

# Oferhlýp

## Overview

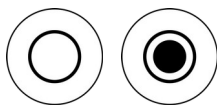
Oferhlýp is an abstract strategy game played between two players on a board made up of 35 hexes. On the surface, gameplay is similar to checkers (draughts.) However, players may move in any of six directions rather than just forwards diagonally. In addition, a player's own pieces may be jumped to create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

## Objective

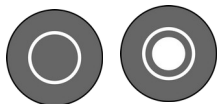
Player try to eliminate their opponent's pieces via jumping attacks while retaining their own pieces.

## Components

- Game board
- 12 two-sided light pieces



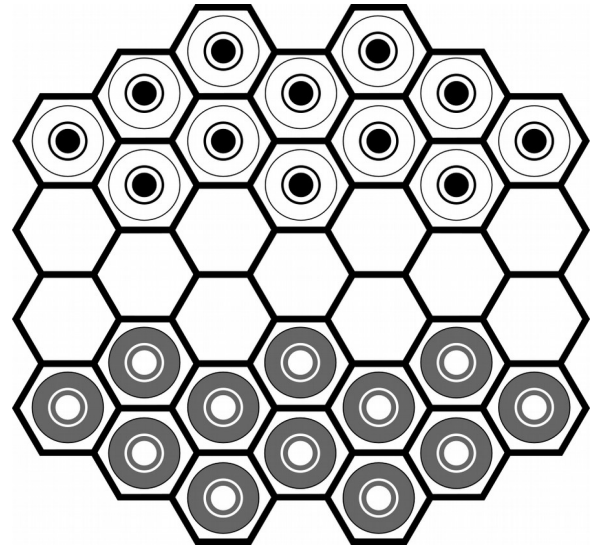
- 12 two-sided dark pieces



## 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 bullseye 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 piece.

### Moving

Pieces may *move* in any direction onto any adjacent open hex.

A piece belonging to the player may be jumped in a legal move called a *friendly jump*. *Friendly jumps* must be made in a straight direction; they may not turn 60-degrees to the side. 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* with a *move* or *friendly jump*.

### Attacking

Players may *attack* an opponent's piece by jumping directly over it to an open hex. Just as with *friendly jumps*, *attacks* must be made in a straight direction. *Attacks* are not compulsory.

Players may perform a *chain attack* by jumping more than one of their opponent's pieces in a

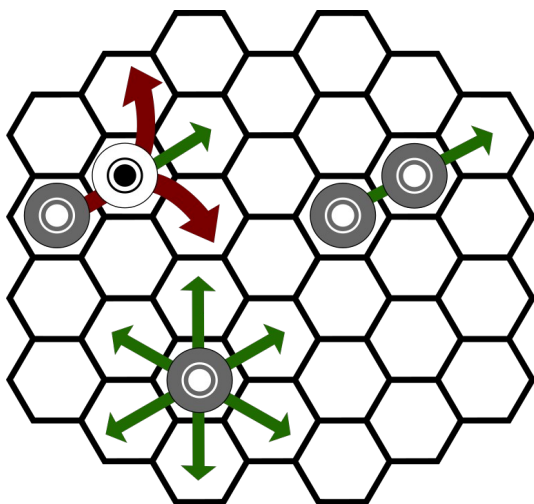
sequence (similar to checkers) following the normal attack rule.

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

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

Pieces may not be attacked more than once per turn. (You cannot simply jump over a piece then jump back over the same piece.)

### Example moves



## Winning the game

Players continue to alternate turns until all of one player's pieces have been removed or if a player only has one piece left.

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 hitpoints 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 can be found at:

<http://github.com/jaerrib/ofehrlyp>