VERSUS™
RULES
www.versus-le-jeu.net

Game overview

This game – combining reflection with strategy – is for 2 players aged 8 and over. Duration: ± 30 minutes.
One player chooses the colour blue and the other one chooses the colour brown.
The Blues always start the game and each player in his/her turn moves one element.

Goal of the game

Score more points than your opponent by placing pawns of your colour on the 6 vacant greyed hexagons identified on the board.

Game material

- a board of 91 hexagons, 6 of which are greyed on the central axis; these are the target hexagons where you want to place your pawns;
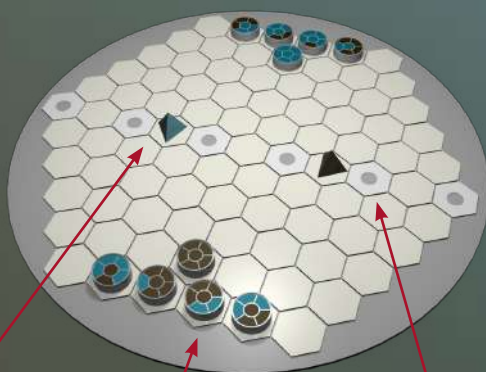
Blue VERSUS

pawns brown,
3 brow, 2 blue

target hexagons

- Twelve game elements: two tetrahedron shaped "VERSUS" and ten round shaped pawns:

   -- one "VERSUS" of corresponding colour (blue or brown) per player,

   -- Ten pawns showing on each face one center and five round sections; each round section is either blue or brown. The central part of the visible face of the pawn indicates the player who controls the pawn and the round sections of the same colour as the central part give it its value. If you compare the two faces of a pawn, only the colour of its central part changes; thus, a pawn has a different value depending on who controls it. The exemple opposite shows the two faces of the same pawn: 2 blue VS 3 brown

Start of the game

Each player starts the game with his/her « VERSUS » and 5 pawns under his/her control.
The Blues always start the game.

Moving the elements

Each player in his/her turn must move one element under his/her control: either his/her "VERSUS" or one of his/her pawns.
All pawns and the 2 "VERSUS" can only be placed on a free hexagon and can never move over any other element.
Pawns may move to the next free hexagon in any direction.
See figure 1

The 2 "VERSUS" may move in a straight line in any direction for as many hexagons as you like.
See figure 2

It is no longer possible to interact with any of the pawns placed on the 6 target hexagons of the board.
To view the possible moves, click on your "VERSUS" or on any of the pawns under your control.
To move an element, click on it. Accessible hexagons change colours. To make a move, click on the hexagon to which you want to move. You may change your move by clicking on any other hexagon, or by selecting any other pawn under your control.
Once you have completed your move, click on "VALIDATE" at the bottom of the window to confirm definitely this move.

A Game by Michel PINON

ASYNCRON™ games *le temps de jouer*

Specificity of the "VERSUS"

Once moved(1), your "VERSUS" attracts the pawns controlled by the opponent (2) and (3) one hexagon closer to the "VERSUS", on the condition that these pawns are aligned with the "VERSUS" and are directly visible by the latter, and this in all directions around the "VERSUS"; then, your "VERSUS" turns the pawn(s) upside down to take control of it/them (2) and (3).

Please note that you will not be able to turn your opponent's pawns upside down – and therefore take control of them – if you cannot move them one hexagon closer to your "VERSUS".(4)
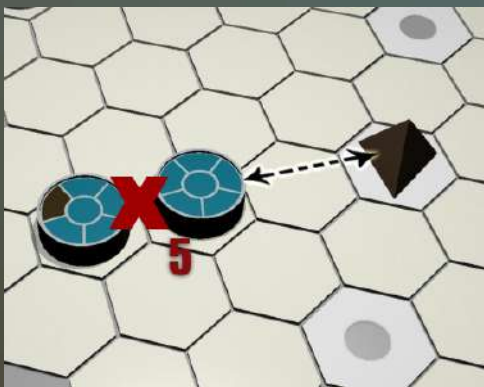
A pawn is considered directly visible by the "VERSUS" as long as it is aligned with this one and there is no element of the game in between.(5)

Please also note that each pawn has a dominating colour, for instance: 3 brown round sections / 2 blue round sections; in case of repeated attractions of the 2 "VERSUS" on the same pawn, the player who does not hold the dominating colour must give way after two repeated attractions, but you may come back later after having played elsewhere. Should the move consecutive to the 2 attractions entail three new attractions, among which the pawn involved in the two preceding attractions, this move will be possible but will not trigger a third attraction of the pawn involved in the two preceding ones.

End of the game

The game ends when one of following cases comes up:

-- A pawn is placed on each of the six target hexagons identified on the central axis of the board,

-- One of the two players cannot move any element,

-- The player who is leading the game can no longer be tied or beaten; in this case and for the online version for two players, the game will end and the players will be informed of the outcome of the game,

-- The game has been inactive for more than 7 days: if an ongoing game has been inactive for more than 7 days, and after one follow-up sent by email to each of the two players, it will be automatically ended on the 4th day following this notice; in this case, the player who had to play during the ongoing game but failed to do so in time will be declared losing the game. The game will be taken into account in the Rankings Elo;

-- A player offers to "retire" from the game, or to call it a "draw" by clicking on the corresponding button; in the first case, the game is lost by the player retiring from the game and in the second case, the players are considered to be of "equal force" if the other player accepted the offer of a draw by clicking on the corresponding button; if he/she refused the offer, the game goes on normally.

Who wins the game?

Each pawn placed on a target greyed hexagon gives the player who controls it a number of points equivalent to the number of round sections of his/her colour.
Each player's points are added up and the winner is the player with the highest number of points; if the players are tied, they are considered to be of "equal force".

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