








In Jersi, both players maneuver their cubes, alone or in dynamic stacks, which confront each other in their roles of rock, paper, scissors, fool, wise man, king and mountain, with the aim of winning their king or blocking the opposing king. Pronounce /jer-ssi/ in [lojban](#).

General information

Number of players: 2/ Age limit: 8 years / Playing time: 20 to 45 minutes

Components

A board of 69 hexagonal cells (see the figure at page 2).

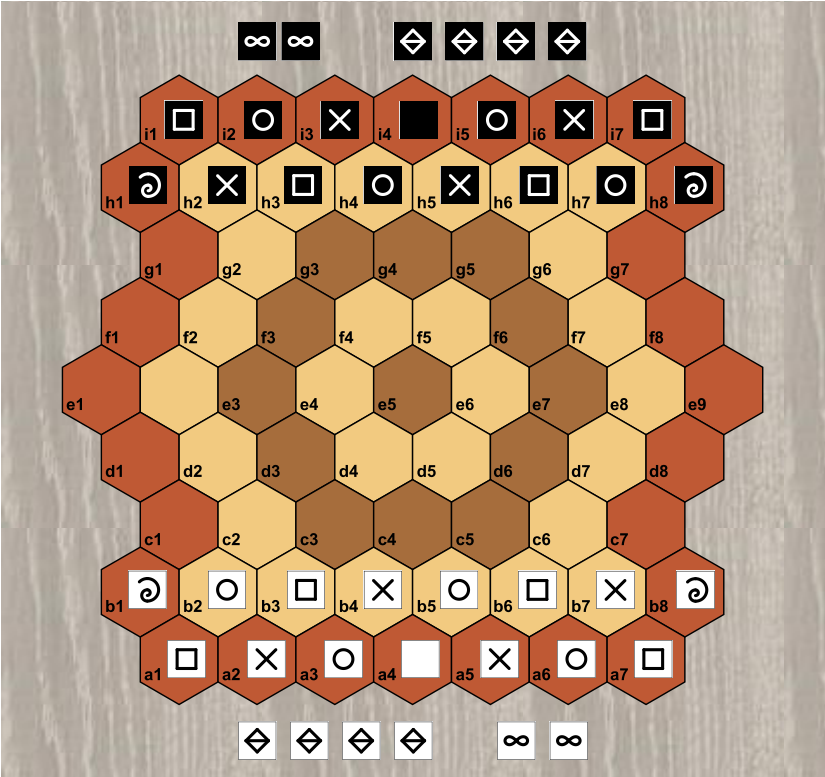
For each player, white or black, 21 cubes of their color: 4 rocks ; 4 papers ; 4 scissors ; 2 fools ; 2 wise men ; 1 king  and 4 mountains 

Overview and objective

To win, a player must bring his king to the furthest line from his starting line or else make the opponent player unable to play.

Setup

The board is placed between the two players. Between him and the board, each player has a reserve in which he places his wise men and his mountains. On the line closest to him, each player places his other cubes as shown in the figure on page 2.



Gameplay

White starts the game. On their turn, each player chooses one of the following 6 actions of 1 or 2 steps:

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

A stack is made up of two cubes. Any cube and stack moves do cross the faces of the hexagons. Cube and stack capture are made by moves. See the following detailed descriptions.

The stacks

Stacks built at the end of each action step must respect the following rules:

- **General rule** – A stack must consist of 2 cubes of the same color.
- **King's Rule** – In a stack, the king must be on top.
- **Mountain rule** – The mountain must be on the ground or stacked on another mountain. Any cube, other than a mountain, can stack on an opposing mountain.

The moves

Any cube or stack move must respect the following rules:

- **General rule** – A cube moves, horizontally or vertically, by one space, maintaining or changing its elevation (up or down). A stack moves horizontally or vertically by 1 or 2 spaces. Jumping is not allowed.
- **Mountain Rule** – After its drop, a mountain cannot be moved.

Action “move a cube or a stack”

The player must move a single cube or a stack.

Action “build a stack”

The player must move a single cube and place it on top of another.

Action “unbuild a stack”

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.

Action “build a stack, then move it”

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

Action “move a stack, then unbuild it”






















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

Action “drop one or two cubes from his reserve”

The player chooses one or two cubes from his reserve, then places them on the board in empty cells or occupied by his own cubes, respecting the stack rules and the following rule: two dropped cubes must land either in the same cell or in two adjacent cells by a hexagonal face.

The captures

Any movement potentially involves the capture of an opposing unit (cube or stack) occupying the space of arrival of the moved unit (cube or stack). The capture rules are as follows:

- **The powers:**
 - A moved unit (cube or stack) can capture an opposing unit (cube or stack) if it is more powerful. The power of a stack (without a mountain) is determined by its top.
 - The power relationships are as follows:
 - The mountain is invincible, alone or in a stack, and cannot attack.
 - King and wise man do not beat any cube.
 - Rock  beats fool  and scissors , as well as king  and wise man .
 - Paper  beats fool  and rock , as well as king  and wise man .
 - Scissors  beats fool  and paper , as well as king  and wise man .
 - Fool  beats fool , rock , paper  and scissors , as well as king , but fool cannot beat wise man.

- **Protection of the mountain:** At the top of a mountain, an opposing cube can only be captured by a cube, but never by a stack.
- **Capture:** A captured unit (cube or stack) is entirely removed from the board and is placed in the reserve of the attacking player, acting as a jail.
- **Return of the king:** The captured king is relocated, at end of turn, on its starting line by the attacking player in a position of his choice.

The two-step action “move a stack, then unbuild it” is potentially accompanied by two captures.

Game end conditions

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

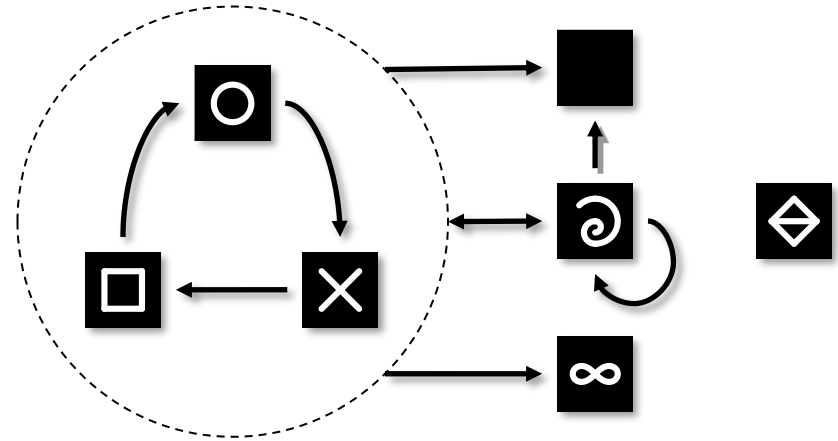
- His king reaches, alone or stacked, the opposite line of the board.
- The captured opposing king cannot be repositioned.
- The opposing player cannot perform any action on his turn.

The game is stopped and declared a draw if no capture, other than the king, has taken place after 40 turns (20 white turns and 20 black turns) since the start of the game or since the last capture.

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Schema of captures



Notation

Here are the notation principles of a game:

- Any dropped or repositioned cube is referenced by its English initial letter, uppercase if white, lowercase if black: R (rock), P (paper), S (scissors), F (fool), K (king), M (mountain), W (wise man). « M:c4/W:c5 » denotes the drop of a white mountain at « c4 » and of a white wise man at « c5 »; « k:i6 » denotes the repositioning of the black king at « i6 ». The oblique bar « / » separates each positioning from another one or from a move.
- « c3=c5 » denotes the stack move from « c3 » to « c5 ». « c5-b6 » denotes either the single cube move, or the top cube move from « c5 » to « b6 ». « c3=c5-b6 » denotes the chaining of « c3=c5 » followed by « c5-b6 ».
- « c3=c5! » comments a capture, while « c3=c5!! » comments a king capture.