

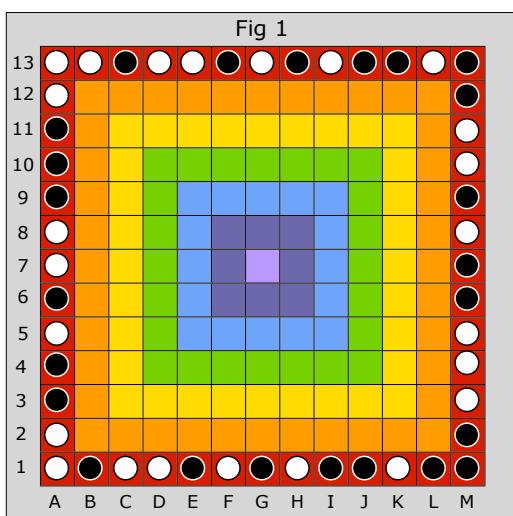
# Morelli

## A game of pure skill for two players

「両側に60個のコマがあるインドのチェスゲームがあるのは本当？」  
「可能だよ」とオリベイラは語った。「無限のゲームだ。」  
「中央を征する者が勝つ。」

フリオ・コルタサル, 石蹴り遊び, 第154章

### 1) 内容物



**1.1** このゲームにおいて、コルタサルのモレリが提示した120個のコマには、時間と正気度という点においては無限とも言える31x31マスが必要です。13x13マスでも十分に挑戦的です。ボード[図1]には、正方形のアーチェリーの的にように同心円状に虹色の連続した色が付いています。赤(最外周の48マス)から紫(1マス - 中央あるいは玉座)です。

**1.2** 黒と白のリバーシブルなコマ(丸く無地)があります。

**1.3** また、黒と白の王(つまり両面が同色のコマ1個)もあり、他のコマと明確に区別できます。

### 2) 準備

**2.1** ゲーム開始時は、黒プレイヤーと白プレイヤーはボード上にそれぞれ24個のコマを持ちます。

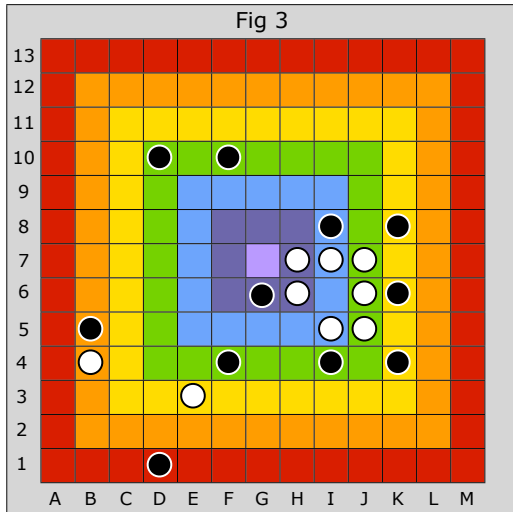
**2.2** これらを最外周にランダムに配置します。ただし、全てのコマがボード中央を挟んで反対側のコマと反対の色になるようにします[例として図1参照]。同じ配置の回転と反転のパターンを差し引いても200万を超える初期配置があり、実用的な意味では無限のリプレイ性があると言えます。

**2.3** オンラインプレイでは、通常自動的に初期配置が行われます。対面の場合は次のように配置します:

**2.3.1** 互いに合意した方法でどちらが黒を担当するかを決めます。そして



## 5) Capturing



**5.1** Capture in **Morelli** is custodial capture. That is, it takes place when a moving piece comes to rest next to an adverse piece whose immediate neighbour on the opposite side, either orthogonally or diagonally, is a piece (*not* a King) also belonging to the mover. In **Fig 3**, the black piece at D1 would capture the white piece at B4 by moving to B3, or the one at E3 by moving to D2. If it moved to I6, six white pieces would perish at one fell swoop.

**5.2** Captured pieces defect to the captor, changing colour accordingly.

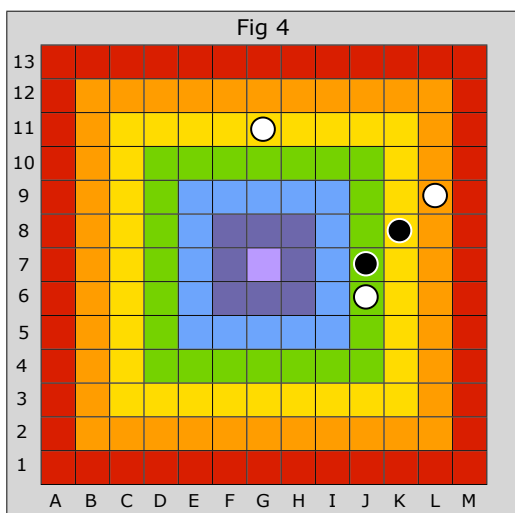
**5.3** A capture must be the immediate result of an active move by the captor during open play. Hence:

**5.3.1** Pieces on the outermost band are at all times immune from capture (consequence of **4.2.1**).

**5.3.2** A piece may be inserted with impunity between adverse pieces already in place. In **Fig 3**, for instance, the white piece at E3 could, if so desired, escape to E10 in perfect safety.

**5.4** Captures are effected as part of the turn which gave rise to them.

**5.5** Any capture arising from a given move (including multiple captures) *must* be effected.



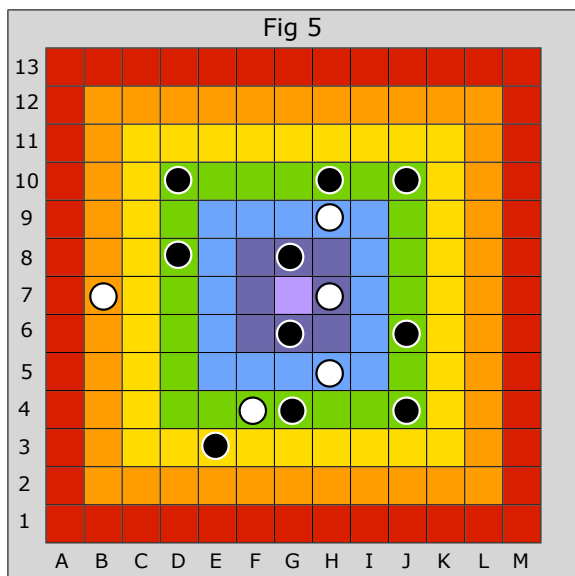
**5.6** ['Ripple Rule'] Even if a captured piece completes, by virtue of changing colour, what would otherwise be the conditions for the capture of a further piece, that secondary capture is not permissible. In **Fig 4**, the White move G11-J8 captures the black piece at J7, but the latter's change of colour does *not* trigger a 'knock-on' capture at K8.

## 6) Completing a frame

**6.1** A frame is an arrangement of four pieces:

**6.1.1** all belonging to the same player; *and*

**6.1.2** forming the corners of a perfect square; *and*



**6.1.3** centred upon the Throne.

**6.2** A frame may be completed by a move in various ways – namely:

**6.2.1** where a missing corner is supplied by the moving piece; *or*

**6.2.2** where a corner of adverse colour is converted by capture; *or*

**6.2.3** both of the above at once.

Thus, in **Fig 5**, the Black move E3-D4 completes a frame at the Green corner. E3-E4, on the other hand, completes, by capture, a different and

less obvious Green frame. And, spectacularly, the White move B7-F7 conjures an Indigo frame out of thin air by adding three corners at once.

**6.3** As with capture, the completion of a frame must be the immediate result of an active move during open play. Hence:

**6.3.1** No frames can be formed on the outermost band (consequence of **4.2.1**).

## 7) Occupying the Throne

**7.1** Where a player's move completes a frame, he *must*, as part of the same turn, enthrone his King, evicting his opponent's if applicable.

**7.2** Where the mover's King already occupies the throne, no action results from the completion of a frame.

## 8) Ending

**8.1** The game ends when either player, *on his turn*, has no legal move – or at any earlier moment by agreement between the players.

**These revised rules © Richard Moxham 2015. All rights reserved.  
For an unabridged version, see [Moxelli](http://boardgamegeek.com) at boardgamegeek.com**