

# Mikjersi

## Introduction

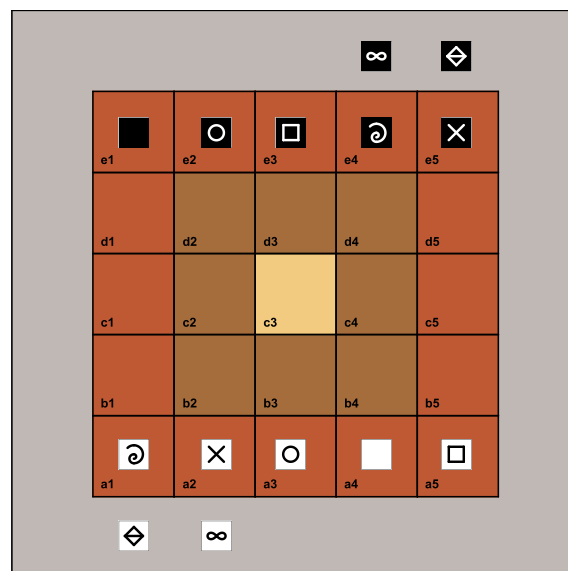
This document describes an adaption of the boardgame Jersi in the direction of reducing the size of the board, the number of pieces and the duration of each play.

The name “Mikjersi” is coined from the Lojban root (gismu) “mikri”, that signifies “micro”, and whose shorten form (rafsi) is “mik”.

## Version

This document describes version 1.0 of the Mikjersi rules. See the date in the page header.

## Mikjersi adapted rules

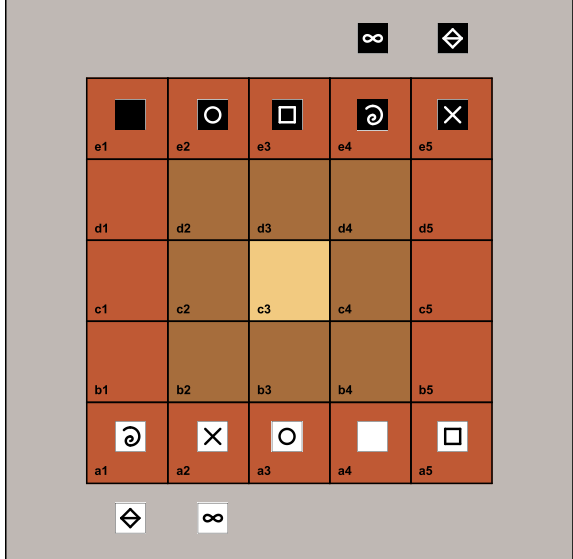


The rules of Mikjersi are those of Jersi, but with the following changes:

- **Board** – The board is made of 5x5 squared cells.
- **Moves** – The moves are only vertically and horizontally, but not along diagonal.
- **Cubes** – Each player owns 1 cube of each sort:
  - 1 mountain and 1 wise man that start in the reserve.
  - 1 rock, 1 paper, 1 scissors, 1 fool and 1 king that start on the first row of each side.
- **Setting phase** – At the beginning, the board is empty. Starting with whites, and alternating turns, each player puts a cube on his first row. The mountain and wise man are kept in the reserve. After this phase, the play continues as in Jersi.
- **Exchange of prisoners** – When a player captures a cube whose sort exist as prisoner by his opponent, then those prisoners are immediately exchanged and moved into the respective reserves.
- **Drop** – Each piece of the reserve, including retrieved prisoners, can be dropped.



## Play examples

	<p>To-be-done</p>

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