

Game Rules

★ Introduction

The Cokoros are landing... and they have not come in peace! Orange or green Cokoros, who will dominate the Universe? War is breaking out... on your living-room table!



★ Choose your side

Hide a "tooth" token in one hand. If the opponent chooses the hand containing the token, they become Supreme Leader of the orange Cokoros, play with them, and start the game. Otherwise, you play with the orange Cokoros and they take the green Cokoros.

★ Objective

As Supreme Leader, your role is to lead your faction to victory. To do so, control the field through precise planning, optimize the placement of your Cokoro tokens, and impose your domination by forming a colony, by capturing enemy pieces, or by having a majority of your tokens on the field.

★ Material for each player



strength-3 token: front Cokoro with 3 teeth, back opponent's color



strength-1 tokens: front Cokoro without tooth, back opponent's color



strength-2 token: front Cokoro with 2 teeth, back opponent's color



trap token: front Cokoro without tooth, back Cokoro with 3 teeth



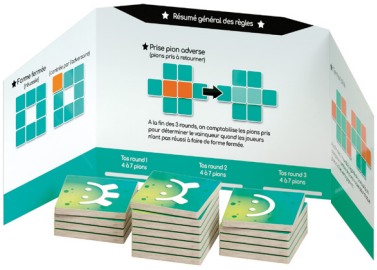
Screen to secretly form the stacks of tokens, available for free as Print'N Play for the Pocket version and included in the box for the Family version.

Gameplay

«Cokoro Blitz Battle» is played in 2 phases: strategic, then tactical.

Phase 1 – Strategy

- Each player secretly forms 3 stacks of 4 to 7 Cokoro tokens.
- Placed from left to right, they represent rounds 1, 2, and 3 of the tactical phase.
- Once the stacks are revealed, their composition becomes final.



Phase 2 – Tactics

- Players only use the stack for the current round.
- Players take turns placing one Cokoro token at a time.
- Round 1: «Trap» and «3-tooth Cokoro» tokens are forbidden on each player's 1st turn.

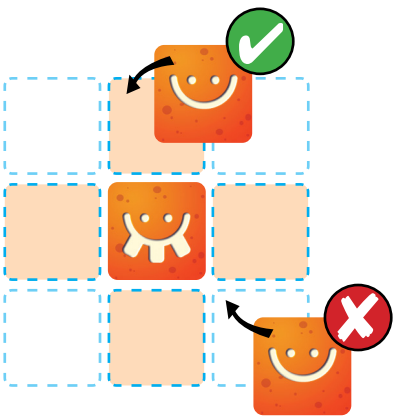


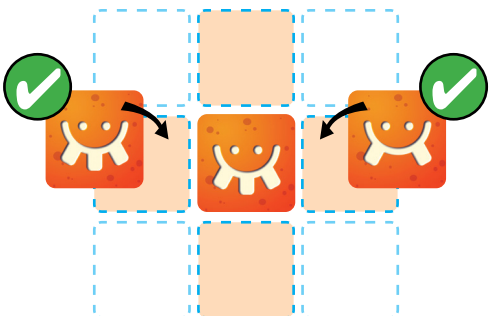


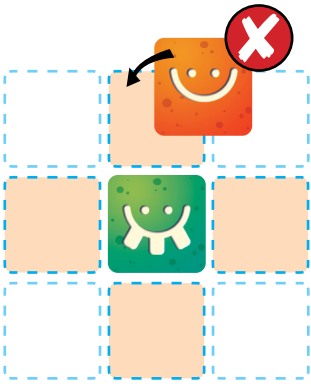
- A round ends when a player has placed all the Cokoro tokens from their stack or can no longer place their remaining Cokoro tokens. The other player continues until their stack is depleted.

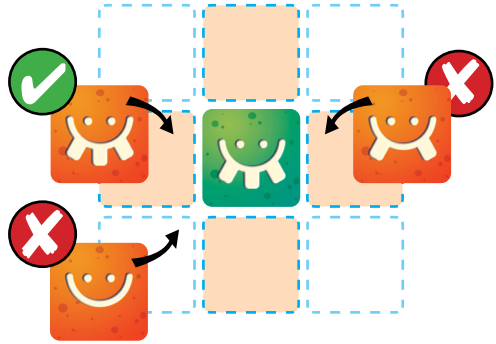
Placement rules

- **1. Authorized placement**
  A Cokoro token can be placed orthogonally next to any Cokoro token, as long as that token is not a stronger opposing token.









Note: Even though placement around a token is always orthogonal to it, the token's area of effect also extends diagonally. In the example below, **the green 3 token prevents the placement of any orange token lower than 3** in all adjacent spaces around it, including diagonally.





Exception : At the start of the game, the first placement by the orange player, who places a token without being next to another token.

★ **2. Covering an opposing Cokoro token** : A Cokoro token can be placed on top of an opposing Cokoro token if its strength is greater. The covered token is neutralized and no longer counts.plus.

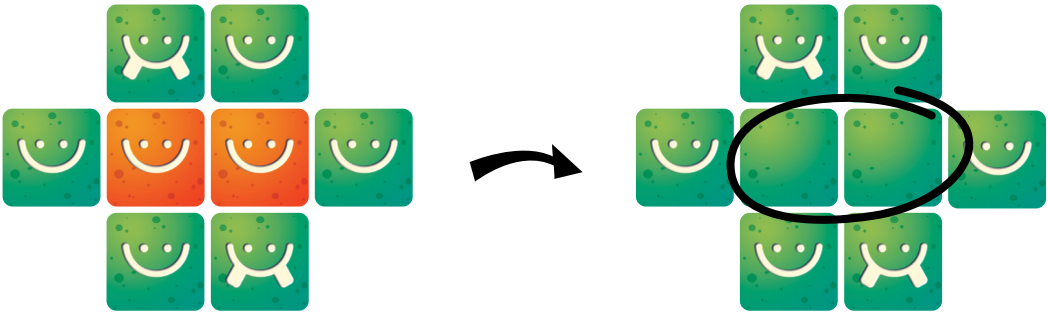






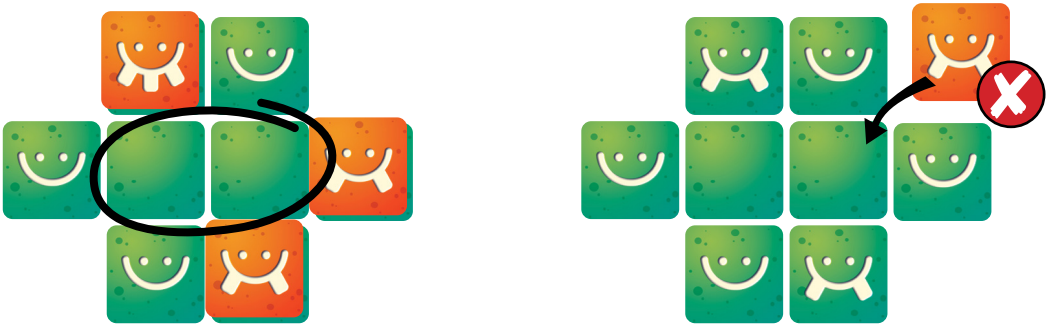


★ **3. Captures :** A Cokoro token or an adjacent group of Cokoro tokens completely surrounded orthogonally by the opponent is captured. The captured Cokoro token(s) is(are) flipped and permanently become(s) the opponent's color...

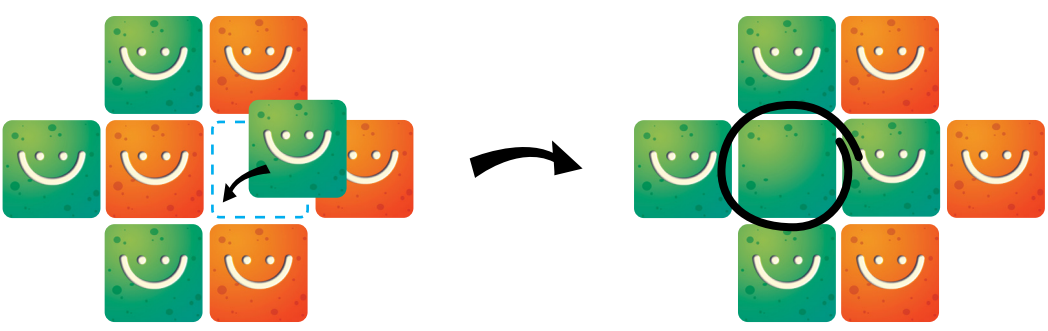


··· even if during the game, the player covers some of the opponent's Cokoro tokens that were surrounding their captured tokens!

The player who lost the captured Cokoro token(s) cannot place a token on their captured tokens.



Special case : If a player places a Cokoro token on a space already surrounded by opponent tokens, and this placement allows them to capture one or more opponent tokens, their token cannot be captured and the capture of the opponent token(s) is valid.



Obviously, if a player places a Cokoro token on a space already surrounded by opponent tokens without this placement allowing a capture, their token is captured by the opponent.

★ **4. Exhausted stack :** If a player has no more Cokoro tokens in the round:

- ★ the opponent freely places the rest of their stack,
- ★ then you move on to the next round;
- ★ the orange player always begins the next round.

★ **5. Impossible to play :** If a player can no longer place a Cokoro token (insufficient strength), all remaining Cokoro tokens in their stack are eliminated. The opponent continues alone until their stack is exhausted.

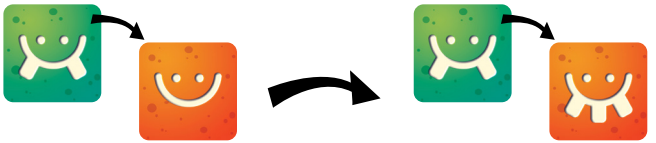
★ **Special Cokoro Token :** The player may choose to use this token in 2 different ways. This choice is final for the game.

★ **Option 1: use it as a trap**

★ It is placed with the "no tooth" side up (strength 1).

★ The trap is triggered as soon as an opponent places next to it or on it.

★ It is immediately flipped to the "3 teeth" side.



Effects:

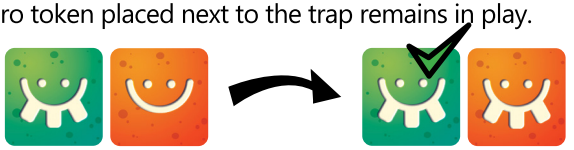
★ If the opponent placed a Cokoro token on the trap, it is destroyed.



★ If the opponent placed a Cokoro token of strength less than 3 next to the trap, it is destroyed.

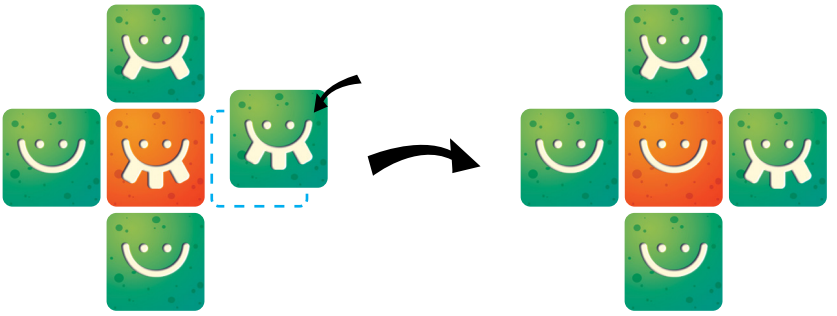


★ A strength-3 Cokoro token placed next to the trap remains in play.



Important : If a player forgets to trigger the trap when they should, they can no longer trigger it for the rest of the game. The opponent may therefore place a Cokoro token on top of it without triggering it. However, if the forgotten trap is captured by the opponent, it is flipped to the "3 teeth" side and becomes active again and is therefore subject to the rules listed above.

★ A surrounded trap cannot be captured: it is simply flipped to the "no tooth" side.

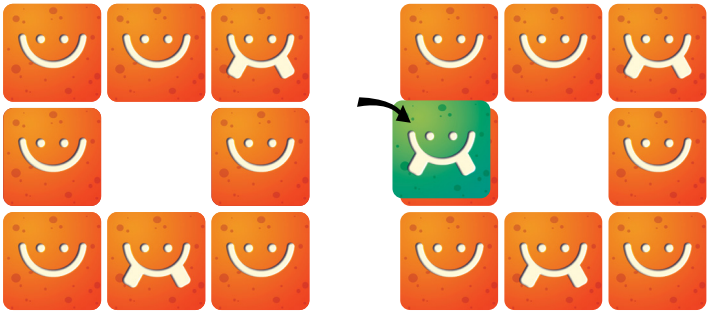


★**Option 2: use it as a normal strength-3 token** It is placed with the "3 teeth" side visible (strength 3). If the opponent attempts to capture it during the game, it is flipped and becomes a strength-1 token.

Victory Conditions

★ **1. Create a colony :**

Form a minimal 3×3 closed structure of Cokoro tokens of the same color. The opponent must break the shape immediately by placing on one of its tokens.
If they fail, the game ends: you win.



★ **2. If no shape is created :**
The player with the most captures wins. Below, the green wins 2 to 1.



★ **3. In case of a tie :**
If tied, the player with the most visible Cokoro tokens wins. Below, the orange wins 10 to 9.



If still tied, it is a draw.

Game Modes

Normal Game Mode

★ You play directly on the table, without the game board, using the previous rules.

Solo Mode with the Board

Setup

★ Place the board on the solo side.

★ Shuffle the orange Cokoro tokens and place them blindly on the "orange" spaces with an unnumbered white cross.

★ Take 3 green Cokoro tokens: 1 strength-3, 1 strength-2, and 1 strength-1. Draw one of these tokens at random: it indicates the space (1, 2, or 3) where to place the special orange token (3-teeth side visible).

★ Flip the 7 central orange Cokoro tokens (dark blue frame).

★ Form your 3 stacks according to the usual rules.

★ Flip the other orange Cokoro tokens on the board.

Available for free as Print'N Play for the Pocket version and included in the box for the Family version.



Round flow

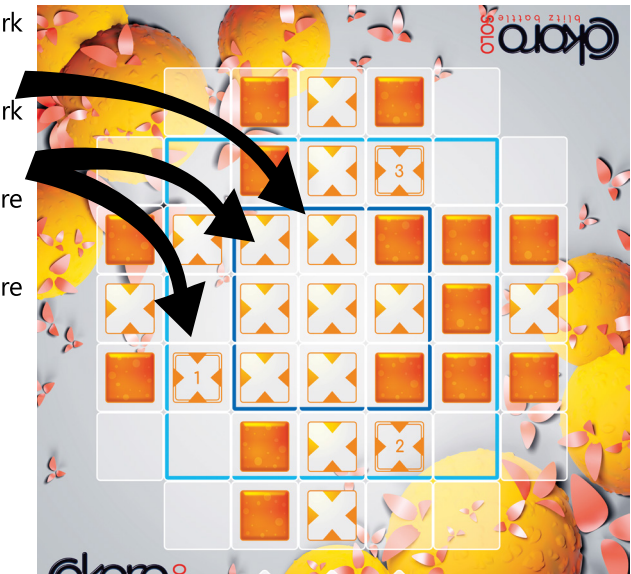
★ You place all of your stack each round inside the appropriate areas on the board:

★ **Round 1** : active zone inside the dark blue frame only.

★ **Round 2** : active zone inside the dark blue and light blue frames only.

★ **Round 3** : active zone on the entire game board.

★ Tokens impossible to place are permanently lost.



Special rules



★ **1.** Full orange spaces are enemy territories (count as a strength-0 orange token and can therefore be covered by a strength-1 token).

★ **2.** Cokoro tokens only act within the active zone of the round. A closed orange shape or a line exists only if the zone is unlocked. However, for captures, if the player places a green Cokoro token in a configuration where it will be surrounded the next round, their token is automatically captured immediately after being placed.

★ **3.** A line (straight or orthogonally broken) of at least 6 adjacent Cokoro tokens of the same color connecting 2 edges is equivalent to a capture at the end of the game.

Victory conditions

★ The player who creates an uncountered closed shape during the current round wins.
★ Otherwise, at the end of the game, the player with the most captures and lines of at least 6 adjacent Cokoro tokens of the same color wins.
★ If tied, the player with the most spaces of their color (territories included) wins.

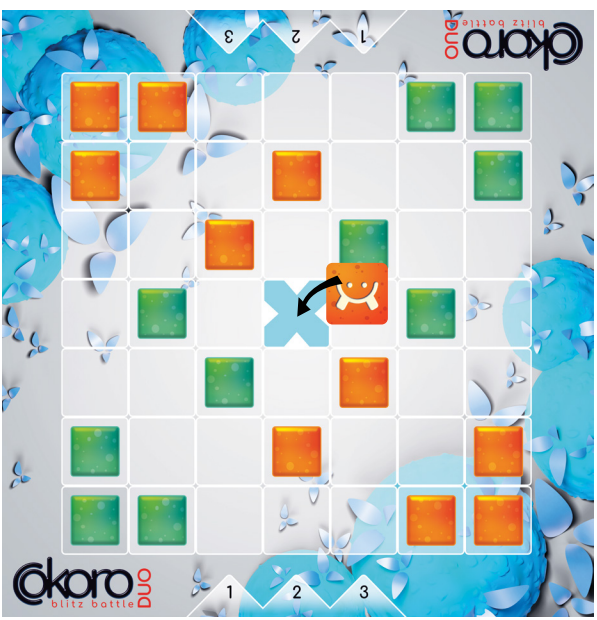
Duo Mode with the Board

Available for free as Print'N Play for the Pocket version and included in the box for the Family version.

Setup

★ Place the board on its duo side.

★ Both players form their respective stacks behind their screens, like a normal game.
★ The orange player places their Cokoro token on the central space at the start.



Special rules

- **1.** Full orange or green spaces are enemy territories (count as strength-0 orange tokens and can be covered by a strength-1 token).
- **2.** A line (straight or orthogonally broken) of at least 6 adjacent Cokoro tokens of the same color connecting 2 edges is equivalent to a capture at the end of the game.

Victory conditions

- The player who creates an uncountered closed shape during the current round wins.
- Otherwise, at the end of the game, the player with the most captures and lines of at least 6 adjacent Cokoro tokens of the same color wins.
- If tied, the player with the most spaces of their color (territories included) wins.

Team Mode

You thought the game was limited to strategy and tactics? Wrong!
Here, the atmosphere explodes: misunderstandings, surprises, and cooperative masterstrokes will set your game table on fire!

- Form 2 teams of 2 players.
- Sit alternating colors around the table.
- Turn order: orange team player, green team player, orange team player... following the 2-player rules.
- **Team tips :**
  Before creating your stacks, agree on a common strategy before forming the stacks. But secretly...
  When you place the Cokoro trap token on the field, adopt a secret signal: word, look, hand position... This will allow you to coordinate your team tactics.
  Note : Placing a Cokoro token from a teammate next to a trap token of your team does not trigger the trap. Only placing a Cokoro token from the opposing team triggers it.

With 2 boxes, you can play with 2 teams of 3 or 4 players.

Variants (duo or team) – The Tooth Hunt

- The match is played in 3 sets of 3 rounds.
- Each set won earns tooth tokens depending on the type of victory:
  - 3 tooth tokens: victory with an uncountered closed shape
  - 2 tooth tokens: victory with the highest number of captures
  - 1 tooth token: victory with the most visible Cokoro tokens

  At the end of the 3 sets, the player with the most teeth wins.



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