JERSI 4.2

General information

Number of players: 2

Age limit: 8 years and up

Playing time: 20 to 45 minutes

Author: Lucas Borboleta

Illustrator[1] : Lucas Borboleta

License CC-BY-NC-SA

Version

This document dated May 21, 2020 describes version 4.1 of the JERSI rules.

Changes compared to version 4.1: taking into account the feedback from readers.

---

[1] For photos, figures, and diagrams of the present document. The cover photo is a screenshot of an implementation of JERSI, by the author, on the platform https://tabletopia.com/.

Components

The 2 players each manage 21 cubes, respectively white and black, on a game board of 69 hexagonal cells. Each player has 1 king, 2 fouls, 4 rocks, 4 papers, 4 scissors, 4 mountains and 2 wise men. The figure on the left shows the faces identifying the cubes. The right figure shows the game board ; the cell numbers are used to explain the rules and to record the moves.
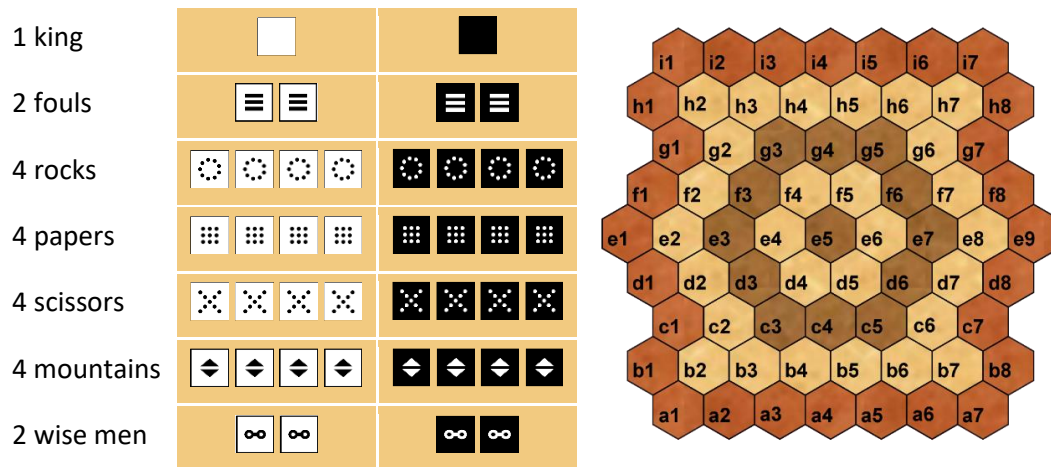

Overview and objective

The players embody two armies of cubes which compete on a game board. Each player must bring his king to the opposite edge of the board and thus win the war. The cubes move on the board or are parachuted from the players' reserves. Stacks of cubes move faster and capture from a greater distance than cubes alone. Beware of accelerations!

Setup

Each player places his king, 2 fouls, 4 rocks, 4 papers and 4 scissors on the board, as shown in the figure below. His 4 mountains and 2 wise men are placed in reserve at his disposal.
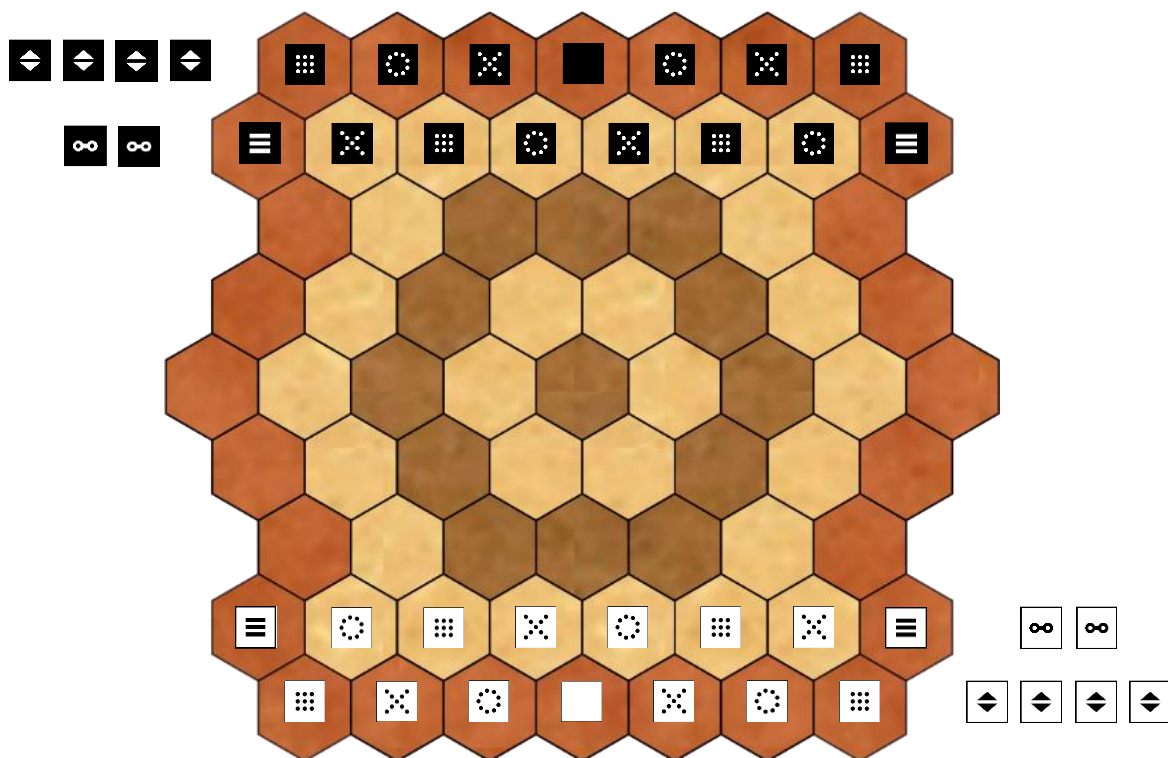
Gameplay

White begins the game.

On their turn, each player must perform one of the following simple (one-step) or compound (two-step) actions:

- move a cube or stack.
- build or unbuild a stack.
- build a stack, then move it.
- move a stack, then unbuild it.
- parachute one or two cubes from his reserve.

A stack is made up of two cubes: see stack rules.

A move is possibly accompanied by the capture of an opposing unit (cube or stack) located on the arrival cell of the played unit (cube or stack): see the capture rules.

The diagrams on page 5 visually summarize the text below explaining the actions.

Move a cube or stack of cubes

The player must respect the following movement rules:

Movement rules
General rules:
• A cube moves by one cell.   • A stack moves by one or two cells in a straight line.   • Changing direction during a move is illegal.   • Jumping over a cube or a stack is illegal.
Mountain exception: moving a mountain is illegal.

Build a stack

The player must move a single cube and place it on top of another, respecting the movement rules and the following stack rules:

Stack rules
General rule:
• A stack consists of two cubes: no more no less.   • The cubes of a pile are of the same color.
King exception: in a stack, the king must be at the top.
Mountain exceptions:
• A mountain can only be stacked on a mountain.   • A cube, other than a mountain, can be stacked on a mountain of another color.

Unbuild a stack

Respecting the movement rules, the player must move only one cube, chosen at the top of a stack. This move is possibly accompanied by the construction of a new stack.

Build a stack, then move it

In two steps, the player chains two simple actions respecting the associated rules. For his second action, the player must move the stack built on his first action.

Move a stack, then unbuild it

In two steps, the player chains two simple actions respecting the associated rules. For his second action, the player must unbuild the stack moved on his first action.

Parachute one or two cubes from his reserve

The player chooses one or two cubes from his reserve, then places them on his half of the board (rows "a", "b", "c" and "d" for white; rows "f", "g", "h" and "i" for black) in empty cells or occupied by his own cubes, respecting the pile rules (if applicable) and also the following rule: two parachuted cubes must land either in the same cell or in two adjacent cells.

Capture opposing cubes

Except for the parachuting, any action involves a movement which is possibly accompanied by the capture of an opposing unit (cube or stack) being on the cell of arrival of the moved unit (cube or stack). The capture rules are as follows:

Capture rules
General rules:
• A moved unit (cube or stack) can capture an opposing unit (cube or stack) if it is more powerful.
• The power of a stack is determined by its top.
• The power relationships are as follows (see also the corresponding diagram on page 5):
○ king, wise man and mountain do not beat any cube.
○ rock beats foul and scissors, as well as king and wise man.
○ paper beats foul and rock, as well as king and wise man.
○ scissors beat foul and paper, as well as king and wise man.
○ foul beats foul, rock, paper and scissors, as well as king and wise man.
• A captured unit (cube or stack) is entirely removed from the board and is no longer played.
Exception from the king - relocation: The captured king is relocated on his starting row by the attacking player in a cell of his choice, respecting the stack rules, if applicable.
Mountain exception:
• A mountain is never captured, therefore never removed from the board.
• At the top of a mountain, an opposing cube can only be captured by a cube, but never by a stack.

The two-step action "move a stack, then unbuild it" is possibly accompanied by two captures: a first when moving the stack, then a second when unbuilding the stack. During this action, if the king is captured at the first step, then the second step must first be played before relocating the king.

Game End Conditions

A player wins the game when one of the following conditions is satisfied:

- His king arrives on the opposite edge of the board (row "i" for white; row "a" for black).
- The opposing captured king cannot be relocated.
- The opposing player cannot take any action during his turn.

F.A.Q.

Here are answers to frequently asked questions:

- In the two-step actions "build a stack, then move it" and "move a stack, then unbuild it", the directions of movement of the two steps may be different.
- The king reaches the goal either by moving alone or in a stack, or by climbing an opposing mountain.
- Moving a mountain is illegal, whether the mountain is alone or in a stack.
- A cube at the top of a mountain can only move by one cell when leaving the mountain.
- The interest of the wise man lies in his ability to be parachuted and to help the movement of an isolated cube.

Summary diagrams

An arrow "a" → "b" means that the cube "a" or any cube in the group "a" can capture the cube "b" or any cube in the group "b"

Power relationships
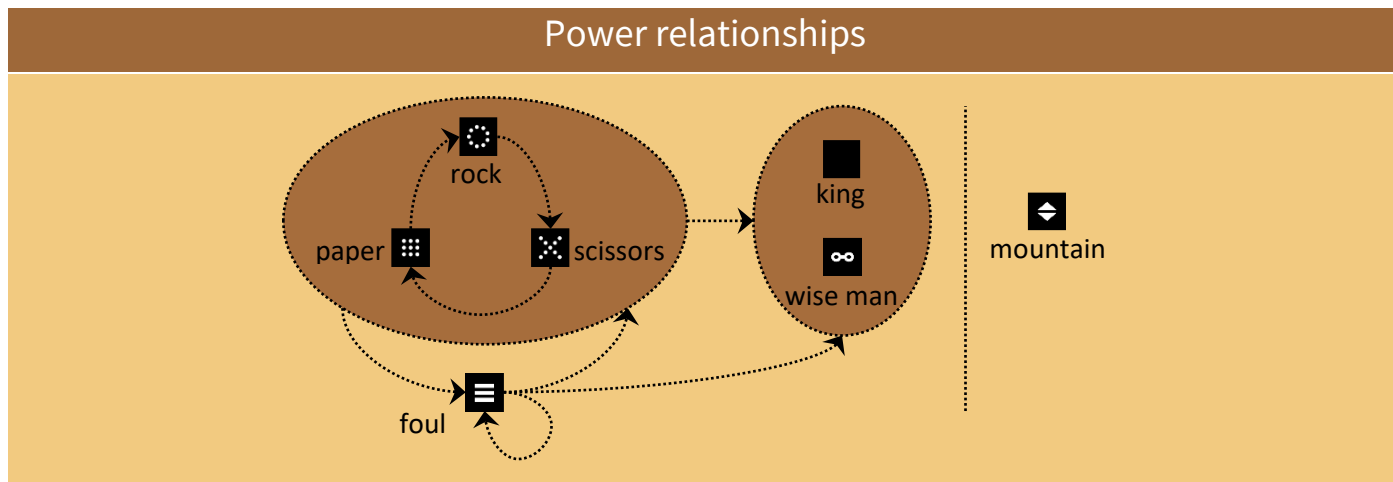
Possible chained movements during a player's turn owning cubes "a", "b" and "c" and the associated capture possibilities.

Action at 1st step		Action at 2nd optional step	
Move a cube	 move "a"; possible capture	no action	no option
Build a stack	 stack "a" over "b"; no capture	then move it	 move stack "a+b" possible capture
Move a stack	 move stack "a+b" possible capture	then unbuild it	 unstack "a"; possible capture
			 unstack "a" and stack it over "c"; no capture

Ransom variant

Before relocating the captured king, the attacking player announces a type of ransom, that is, a type of opposing cube, on the board, other than a mountain or a cube below a stack. Then the attacked player chooses a cube of this type and gives it to the attacker as a capture. Finally, the attacker relocates the king. If the attacking player cannot demand a ransom, then he wins the game.

Notation of moves

Each type of cube is referred by a letter: "K" for king, "F" for foul, "R" for rock, "P" for paper, "S" for scissors, "M" for mountain and "W" for wise man. Each cell on the game board is referred by its number; example: c2.

Each move is noted by the start cell, followed by "-" for a moved cube or "=" for a moved stack, and ends with the arrival cell. One appends "!" after a move to comment an ordinary capture; for the capture of the king, one adds "!!". The second move is noted by continuing after the arrival cell of the first move.

The relocation of the captured king is noted after the moves, starting with "/K:" followed by the new king's cell. If this variant is played, the ransom is noted "#" followed by the cell containing the demanded cube.

Each parachuting action is noted by the letter identifying the type of cube, then ":" and its arrival cell. Two parachuting actions are separated by "/".

The notation sequence ends with the score: 1 for the winner; 0 for the loser.

Example of a game notation

n°	turns of white and black		n°	turns of white and black		n°	turns of white and black	
1	a2-b2=d3	h4-h3=f4	9	M:d4/M:d5	h5-h6=f7	17	W:c7/W:b7	g3=g1-f1
2	b3-b4=d5	f4=d3!	10	b5-b6=d7	i6-i5=g6	18	c6-c7=e9	e6-e7=e9!
3	d5=d3!-e4	M:f3/M:f4	11	d7=f8-f7!	g6=g7-f8!	19	b7-b6=b4	f1-f2=e3
4	a4-a3=c2	i1-i2=g3	12	f7-f8!	h8-g7=f8!	20	b4=d3-c3	e3=c1-b1!
5	c2=e2	h1-h2=f1	13	a6-a5=b6	i7-h7=f6	21	c2=b3-b4	e9=e7-e6
6	e2=g2-h2	f1=h2!!-g2!/K:a2	14	b8-a7	g4=e6-e5	22	d3-c3=c1!	e5-e6=c6
7	e4-d3=f2	g2-f2!	15	b6-b7=c6	f8=d7-c6!	23	M:b6/M:b7	c6-d7=b8
8	a2-a1=c2	i4-i3=g4	16	a7=c6!-d7!	f6=d7!=e7	24	c1=b1!	b8-a7
							0	1

Thanks

I thank my wife "Pt" and my children, "Ad" and "Cr", for their patience, my colleagues "Al", "At" and "Bn", as first testers, "Mr" student in visual arts for her reactions to my colors. The reactions received from the Discord of Tabletopia, the "abstract game" forum of "Board Game Geek" and especially the Facebook group of "The LEAF" were invaluable. Special thanks to my son "Cr" for his involvement in the successive versions of the rules. Finally, my little world has grown thanks to the audacity of "Fr" to edit the game JERSI, and beforehand, to test and improve it by its suggestions and by its group of testers; I thank him warmly!

Copyright