope that
you will enjoy the game!

有关Coerceo

Coerceo是一个供2人进行的策略桌面游戏。其名称“

Coerceo”是拉丁语“包围”的意思。游戏规则简单，只需数分钟即可上手。游戏目标是将对手的所有棋子全部捕获。当一个棋子被捕获时，把它从版图上移除。在游戏进行过程中，版图也会因为板块被移除而逐渐变小。这意味着对手永远不会离你太远。本书即为Coerceo的游戏规则书。

如果您对本游戏有任何疑问，可以通过网站www.coerceo.com联系我们。

祝您游戏愉快。

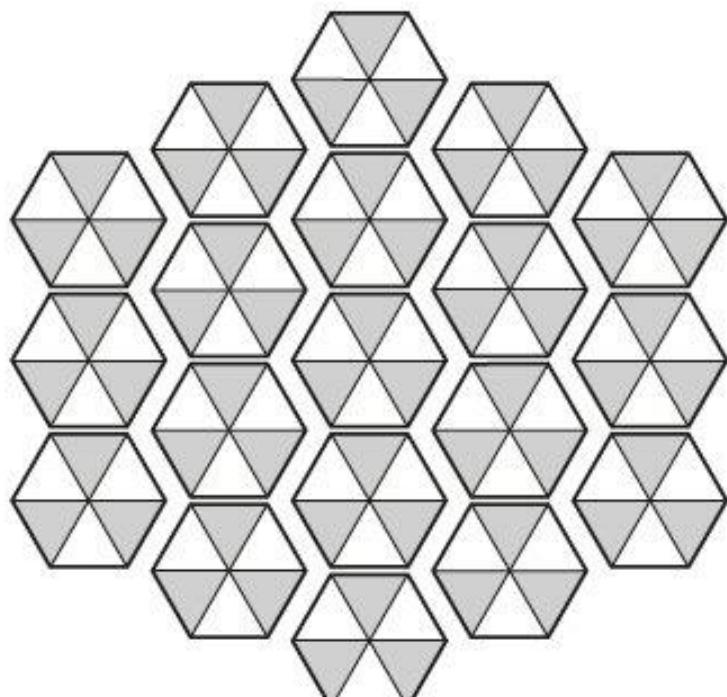
1x booklet 'Rules of Coerceo'



18 x black piece



18 x white piece



19 x tile

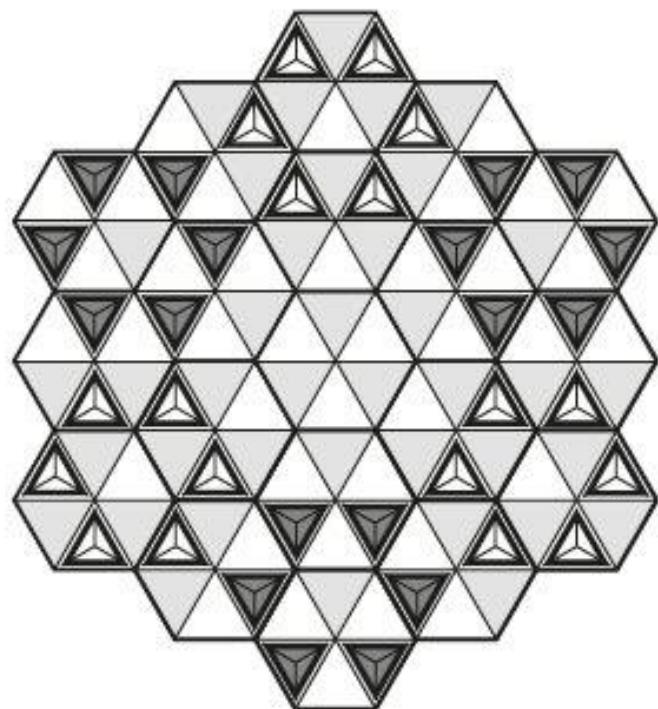
游戏配件

1本规则书

18个黑色棋子

18个白色棋子

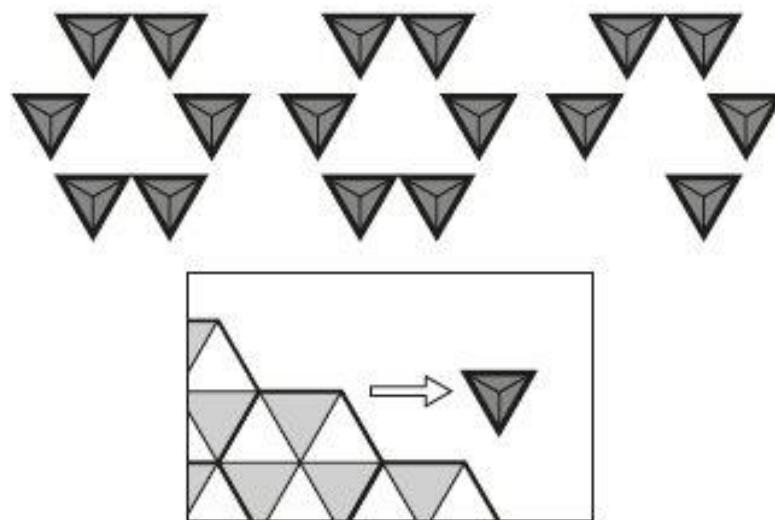
19个板块



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

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

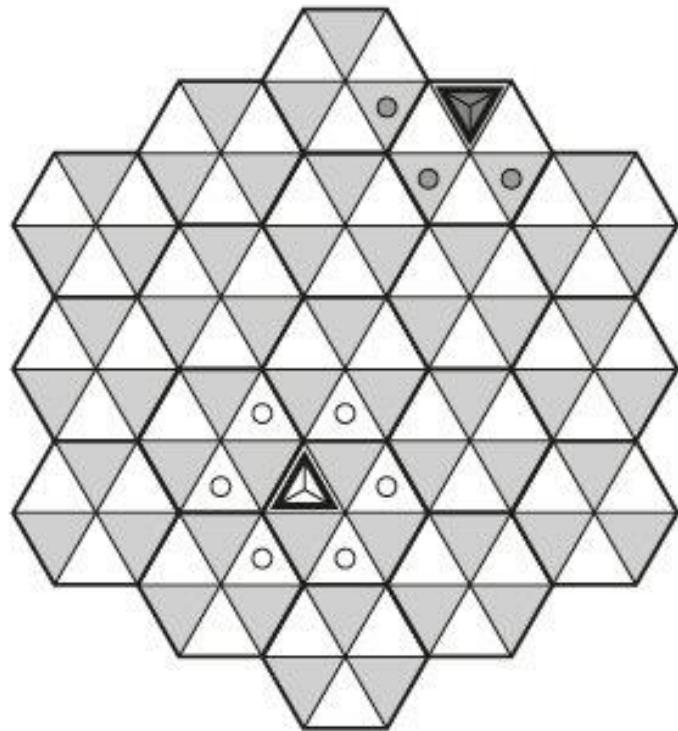
把18个白色棋子放在白色区域上，18个黑色棋子放在黑色区域上，
初始位置被称为“Laurentius”初始位置。



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.

当一名玩家将对手的最后一个棋子移出版图时即可获胜。玩家也可在任何时候宣布投降，他的对手获胜。

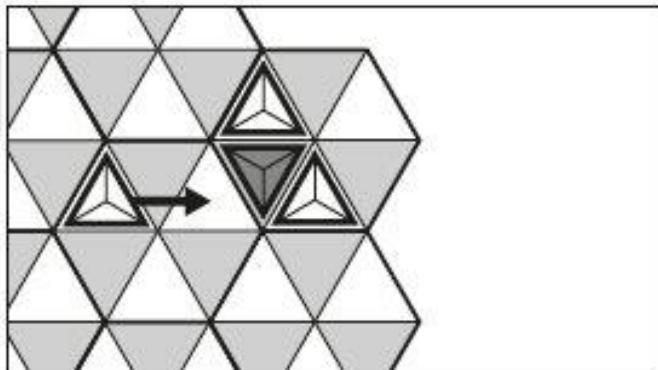


The black and white player take turns moving one piece at a time. White moves first.

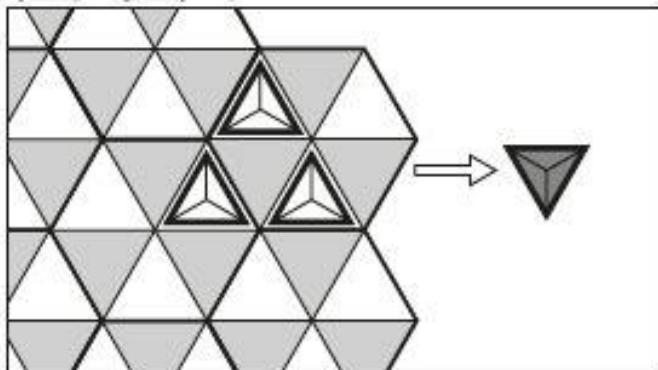
White pieces can only move on the white fields. Black pieces can only move on the black fields.

移动棋子

黑色和白色玩家轮流移动棋子，每次只能移动1个棋子。白色玩家为先手。白色棋子只能移动到白色区域，黑色棋子只能移动到黑色区域。



White encloses black.
This action captures the black piece.

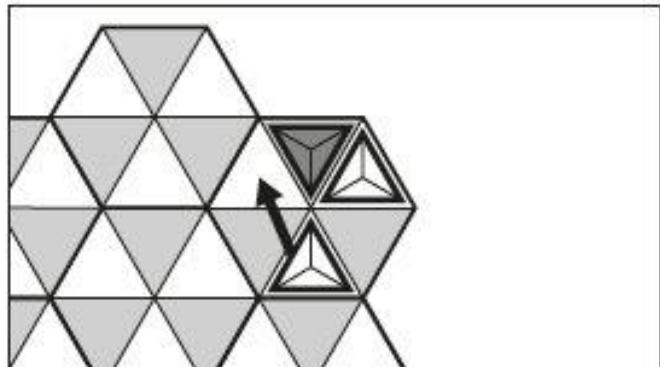


After being captured,
the black piece is removed from the board.

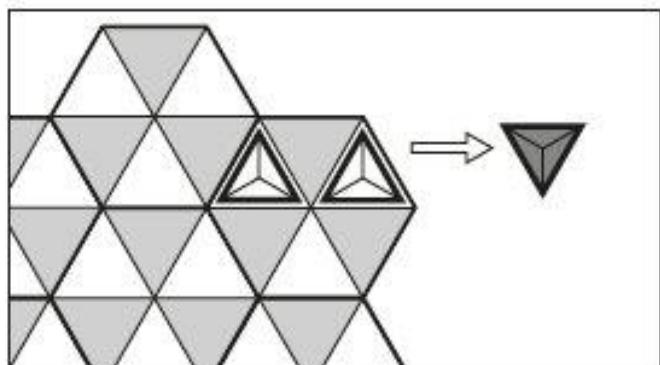
捕获棋子

白色棋子包围黑色，这个动作将使黑色棋子被捕获。

被捕获后，黑色棋子从版图上移出。



White encloses black.
This action captures the black piece.



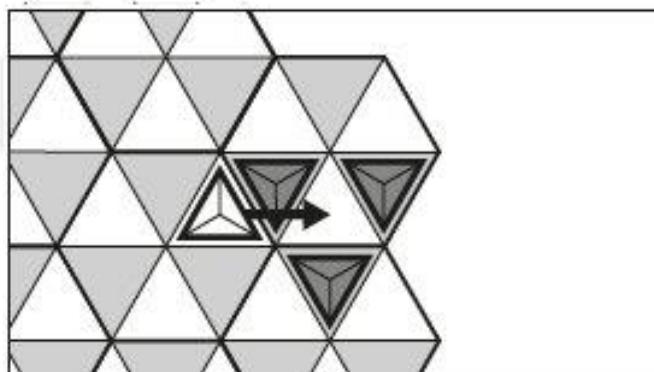
After being captured,
the black piece is removed from the board.

捕获棋子

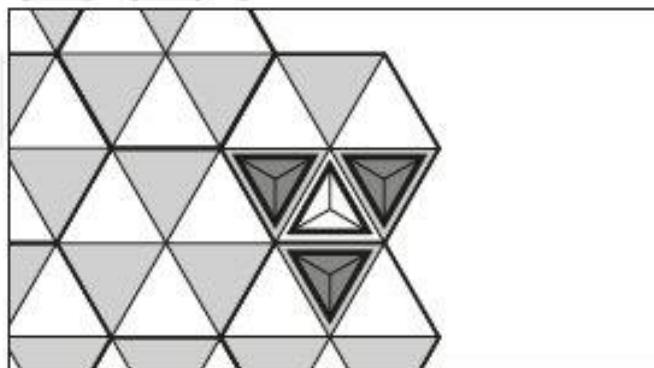
黑色棋子包围白色，这个动作将使白色棋子被捕获。

被捕获后，白色棋子从版图上移出。

You cannot capture your own pieces, therefore:



If white moves to an already enclosed field...



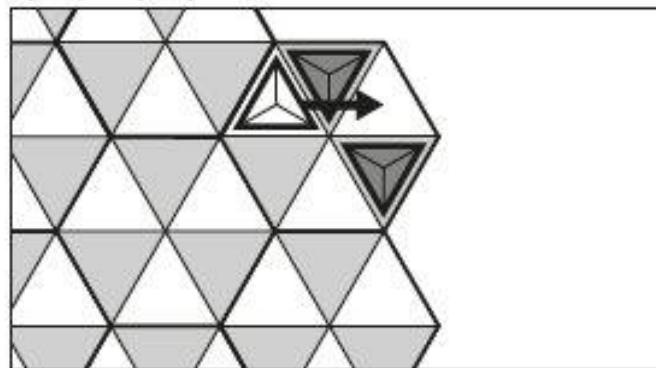
...white is not captured.

移动进入中立区域

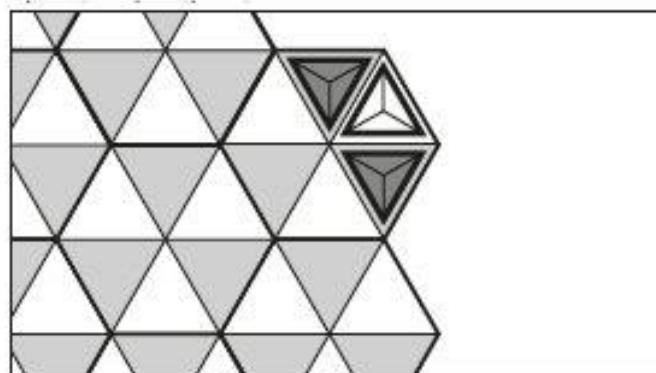
你不能够捕获自己的棋子，所以

如果白色棋子移入一个已被包围的区域

白色棋子并不会被捕获



White moves to an already enclosed field.

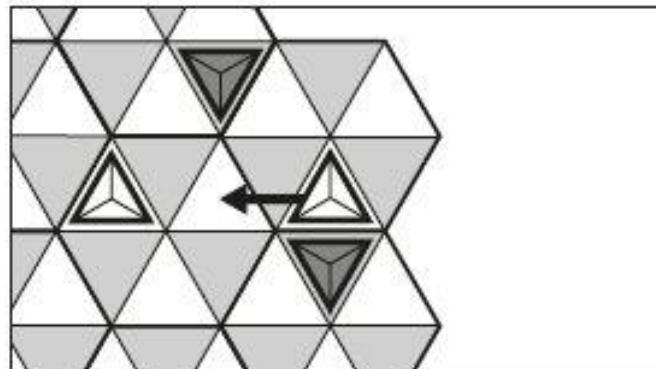


White is not captured.

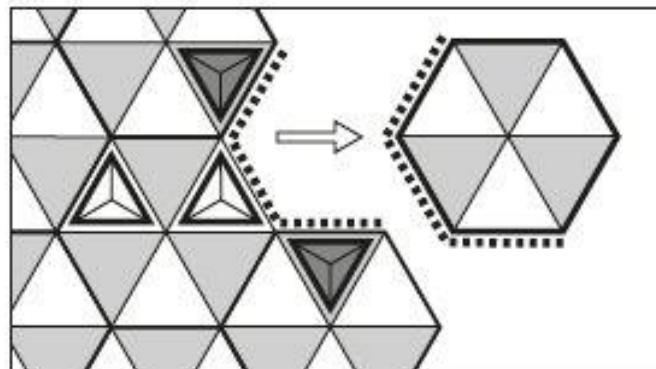
移动进入中立区域

白色棋子进入一个已被包围的区域

白色棋子不会被捕获



White moves, leaving an empty tile behind.

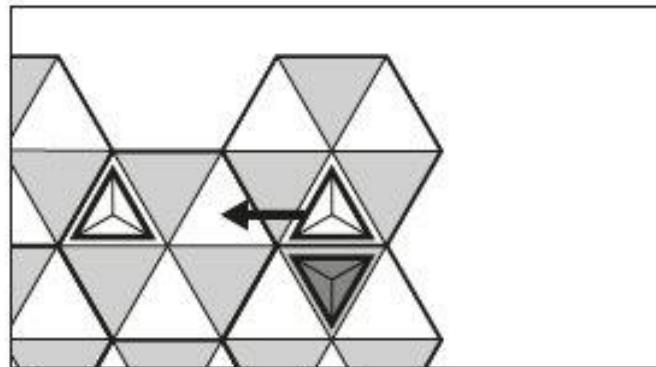


If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board.
As white made the move, white collects this tile.

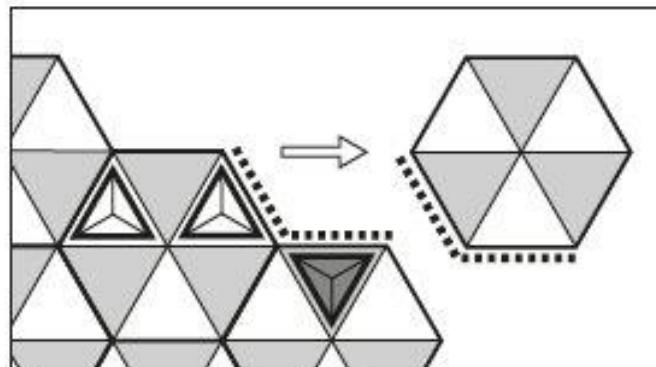
白色棋子移动，并留下一个空板块。

如果这个空板块此时只有3个或者更少个相邻的边与版图相连，则必须把此板块移出版图。

由于白色玩家移动导致这次移除，白色玩家获得这个板块



White moves, leaving an empty tile behind.



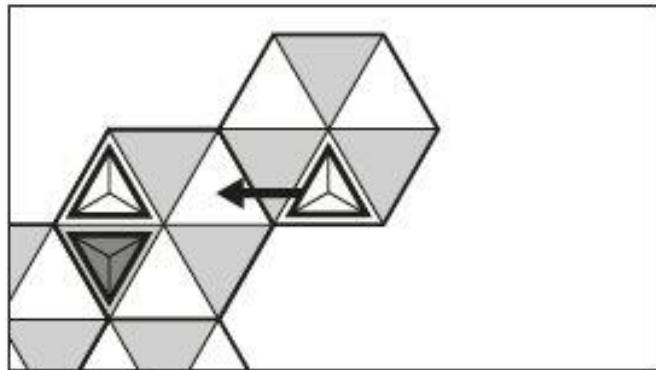
If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board.

As white made the move, white collects this tile.

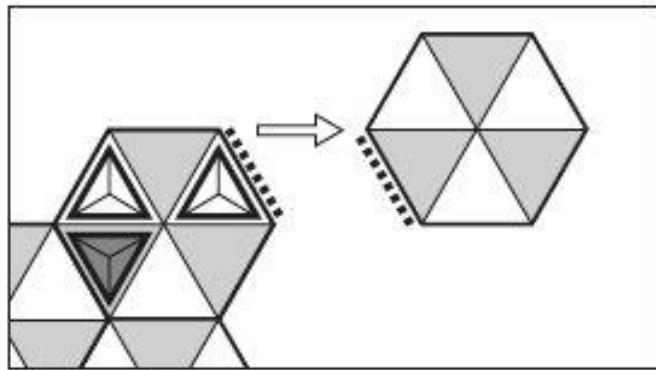
白色棋子移动，并留下一个空板块。

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White moves, leaving an empty tile behind.

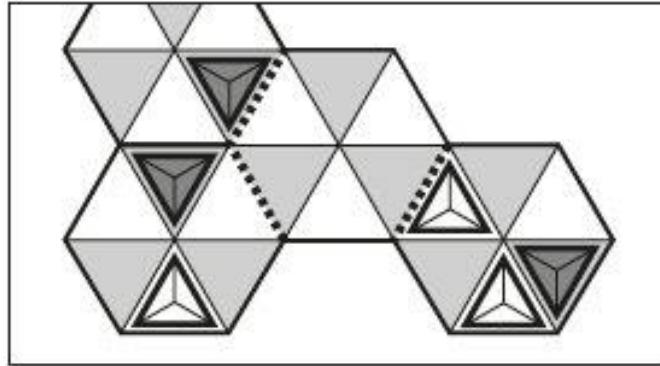


If the empty tile is now attached to the board by 3 or less adjacent sides, it must be removed from the board.
As white made the move, white collects this tile.

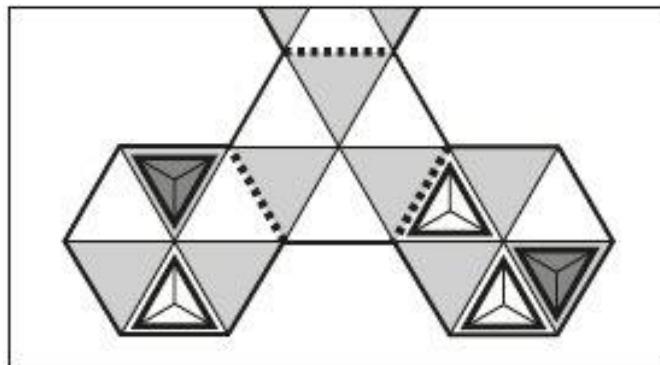
白色棋子移动，并留下一个空板块。

如果这个空板块此时只有3个或者更少个相邻的边与版图相连，则必须把此板块移出版图。

由于白色玩家移动导致这次移除，白色玩家获得这个板块



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.

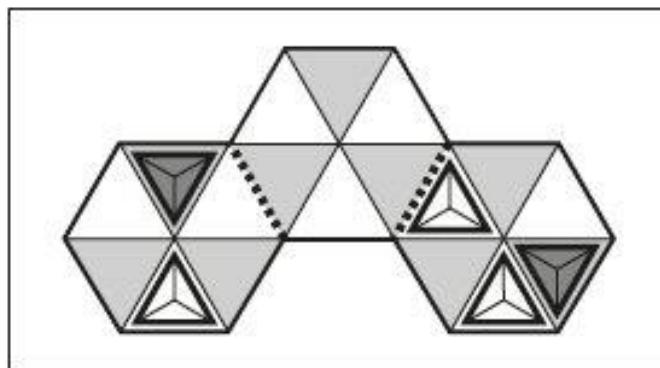


When a tile is left empty and it is attached to the board on 3 sides which are not adjacent, it is not removed from the board.

板块移除

当一个空板块与版图所连接的3个边不相邻时，则不把板块移出版图。

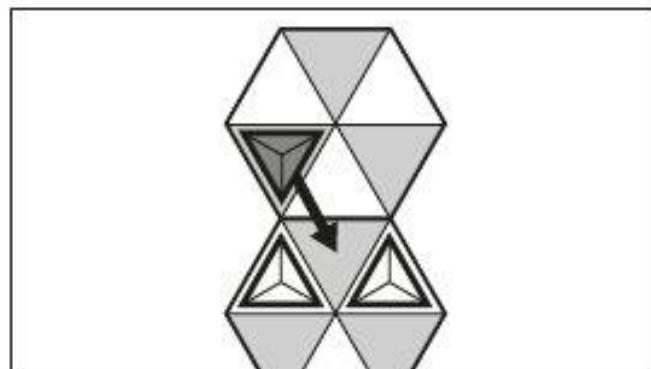
当一个空板块与版图所连接的3个边不相邻时，则不把板块移出版图。



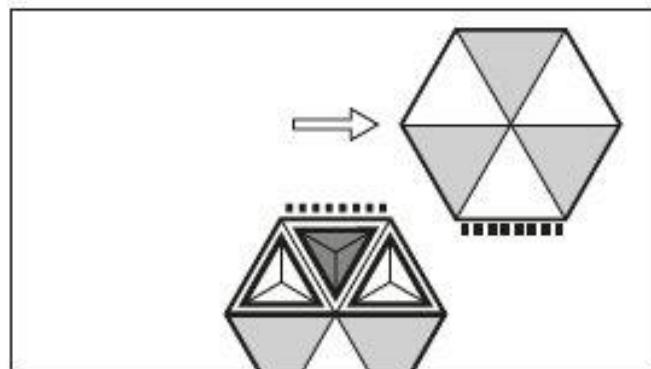
When a tile is left empty and it is attached to the board on 2 sides which are not adjacent, it is not removed from the board.

当一个空板块与版图所连接的2个边不相邻时，则不把板块移出版图。

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.

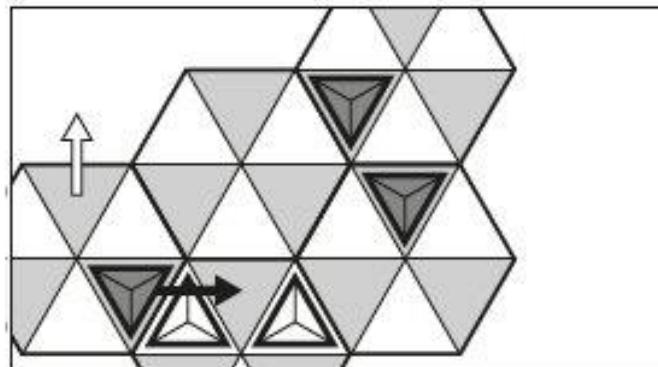
板块移除后进入中立区域

你不能捕获自己的棋子，所以：

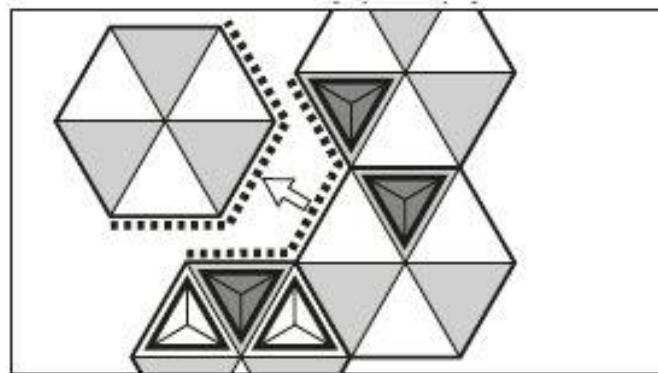
黑色棋子移动，并留下一个空板块。

黑色玩家获得这个板块。
现在黑色棋子被包围，但是不会被捕获。

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.

移除多个板块

你可以在一次行动中获得多个板块

黑色棋子移动，并留下一个空板块。黑色玩家获得这个版块。

在黑色玩家获得第一个板块后，第二个板块也将从版图上移除，并且也被黑色玩家获得。

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.

板块交易

玩家可以使用之前获得的2个板块与对手的一个棋子交换。每轮只能进行一次板块交易。

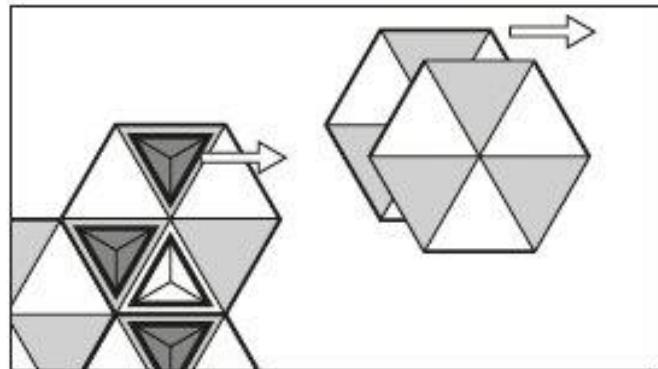
进行板块交易的玩家支付2个板块，并选择对手的任何一个棋子，将其移出版图。

若进行板块交易动作，那么本轮不能移动棋子。

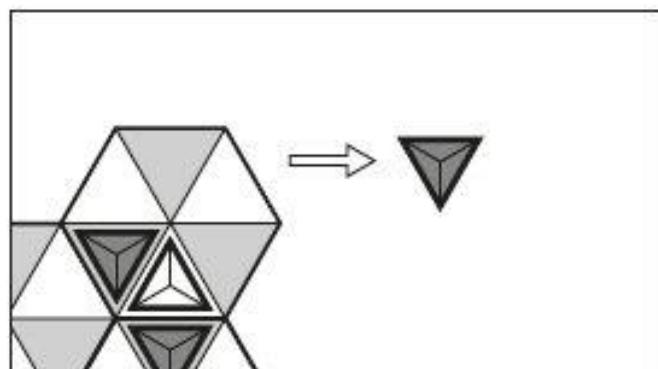
玩家可以拥有任意数量的板块，但是每轮只能支付2个板块。用于板块交易的2个板块被移出游戏。

当板块交易的动作导致某个板块成为空板块，并且该板块此时只有3个或者更少个相邻的边与版图相连，此时这个板块将被移出游戏，不被任何一个玩家获得。若多个板块都被移除，则它们也都移出游戏。

如果某个棋子因为板块交易而被包围，则这个棋子会被捕获。



White exchanges two previously collected tiles for one black piece.

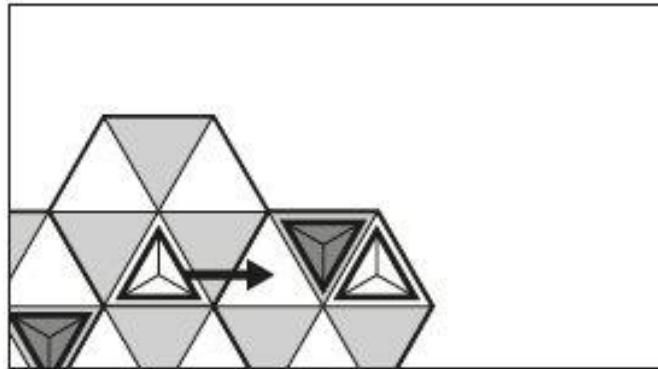


White chooses which black piece to remove.

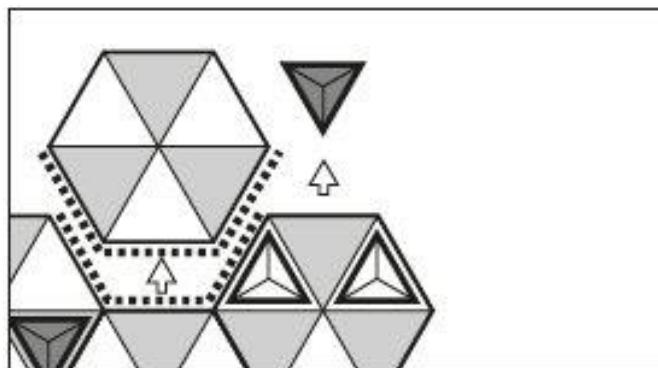
行动示例：板块交易

白色使用2个之前获得的板块进行板块交易，并选择一个黑色棋子。

选定的黑色棋子被移出游戏。



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

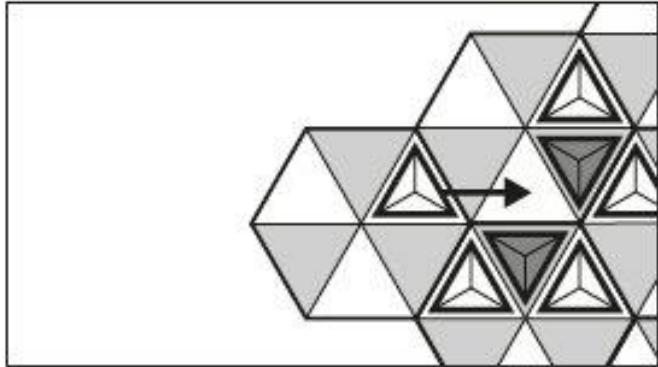


The empty tile, attached to the board by 3 adjacent sides, is removed from the board.
The white player collects this tile.
The white player captures the black piece.

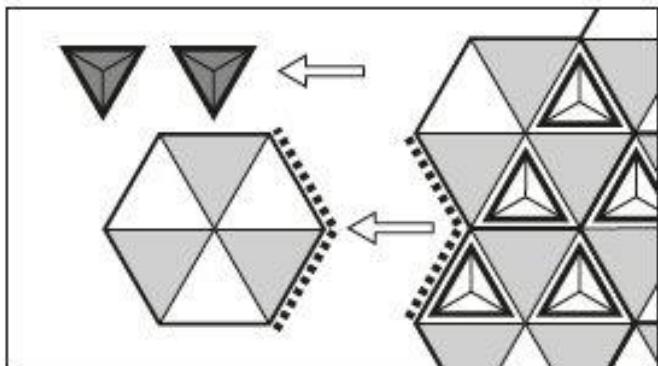
行动示例：获得板块+捕获棋子

白色棋子移动，留下一个空板块并且包围一个黑色棋子。

此空板块只有3个相邻的边与版图连接，因此被移出版图并由白色玩家获得。并且白色玩家捕获黑色棋子。



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

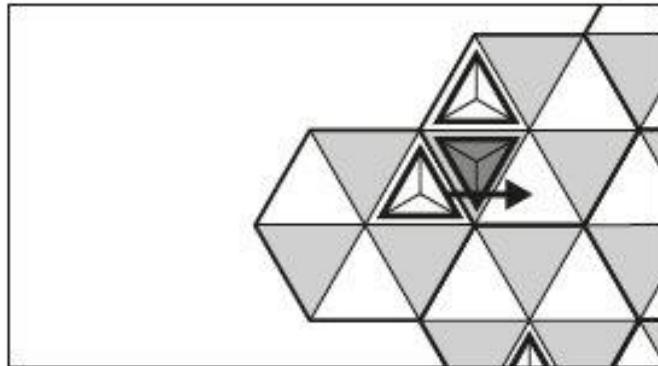


The empty tile, now attached to the board by 2 adjacent sides, is removed from the board.
The white player collects this tile.
The white player captures the two black pieces.

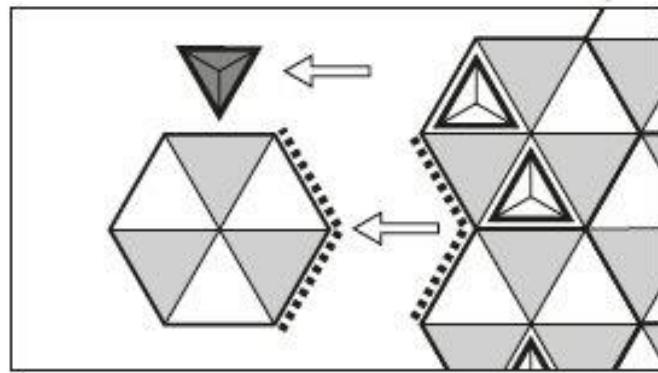
行动示例：获得板块+捕获2个棋子

白色棋子移动，留下一个空板块并且包围2个黑色棋子。

此空板块只有2个相邻的边与版图连接，因此被移出版图并由白色玩家获得。并且白色玩家捕获2个黑色棋子。



White moves, leaving an empty tile behind.

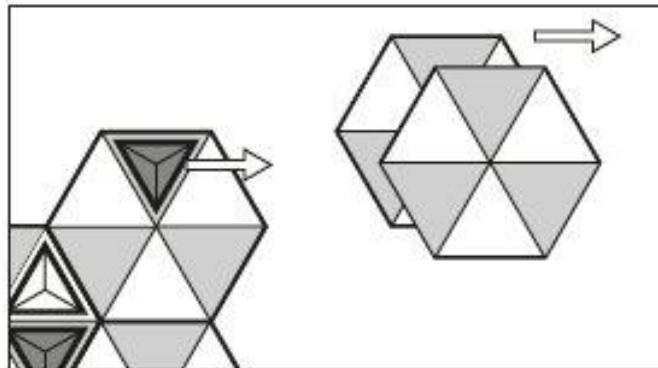


The empty tile, now attached on the board
by only 2 adjacent sides, is removed from the board.
The white player collects this tile.
The white player now encloses the black piece
and so captures the enclosed black piece.

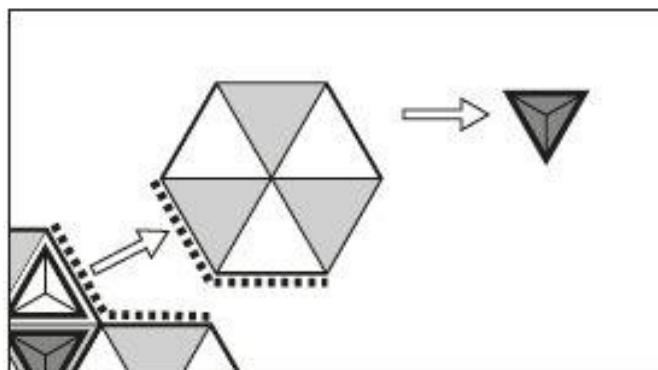
行动示例：获得板块+捕获

白色棋子移动，留下一个空板块。

此空板块只有2个相邻的边与版图连接，因此被移出版图并由白色玩家获得。白色玩家现在包围了黑色玩家的一个棋子，因此将其捕获。



White exchanges two tiles,
for one black piece.

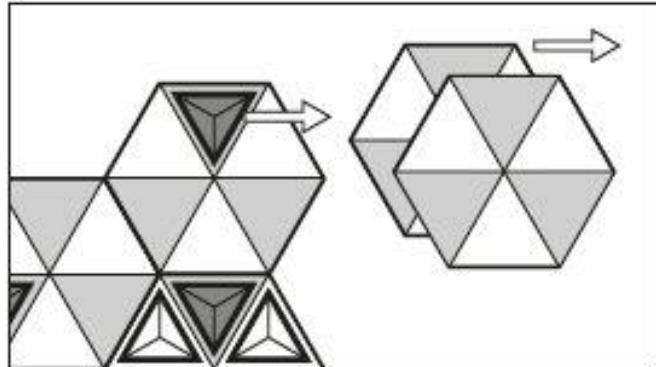


The now empty tile is
removed from the game.
The tile is not collected by white.

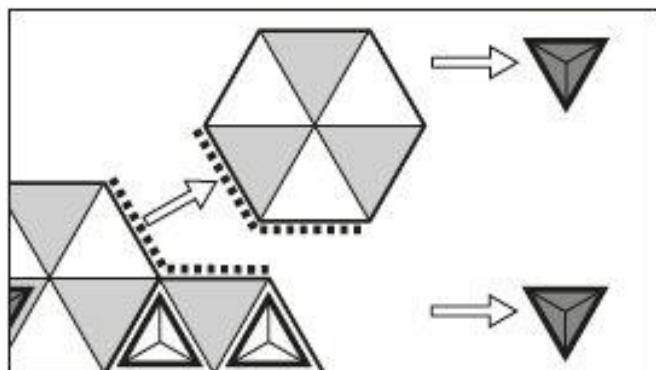
行动示例：板块交易+板块移除

白色玩家用2个板块交换1个黑色棋子。

空板块被移出版图，(板块)不被白色玩家获得。



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.

行动示例：板块交易+板块移除+捕获

白色玩家用2个板块交换1个黑色棋子并将其移出版图。

形成的空板块被移出游戏，而不会被白色玩家获得。

此时被包围的黑色棋子被白色捕获。

行动流程总结

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.

Skiping a turn is not allowed.

每轮行动为以下几种情况选择一种

1. 移动一个棋子
2. 如果可能，移除并获得空板块。
3. 如果可能，移除被捕获的棋子。

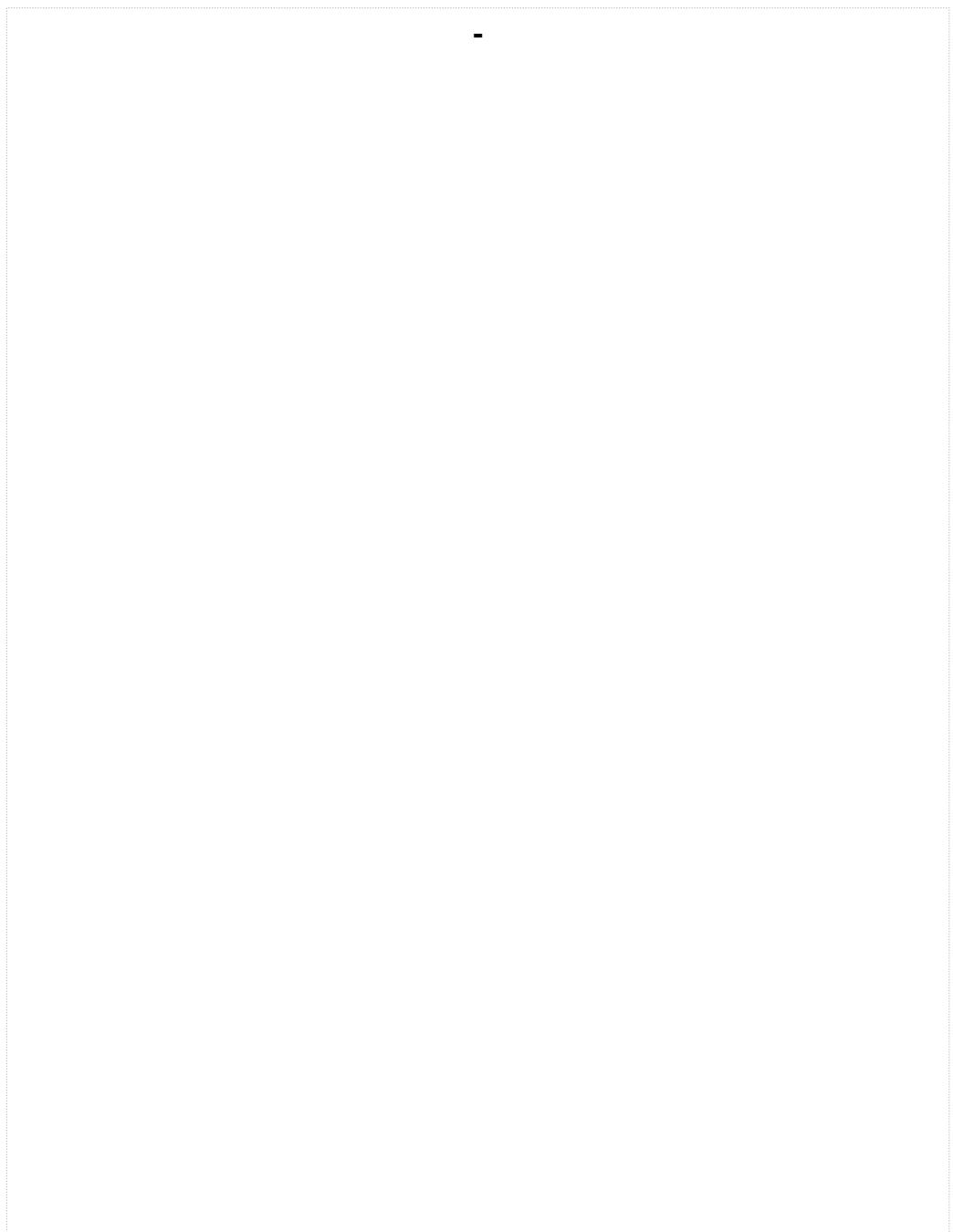
或者

1. 交出2个板块。
2. 移除1个对手的棋子。
3. 如果可能，将空板块移出游戏。
4. 如果可能，移除被捕获的棋子。

或者

1. 投降

不允许跳过一轮不进行行动。



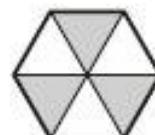
The optional rules presented here can be employed if both players agree to their use.

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.

可选规则

以下可选规则可以在双方同意下加入游戏。

额外规则： Cura

如果在一次移动之后，一个棋子有被对手棋子捕获的威胁，那么进行移动的玩家必须说“Cura”（即“注意”）。

替换规则“交易1个板块”

执行交易板块时只需支付1个板块而非2个。

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