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# **Russian Jjjanggi**

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## Admin

- Participants needs to be on both MStears and Zoom.
- Turn **ON** your **video** on **Zoom**
- MS teams will only be used for **audio** discussion
- All participants have to be **muted** on Zoom at all time unless speaking
- From each team, choose **1 representative** to communicate with the programmer regarding your main grid movements on zoom



A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7							B2
A2							B4



## Objective: Capture the king!

1. Assign a player to every game piece  
**EXCEPT** for chosen KING piece (*No Player for King*)
2. Fill up your **first row** with your pieces in any order  
THEN fill up **second row** with extra pieces (if any)
3. Advance your pieces to enter a *CONTEST* with opposing pieces  
King **CANNOT** Contest



## **How to win?**

- 1) Capture the opponent's king**
- 2) Eliminate all your opponents by winning the subgames**





## **Movements**

- Each team will take turn to choose a piece (can be any piece) to move
- Different colored tiles represents the different floor level
- On the same floor, the tile can move 2 spaces (Travelling up a floor is considered as 2 spaces)

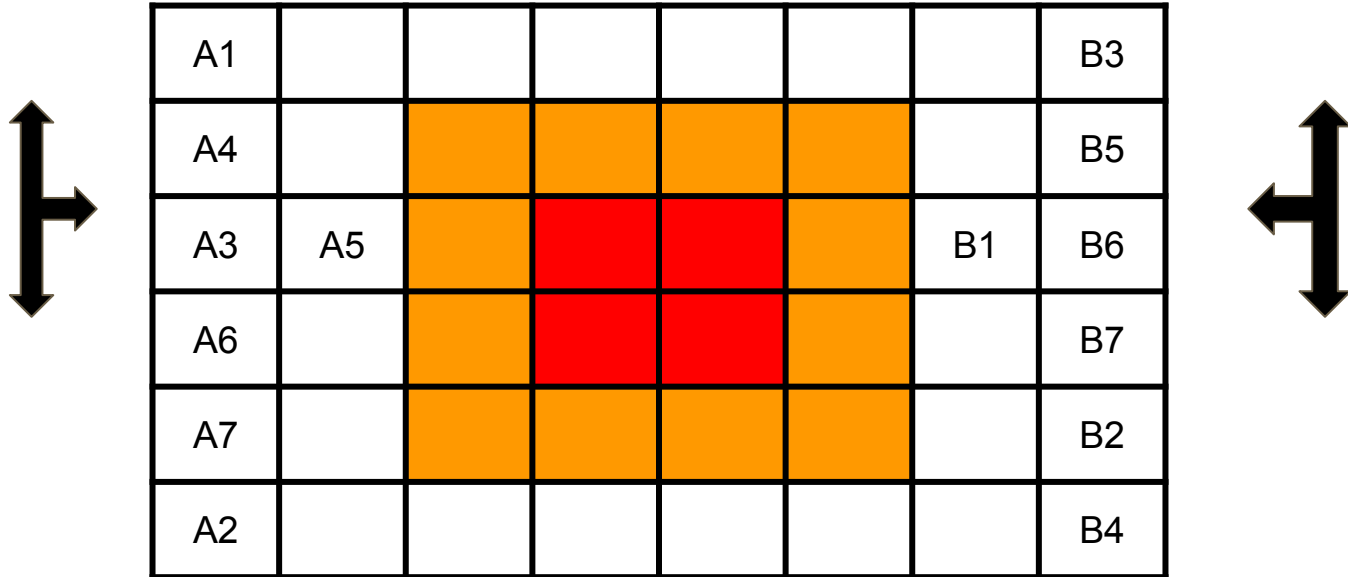
*The team will discuss as a OG on their MSteams which tile they want to move during their turn and have just 1 representative unmute themselves on ZOOM to let the programmer knows.*

*Stick to the **SAME** representative each time.*



## **Movements**

- Only can move forward or up and down. NO moving backwards at the start.
- Only when a tile successfully reached the starting line of the opponent side, that tile can move backwards





**White tiles: Floor level 1**

**Orange tiles: Floor level 2**

**Red tiles: Floor level 3**

**Each turn, selected tile can move  
2 spaces.**

**Moving within the same floor  
level, each grid box is 1 space.**

**Moving from one floor to  
another is considered 2 spaces.**

A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7							B2
A2							B4



## Example of tiles able to move backwards



**A2 has reached the opponent starting line and hence, tile A2 is able to move backwards.**

A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7					B4		B2
							A2

## Contest



- When 2 opponents are adjacent (diagonal not counted) to each other and standing on the same floor.
- When a contest happens, the identity of the member is revealed and the 2 opponents will play a subgame.
- Which subgames to play is determined by the sum of the 2 opponent's numbers.  
(Sum = 1 ~ 7: *Russian Tic Tac Toe*, Sum = 8 ~ 14: *Memory game*)
- If a tile is adjacent to more than one opponent, the *minority*\* will get to choose which opponent to face first.
- Loser of subgame will be removed from the main grid.

## Example of contest



**A2 and B4's identity will be revealed and they will be playing a subgame with each other.**

**$2 + 4 = 6$  and hence, subgame 1 will be played.**

A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7							B2
				A2	B4		

**NOT** a contest



A5 and B1 is **NOT**  
on the same floor

A2 and B4 are  
diagonal to each  
other hence **NOT**  
counted as  
adjacent.

A1				a2	b3	a1	B3
A4							B5
A3		A5	B1			B1	B6
A6	b3						B7
b1	a7					B4	B2
					A2		

## Minority



In this case, A4, B5, and A1 is adjacent, B5 is considered a 'minority' and B5 is to choose which opponent he/she wants to play the subgame with first.

							B3
		A4	B5	A1			
A3	A5					B1	B6
A6							B7
A7							B2
		A2			B4		



## Contest

- In the event where a contest happens between a member and a king, the king is considered captured and the game ends.
- If there is a *protection*\* going on, a contest must happen between the 2 members first.



## King captured



**A2 and B4 is to have a contest.**

**If A2 is the king, it will be considered as team B successfully capturing the king of team A and team B is the winner.**

A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7							B2
				A2	B4		

## Protection



If A4 is the considered to be the king, B5 will first have to play a subgame with A1 first as there is a protection going on.

Only if B5 wins A1 in the subgame, and A1 will be removed from the main grid, the King is left unprotected, captured by B5.

							B3
		A4	B5	A1			
A3	A5					B1	B6
A6							B7
A7							B2
		A2			B4		





Now, we are going to do the set up phase!

Both teams, make sure you are muted on zoom, so when you speak into your mic, only those in your MStears group hear you.

- 1) Allocate numbers to each member.
- 2) Decide on how you want to place your tiles on the mainboard
- 3) Choose a representative to whatsapp me the member allocation and tiles placement. And this will be the rep to communicate with the proggie on zoom regarding tile movements during your turn.

You guys have **5 minutes** to discuss and send the programmer your member allocation and tiles placement!



# GOODLUCK!

# Submission Format

## 1) Order List

*How do you want your pieces placed?*

E.g: 1st Column: A4 - A7 - A2 - A1 - A6 - A5

2nd Column: Blank - Blank - A3

## 2) Name List

E.g:

A1 - Bob

A2 - *King*

A3 - Aaron

A4 - Samantha

A4							
A7							
A2	A3						
A1							
A6							
A5							

# RUSSIAN JJANGGI

## **Admin**

- Participants need to be on both MStems and Zoom. Turn on your video on Zoom as MStems will only be used for audio discussion.
- All participants have to be muted on Zoom at all times unless otherwise told so.
- From each team, choose 1 representative to communicate with the programmer regarding your movements.
- When can you unmute yourself?
  1. When you are the representative to tell the programmer your tile movement on the main board.
  2. When you are playing in a contest.

What to discuss on MStems?

- Member allocation to each number
- Where you want each tiles to be placed at the start
- Which and where to move the tiles on the mainboard during your turn

## Main Game Russian Jjanggi

### Gameplay

A1							B3
A4							B5
A3	A5					B1	B6
A6							B7
A7							B2
A2							B4

Mainboard: different colour represents the different floors (white: level 1, orange: level 2, red: level 3)

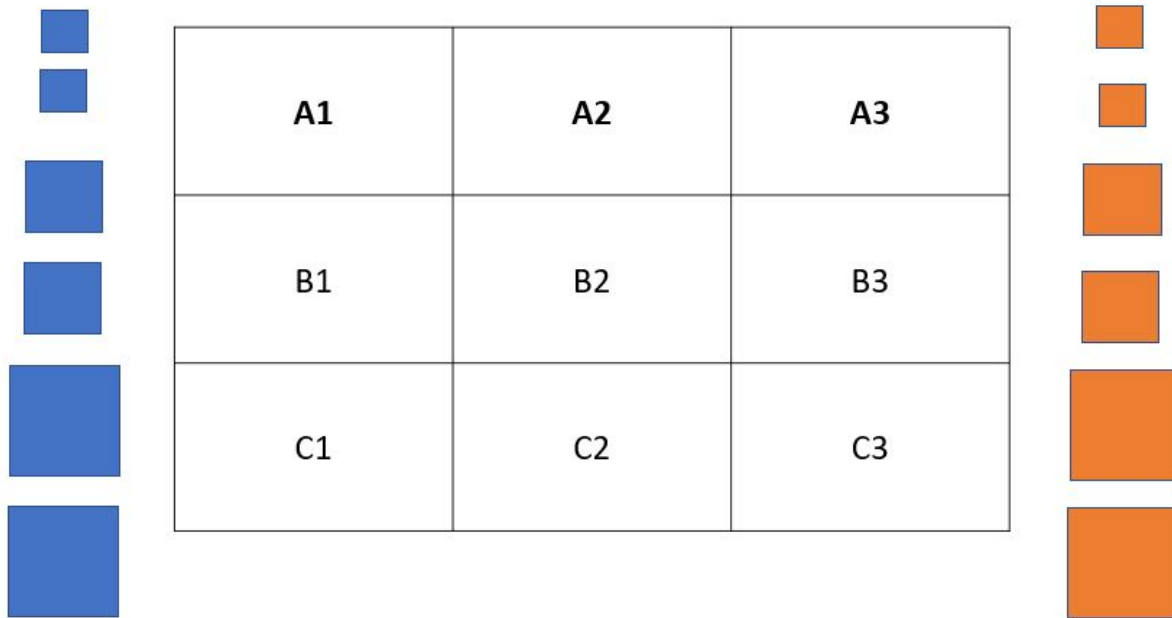
- Choose 1 representative to be commuting with the host regarding the main board movements.
- Able to move 2 tiles on the same floor but only 1 tile when progressing up a floor.  
Eg) 'Move A2 2 tiles forward'
- Tiles can only move in the forward and sideways direction. Only able to move backwards when the tile successfully reached the starting line of opponent's side.
- One member represents one number. The number left unchosen is the king.
- Identity of each number is unknown to the opponent until a contest\* happens.
- \*Contest (mini subgames will be played): When 2 opponents are adjacent (diagonal not counted) to each other and standing on the same floor.
- Which subgames to play is determined by the sum of the 2 opponent's numbers.  
(Sum = 1 ~ 7: *Russian Tic Tac Toe*, Sum = 8 ~ 14: *Memory game*)

### To win the MAIN game:

1. When one member is adjacent to the opponent's king tile, **the opponent's king is considered captured** and we have a winner.
2. **Eliminate all members** from the opponent team by winning the mini subgames.

# Subgames

## 1. Russian Tic Tac Toe



*Game Board*

- The opponent who got challenged to a subgame will start first.
- To make a move, say 'Move (size) to (grid number)'  
Eg: Move big tile to C2
- A bigger size tile is able to cover up a smaller size tile.
- All tiles on the grid are still in play.
- Have to make your move within 3s or your turn will be forfeited.
- First who makes 3 in a row wins!

## 2. Memory Game

- A picture will be shown via the programmer's share screen for 45s.
- 2 players to remember as many details as possible.
- After 45s, the picture will be removed.
- Programmer will ask the question verbally and the first who reply wins (max 3s to answer)
- If the faster player did not answer correctly, the answering chance will be given to the other player.
- In the event where both parties did not get the answer, no points will be given.