

# JERSI 4.1



## General information

Number of players: 2

Age limit: 8 years and up

Playing time: 20 to 45 minutes

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Illustrator<sup>1</sup> : Lucas Borboleta











































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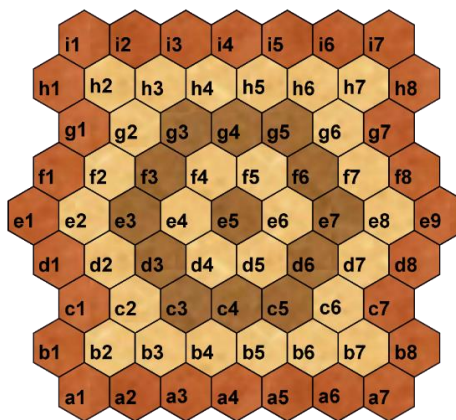


<sup>1</sup> For photos, figures, and diagrams of the present document. The cover photo is a screenshot of an implementation of JERSI, by the author, on the platform <https://tabletopia.com/>.

## Components

The 2 players each maneuver 21 cubes, respectively white and black, on a game board of 69 hexagonal cells. Each player initially has 1 king, 2 fowls, 4 rocks, 4 papers, 4 scissors, 4 mountains and 2 wise men. The figure on the left shows the faces identifying the cubes. The figure on the right shows the board game; the cell labels are only used for move-recording.

1 king		
2 fowls	 	 
4 rocks	   	   
4 papers	   	   
4 scissors	   	   
4 mountains	   	   
2 wise men	 	 

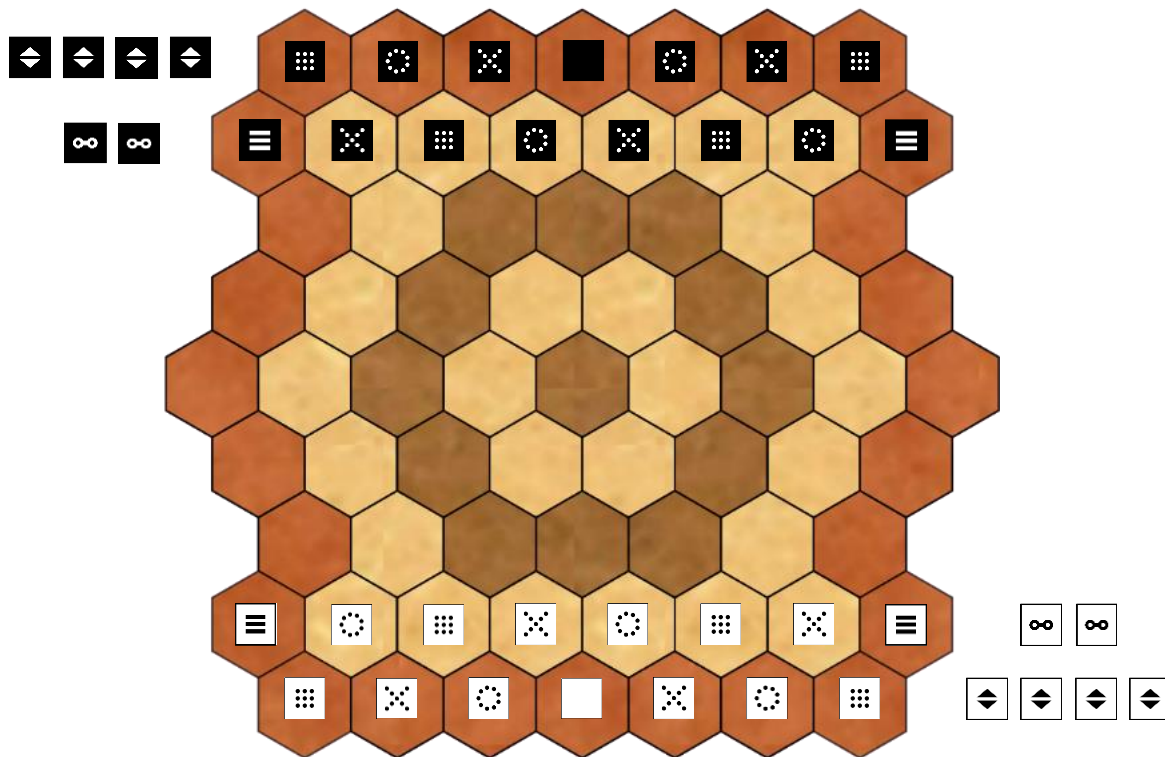


## Overview and objective

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. Piles of cubes move faster and attack from a greater distance than cubes alone. Beware of accelerations!

## Setup

Each player places his king, 2 fowls, 4 rocks, 4 papers and 4 scissors on his half of 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 his turn, each player must do one of the following actions:

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

A move is possibly accompanied by the capture of an opposing cube or pile located on the arrival cell of the played cube or pile.

The diagrams on page 5 visually summarize most of the text below.

### Move a cube or pile of cubes

The player must respect the following movement rules:

Movements
<b>General rules:</b> <ul style="list-style-type: none"><li>• A cube moves by one cell.</li><li>• A pile moves by one or two cells.</li><li>• Forking during a move is illegal.</li><li>• Jumping over a cube or a pile is illegal.</li></ul>
<b>Mountain exception:</b> moving a mountain is illegal.

### Build a pile

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

Piles
<b>General rule:</b> a pile consists of two cubes of the same color.
<b>King exception:</b> in a pile, the king must be at the top.
<b>Mountain exceptions:</b> <ul style="list-style-type: none"><li>• A mountain can only be stacked on a mountain.</li><li>• A mountain accepts a cube of a different color at its top.</li></ul>

### Unbuild a pile

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

### Build a pile, then move it

The player chains two actions respecting the associated rules. For his second action, the player must move the pile built on his first action.

### Move a pile, then unbuild it

The player chains two actions respecting the associated rules. For his second action, the player must unbuild the pile 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 (middle row excluded) in empty cells or occupied by his own cubes, respecting the pile rules and also the following rule: two parachuted cubes must land either in the same cell or in two neighboring cells by one side.

## Capture opposing cubes

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

### Captures

#### General rules:

- A moved unit (cube or pile) can capture an opposing unit (cube or pile) if it is stronger.
- The strength of a pile is determined by its top.
- The power relationships are as follows (see also the corresponding diagram on page 5):
  - foul beats king, wise man, foul, rock, paper, and scissors.
  - rock beats king, wise man, foul, and scissors.
  - paper beats king, wise man, foul, and rock.
  - scissors beat king, wise man, foul, and paper.
- A captured unit (cube or pile) is entirely removed from the board.

**King reset:** The captured king is reset on its starting line by the attacking player in a cell of his choice, respecting the pile rules.

#### Mountain exception:

- A mountain is never captured.
- At the top of a mountain, an opposing cube can only be captured by a moved cube, but never by a moved pile.

The two-step action "move a pile, then unbuild it" is possibly accompanied by two captures: a first when moving the pile, then a second when unbuilding the pile. During this action, if the king is captured at the first step, then the second step must first be played before resetting 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.
- The opposing king, which he has just captured, cannot be reset.
- The opposing player cannot take any action during his turn.

## Clarifications

Here are clarifications corresponding to frequently asked questions:

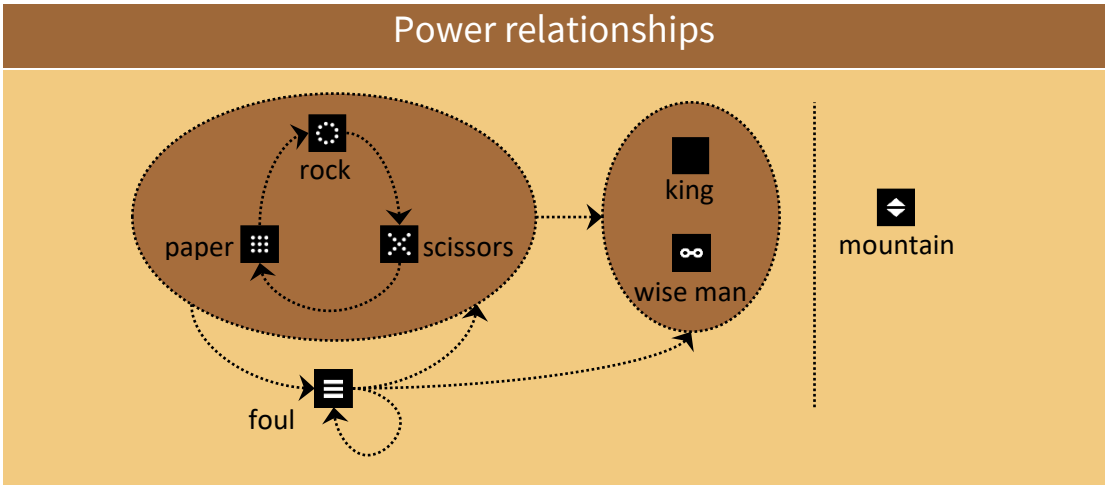
- A pile consists of two cubes: no more no less.
- In the two-step actions "build a pile, then move it" and "move a pile, then unbuild it", the directions of movement of the first step and the second step may be different.
- The king reaches the goal either by moving alone or in a pile, or by climbing an opposing mountain.
- Moving a mountain is illegal, whether the mountain is alone or in a pile.
- A cube at the top of a mountain can only move by one cell when leaving the mountain.
- Two mountains on the same pile have necessarily the same color.
- The captured cubes are removed from the board and are no longer played, except the king.

## Ransom variant

Before resetting the captured king, the attacking player demands a ransom, in the form of an opponent's cube of the board, other than a mountain or a pile bottom. The attacking player announces an admissible ransom type, then the attacked player chooses a cube of this type, and finally the attacker resets the king. If the attacking player cannot demand an eligible ransom, then he wins the game.

Summary diagrams

An arrow “a” → “b” means that “a” can capture the cube “b” or any cube of the group “b”



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

Case	1 <sup>st</sup> move		2 <sup>nd</sup> optional move	
1		Move “a” Possible capture in the arrival cell	No option	
2		Stack “a” over “b” No possible capture		Move stack “a+b” Possible capture in the arrival cell
3		Move stack “a+b” Possible capture in the arrival cell		Unstack “a” Possible capture in the arrival cell
				Unstack “a” et stack it over “c” No possible capture

## Notation (for geeks)

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 label; example: c2.

Each move is noted by the start cell, followed by "-" for a moved cube or "=" for a moved pile, 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 reset 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

## Version

This document dated May 19, 2020 describes version 4.1 of the JERSI rules.

Changes compared to version 4.0: the ransom variant has been added; the rules text has been rewritten; any reference to Lobjan has been abandoned.

## 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 meeting of "Tl" on Discord is at the origin of the ransom variant. Thanks to "Et", a go player met on "LEAF", for playing without compromise to experience JERSI. Critics of "Yh" from the "LEAF" and from the "Board Game Geek" forum convinced me to simplify the rules text. Special thanks to my son "Cr" for his involvement in versions 2, 3, 4 and 4.1 of the rules. Finally, my little world has grown thanks to the audacity and ambition 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



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