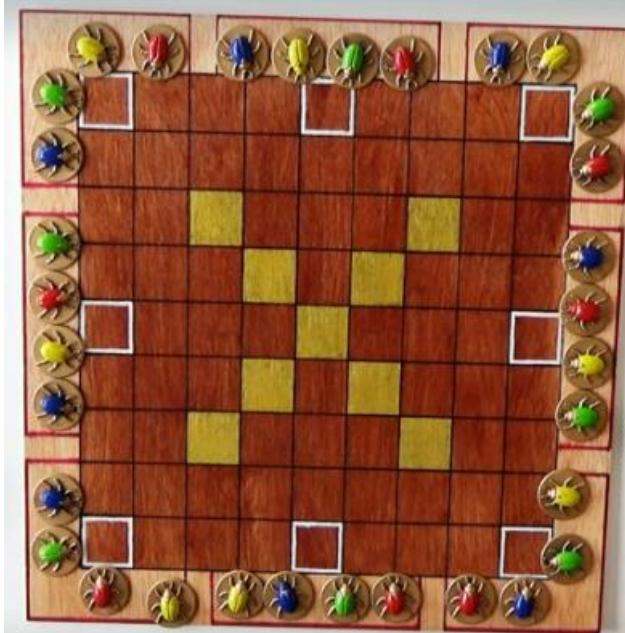


Khepri

2015, Pere Martínez, <https://boardgamegeek.com/boardgame/352404>

The game is played in the following 9x9 board, and each player has eight pieces (the Egyptian beetles), one of them is marked.



The board setup for four players.

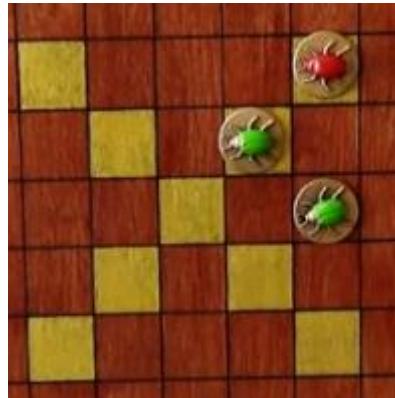
With less players, just remove their colors from the 8 border sectors.

*Each white-marked square is the **entry point** for its border sector.*

On his turn, each player moves a friendly piece to an orthogonally adjacent square; a piece can move up to three steps in the same turn (pieces can change directions during their move).

- The player has a budget/turn of six moves and can move up to three pieces.
- The pieces at the border sector can only move inside the board using the respective entry point (if it is not occupied by the adversary).
 - Entering the board does not cost movement points (this means, a player can move two pieces, three squares each, and still move a third piece from the border into its entry point).
- A piece can also push one or more adjacent pieces (of either color); however, pushing costs an extra budget point (but pushing costs the same, no matter how many pieces are pushed).
 - Pieces cannot be pushed off the board.
 - A piece on the border sector can also push another piece that is on its entry point. The piece can be pushed to any adjacent empty square, and this costs one budget point.

- A piece can attack another piece if it moves over one empty square, and then moves, in the same direction, into the square where the opponent piece is (the metaphor is that the beetle needs some space to gather momentum for its attack). The attacked piece is removed from the board and placed on a border sector that did not have pieces of its color.

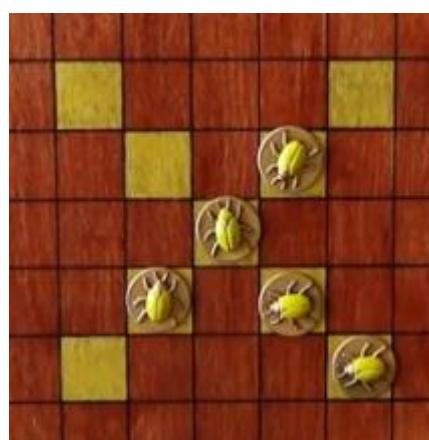


Red's turn: the red beetle can remove the south green beetle, but not the southwest one (that would mean a change in direction)

At the end of his turn, if the player makes a N in-a-row in the yellow cross, it will get points. Each:

- Two pieces in line gets 1 point
- Three pieces in line get 2 points
- Four pieces in line get 3 points
- Five pieces in line get 5 points

The marked piece gains one extra point for each line it belongs to. Also, the marked piece at the center gains another extra point.



In this example, Yellow scores four points.

If the marked piece is at the center, Yellow scores three points extra.

Goal. The first player to score 30 points wins the game.

Ref: https://www.youtube.com/watch?v=7XTFg_Ol7SQ