# Oferhlýp

Overview

Oferhlýp is an abstract strategy game played between two players on a board made up of 35 hexes. On the surface, gameplay is similar to checkers (draughts.) However, tokens may be moved in any of six directions rather than just forwards diagonally. In addition, a player's own tokens may be jumped to create a more dynamic game, and tokens must be jumped twice before they can be removed from the game.
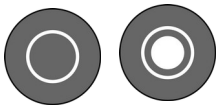
Objective

Players try to eliminate their opponent's tokens via jumping attacks while retaining their own tokens.

Components

- Game board
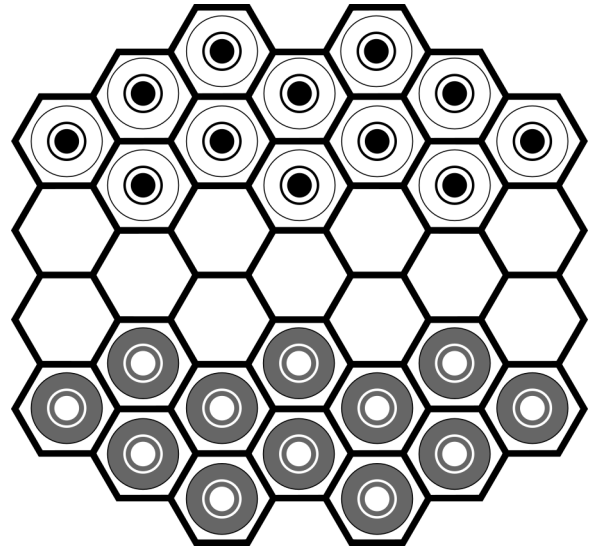
- 12 two-sided light tokens
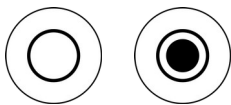
- 12 two-sided dark tokens

Setup & starting the game

Tokens are placed on the game board using the following layout. All tokens start at *full-strength* status with the double bulls-eye side up.

Players choose which color (light or dark) to use with the dark color taking the first turn. Players then alternate taking turns.

Playing the game

On a player's turn, the player may *move* or *attack* with one token.

Moving

Tokens may be moved one hex in any direction onto an open hex.

A token belonging to the player may be jumped in a legal move called a *friendly jump*. Making more than one friendly jump per turn is not permitted.

A player may not follow a move or friendly jump by an *attack*. A player may not follow an *attack* and with a *move* or friendly jump.

Attacking

Players may *attack* an opponent's token by jumping directly over it to an open hex. Attacks are not compulsory.

Players may perform a *chain attack* by jumping more than one of their opponent's tokens in a sequence (similar to checkers) following the normal attack rule.

After being attacked, tokens at *full-strength* status are flipped over to the open bulls-eye side to signify that they are now at *half-strength*.

After being attacked, tokens at half-strength status are removed from the board and are out of play.

Tokens may not be attacked more than once per turn, even as part of a *chain attack*. You also cannot simply jump over a token then jump back over the same token.

Winning the game

Players continue to alternate turns until all of one player's tokens have been removed or if a player only has one token left. (Having only one token left would create a situation where that player could not move without placing the remaining token into a position vulnerable to an *attack*.)

Perpetual repetition is illegal. If a board position is repeated three times, the player in control of the situation must find another move.

Credits

Oferhlýp was created by John Beers. It was conceived in 2013 while working on another game. "Claim the Crown" incorporated the concept of tokens with two hit points but featured various types of Middle Ages themed units like spearmen and archers and replaced jump attacks with dice rolling combat. Oferhlýp is a purer abstract interpretation of that with a focus on strategy over luck.

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Find out more

More information on Oferhlýp and "living rules" can be found at:

http://github.com/jaerrib/oferhlyp