

AmoriAx

Zdeněk Šimek, 2024, <https://zxretrosoft.itch.io/amoriAx>

AmoriAx is a tactical game based on Roman board games. The objective is to seize the crown in the middle of the board by tactical maneuvers. Classical board games of the ancient Roman type are based on the principle of simplicity. They are usually played with simple stones, have a minimum of rules and are easy to learn. Behind this apparent simplicity, however, there is usually a sophisticated and complex logic.

Since there is no material disproportion in the game, as players have the same number of stones at all times, AmoriAx is exclusively a positional game.

Goal. The purpose of the game is to capture the center square with the crown.

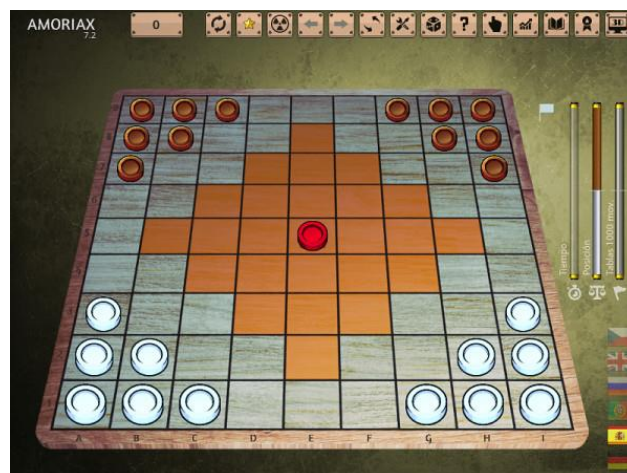
Rules of the game

The game is based only on 4 rules:

- the playing stone can only be moved to the last possible square in the chosen direction.
- outside the marked centre square, the stone can be moved in an L-shape (like a knight in chess)
- the playing stone can be dragged from the full corner to the opposite corner diagonally
- the red stone is shared by both players and can be dragged by anyone

Stones are not discarded, they are only moved to where there is an empty space. Each player has 12 stones that start in their starting position arranged on the corners of a 9x9 board. There is a common red stone in the middle. The player with the white stones starts. A tie occurs when the position is repeated 3 times.

Starting position



Tactics

The player will intuitively aim to have as many stones as possible in the marked center field. By approaching the center, however, he must take care at the same time not to create an ideal end situation for an opponent who seeks the same.

The game gradually proceeds to dynamics, as the area around the center field is tightened. It is in a way contrary to classic board games, in which elimination takes place and in which the game usually tends to lose dynamics when most stones or figures are eliminated.

The original element is a common red stone, which adds another dimension to the game. The red stone must be placed in the best possible way for their own advantage, while both players are dragged about its optimal placement at the same time and their interests logically go against each other.