



**Coerceo Game Notation**

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Coerceo Game Notation contains the preferred method used to record a game of Coerceo.

Language: English

## Game notation

### Coerceo game notation, introduction

Algebraic notation is the preferred method used to record a game of Coerceo. The notation is, where possible, taken from the notation used in chess.

You may choose to remove any unnecessary symbols from a move's notation if the resulting notation is not ambiguous.

The notation uses:

- Tag pairs. The tag pairs identify one specific game;
- Move notation. The move notation describes the actual moves of the game;
- Comments.

### 1. Tag pairs

The Tag pairs identify 1 specific game.

Event: the name of the tournament or match event.

Site: the location of the event. This is in "City, Region, Country" format, where Country is the 3-letter International Olympic Committee code for the country. An example is "New York City, NY USA".

Date: the starting date of the game, in YYYY.MM.DD form. "??" are used for unknown values.

Round: the playing round ordinal of the game within the event.

White: the player of the white pieces, in "last name, first name" format.

Black: the player of the black pieces, same format as White.

Result: the result of the game.

#### Example

[Event "Coerceo European Championship 2012"]

[Site "London, GBR"]

[Date "2012.11.06"]

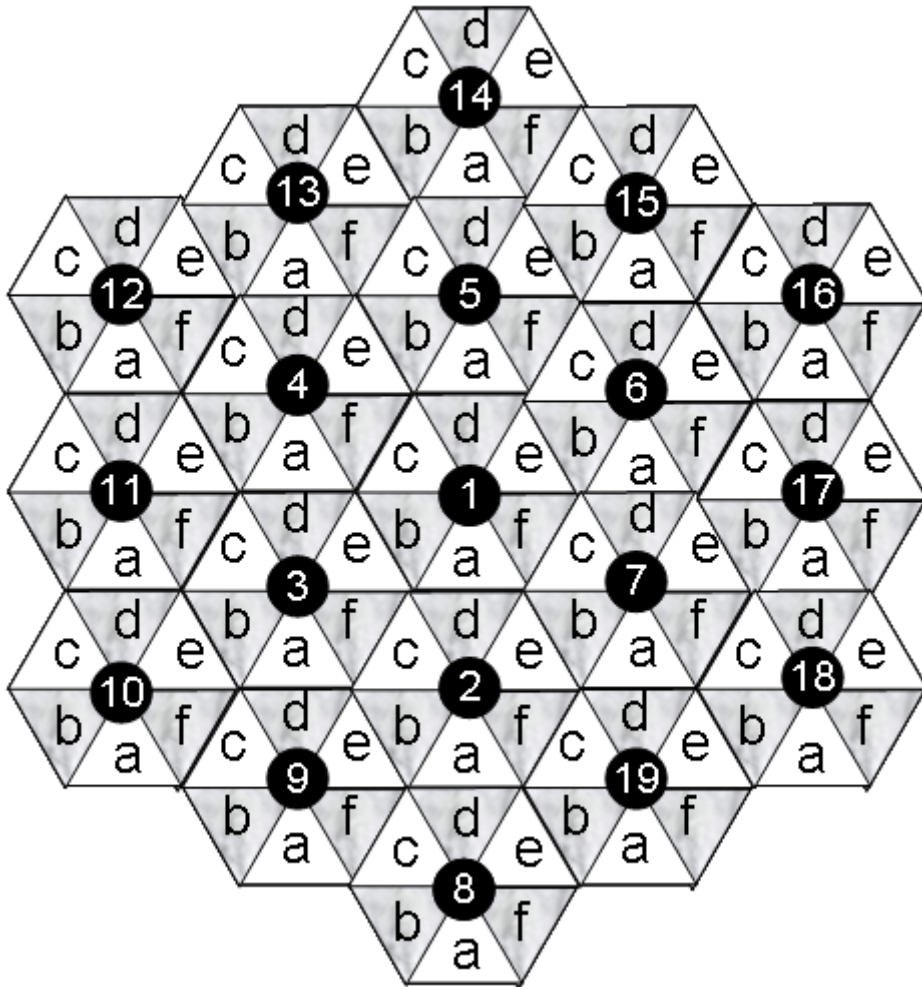
[Round "04"]

[White "Jones, James J."]

[Black "Tjeng, Lieu S."]

[Result "0-1"]

## 2. Move notation



### 2.1 Naming the triangular fields on the board

Each triangular field of the Coerceo game board is identified with a unique pair of a tile number and field number.

The tiles are numbered 1 through 19. The tile with number 1 is placed in the centre. Tiles 2 through 7 are placed around tile 1 and form the first ring. Tiles 8 through 19 form the second ring.

The six triangular fields on each tile are numbered a through f.

Each field of the board, then, is uniquely identified by its tile number and field number.

For example: 14d is the position of a black field on the edge of the board located on tile 14.

The position of the black and white pieces are identified by the tile number (1 through 19) and the field letter (a through f).

## **2.2 Naming the pieces**

Each piece is identified by a tile number (1 through 19) followed by a lowercase letter (a through f).

Players may use different letters in other languages.

For example: 14d is the position of a black piece positioned on black field 14d on the edge of the board (field d located on tile 14).

## **2.3 Notation for moves**

When a piece is moved the piece's positions are identified by the applicable tile numbers (1 through 19) followed by a different lowercase letter (a through f).

The first number and letter combination indicates the departure location of the piece.

The second number and letter combination indicates the destination location of the piece.

The hyphen “-” indicates a move of a piece.

For example: 14d-14f is the notation for a move from position 14d to position 14f of a black piece.

## **2.4 Notation for captures**

When pieces are captured, the field where the piece is captured is identified with a letter “x” added before the position (identified with a number and letter combination).

For example: 14d-14b x14a is the notation for a move of a black piece from position 14d to position 14b which results in the capture of a white piece on position 14a, because black has pieces on positions 14f and 5d.

## **2.5 Notation for tile removal**

When a tile is removed from the board this is identified with a capital T followed by the tile number of the tile that is removed.

For example: 14e-15c T14 means that tile 14 is removed because of the move of a white piece from position 14e to 15c.

## 2.6 Notation for tiles for piece exchange

When two tiles are exchanged for one piece this is identified with two capital T's written as TT.

Example: TT x15c means two tiles were exchanged for one piece and as a consequence white piece 15c is removed from the game.

When one tile is exchanged for one piece this is identified with one capital T.

Example: T x15c means one tile was exchanged for one piece and as a consequence white piece 15c is removed from the game.

## 2.7 End of game notation

The notation 1-0 indicates that white won.

The notation 0-1 indicates that black won.

The notation 0-0 indicates the game is drawn.

The notation R (abbreviation for Resigns) shows that one player resigned or lost because of time control.

The notation W+R means White won, Black resigns.

The notation B+R means Black won, White resigns.

## 2.8 Notation for a series of moves

Lists of moves are generally written in one of two ways.

First way: written in columns, as a move by White followed by a move by Black, each move preceded by the move number followed by #:

1# 3c-4a 2# 15b-5f  
3# 9c-9e 4# 5f-1d

Second way: in text: 1# 3c-4a 2# 15b-5f 3# 9c-9e 4# 5f-1d

## 3. Comments

Comments start with an “{” and end with a matching “}”

The following short-hand notations are advised to comment moves:

! a particularly good (and usually surprising) move

!! an excellent move

? a bad move

?? a blunder

!? an interesting move that may not be best

?! a dubious move - one which may turn out to be bad

## Move notation example of a complete game

1# 3c-3e 2# 4b-3d 3# 5c-5a 4# 6d-5f 5# 7a-7c 6# 5f-1d 7# 7c-1e 8# 1d-5b 9# 5e-5c 10# 5b-4f 11# 3a-3c 12# 3d-1b 13# 1e-1a 14# 1b-1d 15# 3e-1c 16# 1d-5f 17# 3c-4a 18# 4f-4b 19# 10a-10e 20# 4b-3d 21# 10e-3c 22# 3d-3f 23# 10c-10e 24# 5f-5d 25# 14c-14a 26# 5d-5f 27# 10e-3a T22 28# 3f-2d 29# 14a-5e 30# 2d-1f 31# 1c-1e {! double threat by white} 32# 1f-7d 33# 1e-6c x5f 34# 2f-2d 35# 1a-7c 36# 7d-17b 37# 5a-1e 38# 2d-1f 39# 4a-1c 40# 1f-1b 41# 3c-3e 42# 1b-3d 43# 1c-4a 44# 3d-4b 45# 1e-6a 46# 17b-7f 47# 7c-7a 48# 7f-7b 49# 6a-7c 50# 7b-2f 51# 17a-17c 52# 2f-2d 53# 7e-6a 54# 6f-6d 55# 6a-6e 56# 6d-6b 57# 7c-6a 58# 6b-1f 59# 18e-17a 60# 2d-1b 61# 7a-7c 62# 17d-6f 63# 6a-1e {! double threat by white} 64# 6f-17d 65# 3e-1a x1f 66# 4b-3d 67# 1e-1c 68# 1b-1d 69# 5e-5a 70# 1d-6b 71# 5a-1e 72# 6b-7d 73# 1e-6a 74# 7d-7b 75# 18a-18c {!! threat to capture a piece and at the same time empty a tile} 76# 17d-16b 77# 18c-7a T18 78# 7b-2f 79# 1a-3e 80# 3d-4b 81# 17a-7e 82# 16f-17d 83# 6a-1e 84# 16b-6d {? not a smart move by black} 85# 15c-15a x6d 86# 2b-2d 87# 14e-15c T14 88# 16d-16b 89# 15c-15e 90# 16b-6f T16{?! black chooses to empty a tile instead of moving a piece to safety} 91# 6c-6a x6f 92# 2f-19d 93# 15a-5e 94# 19b-19f x19e 95# 5e-15a x15f 96# 8f-19b 97# 7e-17a 98# 17d-6f 99# 17c-7e 100# 6f-7d 101# 6a-6c 102# 7d-7f 103# 7a-2e 104# 19b-8d {? black doesn't move 7f to safety} 105# 2e-7a x7f 106# 8d-19b 107# 7e-6a 108# 19b-8f 109# 17a-7e T17 110# 19d-7b 111# 7a-19c 112# 8f-19b TT x19f 113# 8b-8d TT x19b 114# 8d-2f T8 115# 19c-2e T19{white removes 2 black pieces, then clears the tile}

116# 7b-7d 117# 2e-2c 118# 7d-6b 119# 7c-2e 120# 2d-1f 121# 7e-7c 122# 1f-7d 123# 1e-1a 124# 6b-1d 125# 7c-7e 126# 2f-2d 127# 1a-7c x7d 128# 2d-1f 129# 2c-1a 130# 1f-1b 131# 1c-1e 132# 1b-1f 133# 4a-1c 134# 1d-5f 135# 1e-5a {another double threat} 136# 5f-15b 137# 1c-1e x1f 138# 15b-6d 139# 2e-7a 140# 4b-3d 141# 9c-9e 142# 6d-15f 143# 9e-2a 144# 9f-2b T12{?! black chooses to empty a tile, but it puts piece 2b in danger} 145# 3e-2c x2b 146# 15f-6d 147# 6c-5e 148# 6d-6f 149# 6a-6c 150# 6f-6d 151# 6c-6a 152# 6d-6f 153# 6a-6c 154# 6f-6d 155# 6c-6a 156# 6d-15f 157# 15a-15c 158# 15f-15d {the black piece keeps running away. White has better prepare some other attack elsewhere} 159# 11a-3c {? by leaving the black piece alone on the tile, black can empty the tile in the next move} 160# 11d-4b T23{which black does} 161# 2c-3e 162# 4d-13f 163# 5a-4e {and yet another double threat. Let black capture the white piece. White will take the other one} 164# 13b-13d x13e 165# 4e-4a x3d{and white wins the game} 1-0

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