

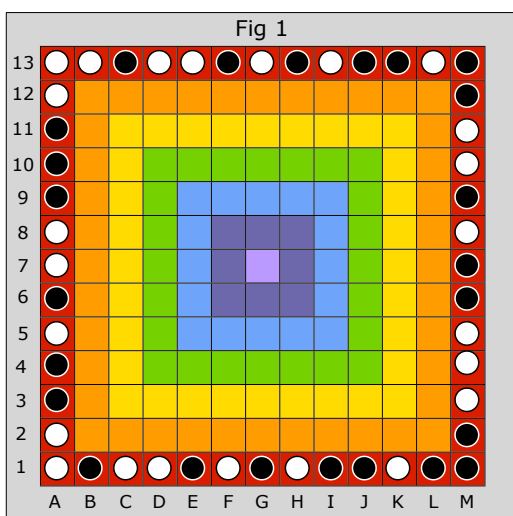
# Morelli

## 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

**2.3.2** 黒プレイヤーは最外周のいずれかのマスに自分のコマを置き、ボード中央を挟んで反対側に白のコマを置きます。そして

**2.3.3** 白プレイヤーは自分の望むマスに同様のペアを置きます。そして

**2.3.4** 空きマスのペアが残り1つだけになるまで、両プレイヤーは交互に**2.3.3**を繰り返します。そして

**2.3.5** 黒プレイヤーは最後のコマ2個をどのように置くかを選択します。

**2.4** どちらの王もプレイ開始時にはボードに置きません。

### 3) 勝利

**3.1** ゲーム開始時点で玉座は空いていますが、ゲーム中にいずれかの王が置かれることがあります。一度置かれると、その後は黒から白あるいはその逆へ何度でも変わる可能性があります。

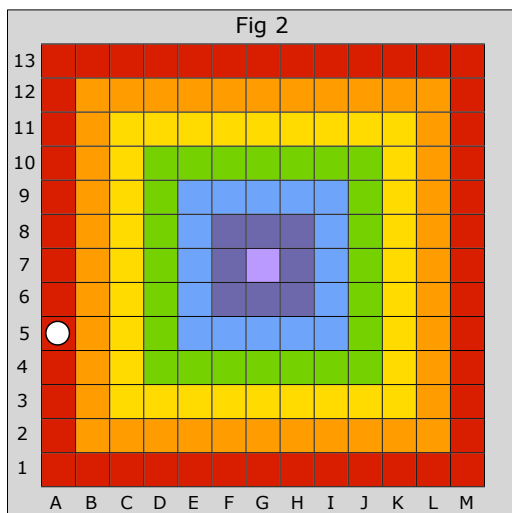
**3.2** ゲーム終了時に玉座に自分の王がいるプレイヤーの勝ちです。

**3.3** 最初から最後まで玉座が空いたままの場合は引き分けです。

### 4) Moving

**4.1** Players take turns to move one piece of their own colour, Black moving first.

**4.2** A piece may move any distance and in any direction along an orthogonal or diagonal line, subject to the following conditions:



**4.2.1** It must land upon a coloured band nearer the Throne than the band on which it stood before the move, though it may cross an axis of the board in so doing. Thus, in **Fig 2**, the white piece at A5 may move to B5, but equally to L5 (or any square in between); likewise, to anywhere on the diagonal from B6 to H12 or from B4 to D2. But the squares I13, M5 and E1 are unavailable to it, as are all those along the A file.

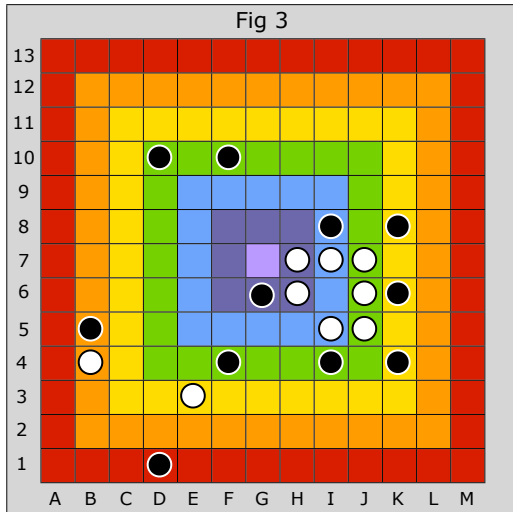
**4.2.2** It cannot cross or land upon any cell occupied by another piece, whether friendly or hostile.

**4.2.3** It may cross the Throne while the latter is still vacant, but not once it is occupied.

**4.2.4** It cannot in any circumstances land upon the Throne.

**4.3** Kings do not move at all. They simply occupy the Throne.

## 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.

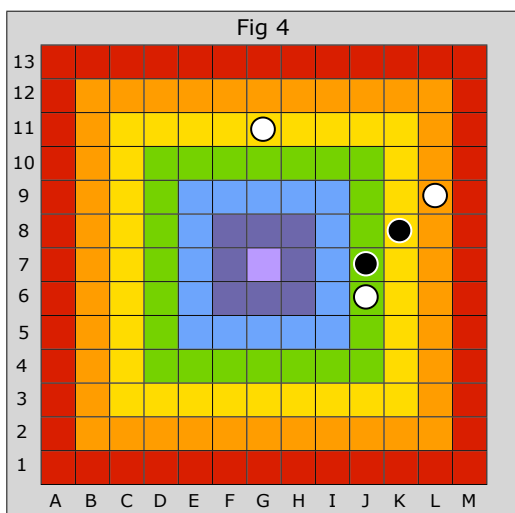
**5.3** A capture must be the immediate result of an active move by the captor during open play. Hence:

**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*

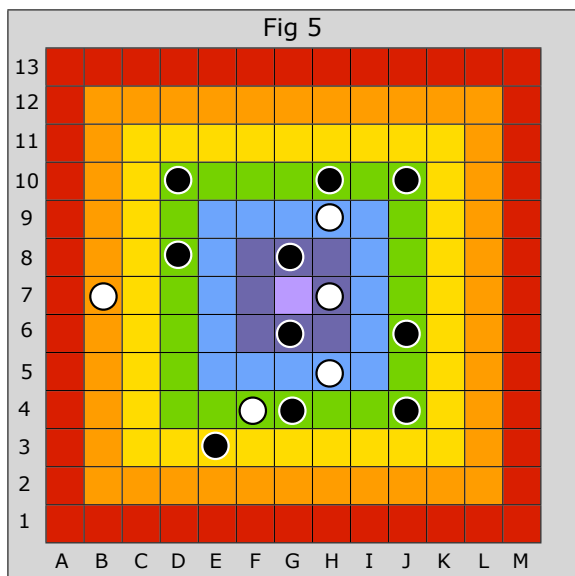
**6.1.3** centred upon the Throne.

**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**