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| JERSI 4.7 |  |

The two Jersi players embody two armies of cubes fighting on a game board. Each player must bring her king cube to the opposite edge of the board and thus win the war. At the start, on the board, alongside the king, each player has warrior cubes with emblems of rock, paper, scissors and foul warriors. Then, from her reserve, each player can parachute mountain or wise men cubes.

Each type of cube has a unique capacity. Thus, the king does not fight, but does not die: after its capture, he is sent back to its starting line. Cubes can be stacked for faster movement or to protect a threatened cube, indeed the power of a stack resides in the cube at its top. Cubes and stacks can fight each other.

On her turn, the player performs simple or combined actions such as building a stack and moving it or moving a stack and unbuilding it: beware of accelerations and double captures!

Juggle the stacks and take advantage of the rock-paper-scissor cycle!

# **General information**

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| Number of players: 2 | Age limit: 8 years and up | Playing time: 20 to 45 minutes | |
| Author: Lucas Borboleta | Illustrator[[1]](#footnote-1) : Lucas Borboleta | License CC-BY-NC-SA |  |

# **Version**

This document dated August 10, 2020 describes version 4.7 of the JERSI rules.

Changes compared to version 4.6: simplifying the explanation of rules.

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# **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.

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| 1 king |  |  |  |
| 2 fouls |  |  |
| 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 her 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 and double captures!

# **Setup**

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



# **Gameplay**

## Overview

White begins the game.

On her turn, each player performs one or two actions:

* The first action is mandatory.
* The second action is constrained by the first one and is optional.

Each action involves one of the three following units:

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| a  b  A stack made of two cubes | a  b  A cube on top of some stack | a  A solitary cube out of any stack |

Each action must be one of the six following options:

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| --- | --- | --- | --- | --- |
| **① Move a stack by one or two cells** | |  | **③④⑤⑥ Move a cube by one cell** | |
| a  b  a  b | |  | a  a    ③ Translate a solitary cube | a  b  a    ④ Unstack a cube |
| **② Parachute a cube from the reserve** | |  | a  a  b    ⑤ Stack a cube | a  b  a  b    ⑥ Transfer a cube |
| a | a  b |

The constraints on the second action are described in the next table, with reference to above action numbers.

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| --- | --- |
| **First mandatory action** | **Second optional action** |
| Parachute a cube from the reserve ② | Parachute another cube from the reserve ② |
| Move a stack ① | Move the top of the moved stack ④⑥ |
| Build a new stack ⑤⑥ | Move the new stack ① |
| Move a cube without building a new stack ③④ | No available action |

Except for parachuting, each action is possibly accompanied by the capture of the opposing unit (cube or stack) located on the arrival cell of the moved unit (cube or stack).

The next sections provide complementary rules for stacking, moving, parachuting and capturing.

## Detailed rules

The rules given in the overview are complemented by the following ones.

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| **Stack rules** |
| **General rule**:   * A stack consists of two cubes: no more no less. * The cubes of a stack 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. |

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| **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. |

## Parachute one or two cubes from her reserve

The player chooses one or two cubes from her reserve, then places them on the board in empty cells or occupied by her own cubes, respecting the stack rules (if applicable) and also the following rule: two parachuted cubes must land either in the same cell or in two adjacent cells.

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| **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, but foul cannot beat 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 its starting row by the attacking player in a cell of her 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:

* Her 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 her turn.

The game is stopped and declared tie game if no capture occurred after 40 turns (20 turns of white and 20 turns of black) since the start of the game or since the last capture.

# **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 its ability to be parachuted and to help the movement of an isolated cube.
* The relocation of the captured king is mandatory and is not counted as an action.

# **Summary diagrams**

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| “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”. Foul can capture another foul. Foul can capture the triad rock-paper-scissors and conversely. |
| Power relationships |
| king  rock  paper  scissors  foul  mountain  wise man |

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| 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  a  a | no action | no option |
| Build a stack | stack “a” over “b”; no capture  a  a  b | then move it | move stack “a+b” possible capture  a  b    a  b |
| Move a stack | move stack “a+b” possible capture  a  b    a  b | then unbuild it | unstack “a”; possible capture  a  b  a |
| unstack “a” and stack it over “c”; no capture  a  b  a  c |

# **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: 2 for the winner; 0 for the loser; .1 to each player for a tie game

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

# **Thanks**

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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/>. [↑](#footnote-ref-1)