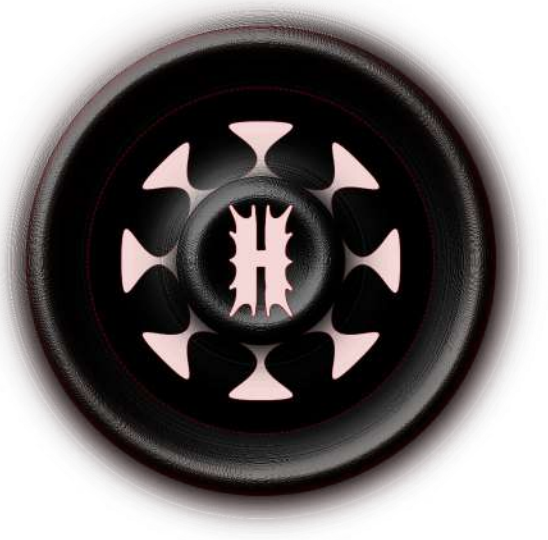




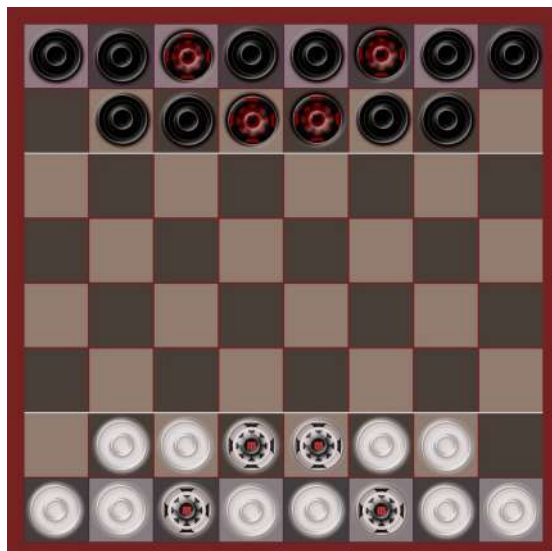
# *HEROOJ*

*A BOARD GAME DESIGNED BY DAVID CRESPO (AKA DAVE DOMA)*





Easy tactic game of masters and heroes with a little chess-like feeling.



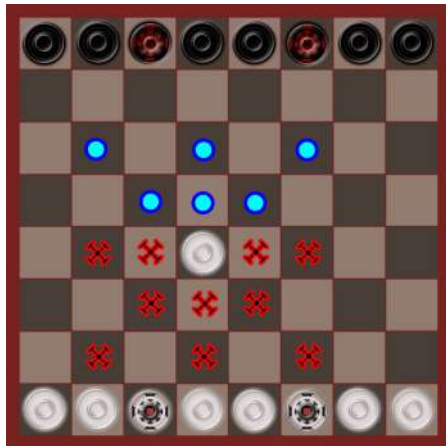
HEROOJ (herœes, in esperanto language) is an abstract board game for 2 players, which can be played on an 8x8 board, with 10 pawns (double-sided pieces) and 4 masters for each player. You can use a set of checker-like pieces or poker chips, with a mark on its bottom side to recognize promoted pawns or "Herooj". For the Masters, you can use 4 pawns from a chess set, or any other 4 pieces of your election.

The objective of the game is to move one of your pawns to your opponent's first row, promote it to Heroo and bring it back to your safe zone.

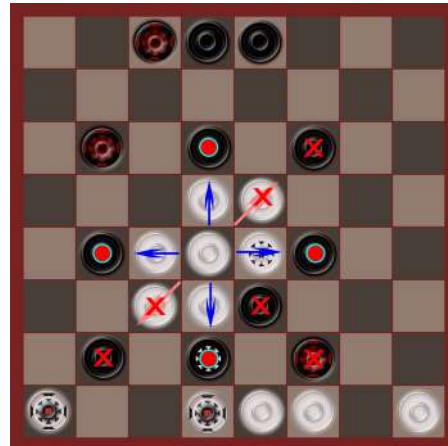
## RULES







**PAWNS:** A pawn can move 1 or 2 cells orthogonally or diagonally forward, (backwards and sideways moves are not allowed for pawns).  
they can capture by jumping orthogonally (in straight line) over an adjacent friendly piece and falling on an immediately adjacent enemy piece, which is removed from the board, (backwards and sideways captures are allowed, but not diagonal captures).



Allowed moves for pawns

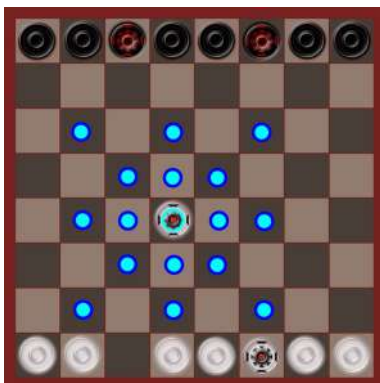


Allowed and forbidden captures for pawns and Herooj

-  piece to move
-  allowed move
-  forbidden move
-  captured piece



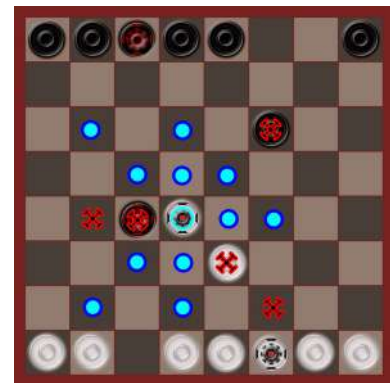
**MASTERS:** A master can move 1 or 2 cells in any direction, orthogonally or diagonally forward and backwards. Also, it can capture in the same way of pawns (jumping over an adjacent friendly piece and falling on an immediately adjacent enemy piece) but in any of 8 directions (including diagonals).







Allowed moves for Masters



Allowed captures for Masters



Allowed and forbidden moves for Masters

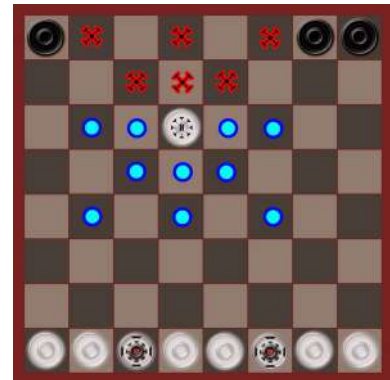
-  piece to move
-  allowed move
-  forbidden move
-  captured piece



**HEROOJ:** When a pawn reaches the far rank of the board is promoted to "heroo". It can move sideways and backwards (orthogonally and diagonally), but NOT FORWARD. It captures like pawns.



Pawn promotes to Heroo when it reaches the first row of your opponent



Allowed moves for Herooj

\*It's not allowed to jump over enemy pieces. Also, it's not allowed to jump over friendly pieces unless you are doing a capturing move.

**GOAL:** The goal of HEROOJ is to promote a pawn to Heroo and bring it back to the player's safe zone (2 first rows of the player's side).

A player can also win if he eliminates all the opponent's pawns/herooj or leaves him without legal moves.



White player brings his/her heroo to the white's safe zone and wins.

# MASTER HEROOJ

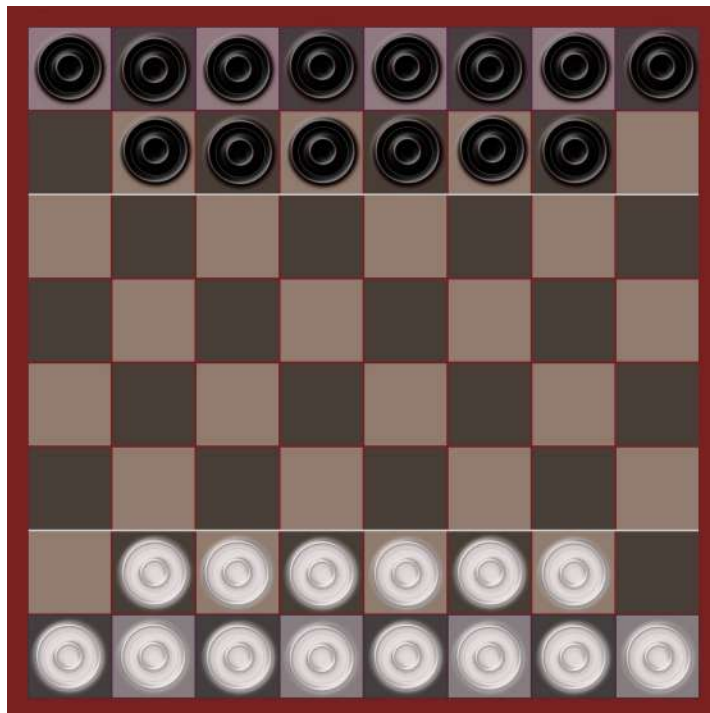
The "Master Herooj" variant is played in the same way than the original "Herooj" game, but with subtle differences:

The game starts without "Masters". A pawn promotes to Heroo when it reaches the far rank of the board (first row from your opponent's side).

When a Heroo reaches the safe zone (2 first rows from your side) it promotes to "Master".

**GOAL:** When one of the players places his/her second Master on the board, (even if the first one was captured), the game ends, and the player wins.

If a player has one only piece on the board, automatically loses the game. A player can lose also if he/she has no legal moves.



Initial setup to play "Master Herooj"

\*Herooj is a free abstract board game designed by David Crespo

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Artwork and rules-set by David Crespo.

