

# Comune

Designed by Kanare Kato

2 players / 30 minutes / 10 years and older

**Comune** is a placement game using rectangular pieces. In this game, there are three different angles for placing the pieces, and you can place up to two pieces at different angles on your turn. However, you cannot place a piece adjacent to an opponent's piece at a different angle. Take advantage of the rules to create larger settlements as possible with your pieces.

## COMPONENTS

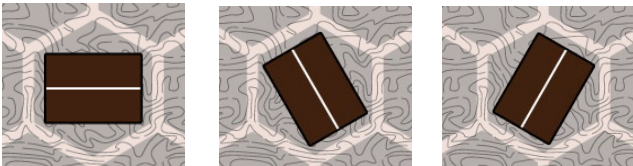
- Hexagonal board with 5 hexes on each side
- 70 two-colored pieces (35 for each)

## SETUP

Decide in an appropriate way which player will play with which color. At first the board is empty.

## PLACEMENT RULES

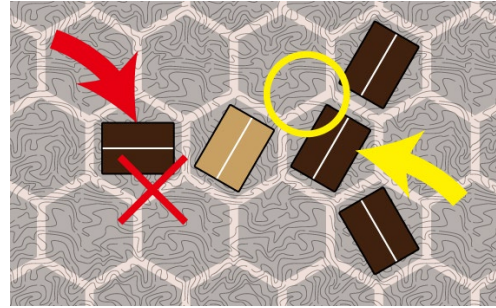
Players place their pieces in the three ways, depending on the angle of pieces in relation to the grid of the board.



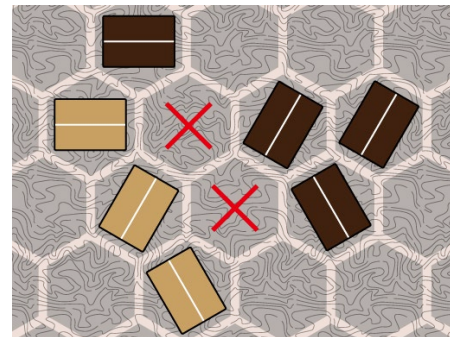
(Fig. 1) Shows three different ways to place the pieces.

When pieces of matching both color and angle are adjacent to each other, they are considered to be a group. The group size is the number of pieces in the group.

During the game, two pieces that differ in both color and angle cannot be adjacent to each other.



(Fig. 2) Shows examples of illegal placement (left) and legal placement (right)



(Fig. 3) No piece of either color can be placed in the space marked with X.

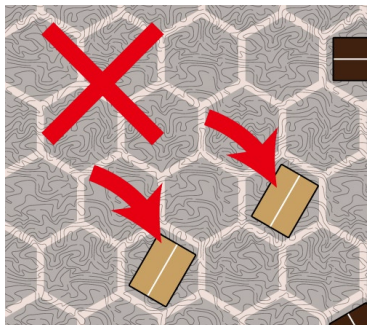
## GAME PLAY

Player with light color plays first, then alternates turns. On light player's first turn only, he/she places one piece of his/her own color on the board in one of the three ways described above.

From the next dark player's turn, the turn player places one or two of their pieces according to the placement rules above.

When two pieces are placed in a turn, they must be placed at different angles from each other.

The turn player may choose to pass without placing pieces.



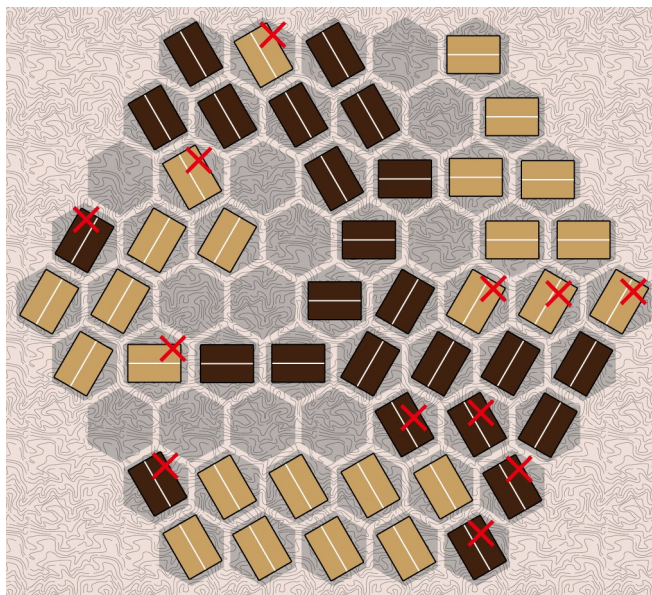
(Fig. 4) No two pieces with the same angle can be placed in the same turn.

### GAME END

The game ends when neither player can place any more pieces, or when both players pass in succession.

Each player checks their own groups of pieces placed at the same angle and removes the others from the board, leaving only the largest group at each angle (i.e., each player is left with three groups, each at a different angle).

The number obtained by multiplying all three remaining group sizes is that player's final score. In case of a tie, the owner of the largest group wins. If there is also a tie, the game is a draw.



(Fig. 5) Example of end positions with passing.  $\times$  indicates pieces to be removed. The light player won with 240 points ( $8 \times 6 \times 5$ ) against the dark player with 210 points ( $7 \times 6 \times 5$ ).