

CIRONDO®

The Ultimate Game of Offence, Defence & Sacrifice

RULES

OBJECT OF THE GAME

Conquer the galaxy by eliminating your opponent(s) from the board. This can be achieved by a vast array of strategies using your Planets, Moons and Solar Systems (known collectively as Stellar) to skillfully attack opponent(s).



SETTING UP 2 PLAYER GAME

At the start of the game each player occupies one half of the board. Each player has a specific number of stellar of one colour (either gold or silver).

16 PLANETS  16 MOONS  4 SOLAR SYSTEMS 

The PLANETS are set up around the outer ring (orbit) of one half of the board and the MOONS around the next inner ring (orbit) in the same half. All four SOLAR SYSTEMS are placed together in their own area in the centre of the board (the void). The game is now set to play.

GETTING STARTED

To start the game, each player in turn moves one of their moons one space towards the centre of the void. Moons can only move forwards one space at a time and can only take a piece moving one space forwards diagonally. As play progresses the planets can be used to defend and attack. Planets can move either forwards or backwards as many spaces as you like in an arc. When moons reach the inner most orbit they are replaced by a Solar System - the most destructive piece. Solar Systems can move in any one direction at a time and any number of spaces.



SETTING UP 4 PLAYER GAME

This is set up in the same way as a 2 player game except each player may occupy any quarter of the board they choose. The 4 markers in the outer orbit of the board determine each quarter.

8 PLANETS  8 MOONS  4 SOLAR SYSTEMS 

Each player chooses a colour and uses the above number of stellar (either gold, silver, red or blue).



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MOVES

1. Normally a MOON can only be moved directly forward (i.e. towards the void) one space.



The exception is when the MOON takes an opponents stellar. It can only take an opponents stellar by moving one space diagonally in either direction towards the void. A MOON can never move backwards or sideways.



When a MOON reaches the inner most orbit it is immediately sucked into the void and re-emerges as a SOLAR SYSTEM on the space previously occupied by the MOON (The MOON is now removed from the game!).

2. A PLANET may only move diagonally along the arcs. It can move as many number of spaces along the arcs, towards or away from the void. If an opponents stellar is in its path it can stop on any space before it or land on the same space to eliminate it from the board. It must not deviate from the arcs path.



3. When a SOLAR SYSTEM is in play it can move any number of spaces in any one direction (i.e. directly towards or away from the void; along an arc towards or away from the void; or in an orbit around any ring).



4. When a player lands his stellar on an opponents stellar, the opponents stellar is eliminated and must be removed from the board. It is then the turn of the next player.

RULES For a 2 and 4 player game or 2 teams

1. The player with the gold stellar makes the first move.
2. Play rotates in a clockwise orbit.
3. Players may only move one of their stellar during each turn.
4. A stellar may only move in one direction on each move.
5. No two stellar may occupy the same space and no stellar may jump over another.
6. A stellar is taken (eliminated from the board) when an opponents stellar lands on it.
7. A solar system only comes into play when a moon reaches the inner most orbit.
8. The path of any stellar's move is limited by the void, the outer edge of the board or by another stellar occupying a space on that path.

Easy to learn... a lifetime to master

HINTS-

1. Remember this is a game of offence, defence and sacrifice; protect the areas that you occupy by keeping a constant check on spiral and orbital paths.
2. SOLAR SYSTEMS are most destructive in the opponents outer orbit.

WINNING THE GAME

When a player has only one stellar remaining on the board defeat must be conceded on that player's next move - unless, the opponent also has only one stellar; the winner is then the player with the higher powered stellar (if the stellar are of equal power then the result is a draw).

A SOLAR SYSTEM has the highest power, then a PLANET, then a MOON.

PLAY ONLINE

Cirondo is also on the world wide web where you can join the growing community in the chat rooms and league table or practice your skills against the computer.

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