

RUSSIAN JJANGGI - CHEATSHEET

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)

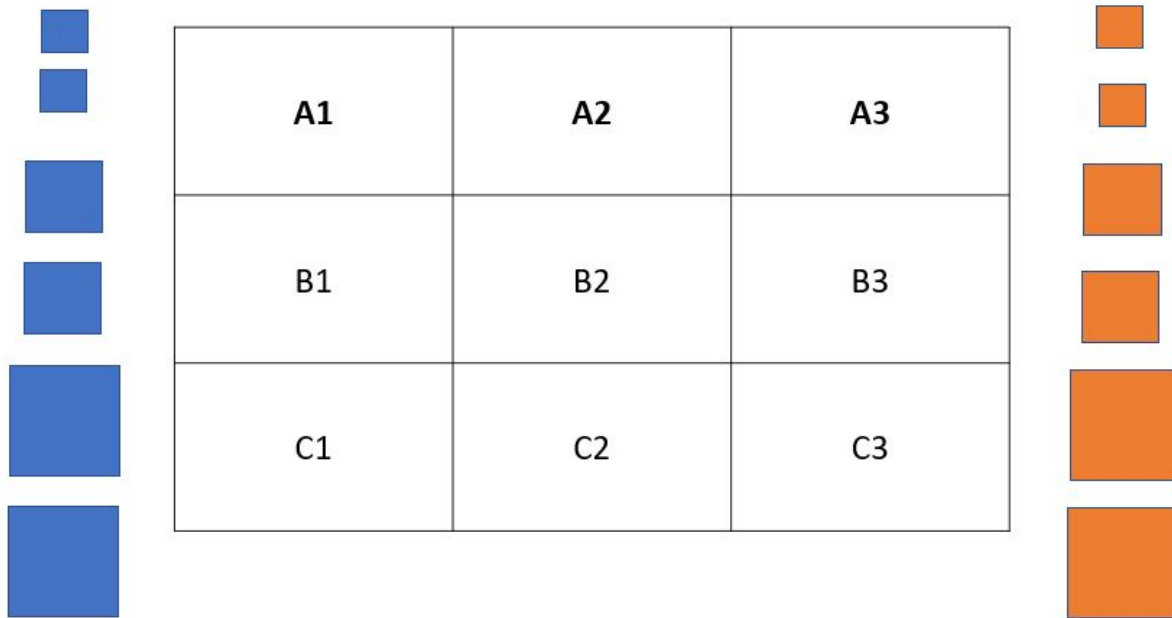
- Choose 1 representative to be commuting with the host regarding the main board movements.
- Able to move 2 tiles on the same floor but only 1 tile when progressing up a floor.
Eg) 'Move A2 2 tiles forward'
- Tiles can only move in the forward and sideways direction. Only able to move backwards when 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 10s.
- 2 players to remember as many details as possible.
- After 10s, the picture will be removed.
- Programmer will ask the question verbally and the player who shouts their OG blood first gets the chance to answer.
- If the faster player answers the question wrongly, the answering chance is given to the other player.
- There will be 3 questions in total.



Russian Jjjanggi



Admin

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- All participants have to be muted on Zoom at all time unless otherwise told.
- From each team, choose 1 representative to communicate with the programmer regarding your mainboard movements on zoom.

Admin



What to discuss on MStears?

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

When can you unmute yourself?

1. When you are the representative, (to tell the programmer your tile movement on the mainboard).
2. When you are playing in a contest.



Objective: Capture the king!

- Participants will have to allocate each member to an allocated number tile.
- Each team has $n + 1$ tiles, n = no. of member in the team
- The king taking the tile that no member is assigned to.
- The teams will place the numbered tiles in any order on the first row of the mainboard.
- The identity of the king and each player will not be made known to the opponent until a *contest** happens

1st row

A1

B3



A4

B5

A3

A5

B1

B6

A6

B7

A7

B2

A2

B4

Assuming
there are
7 players
in team A,
1st row
has to fill
up first,
then
move on
to the 2nd
row.

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 ~ 5: *Russian Tic Tac Toe*, Sum = 6 ~ 10: *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 2 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		



Movements

- Each team will take turn to choose a tile (can be any tiles) 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.*



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.**

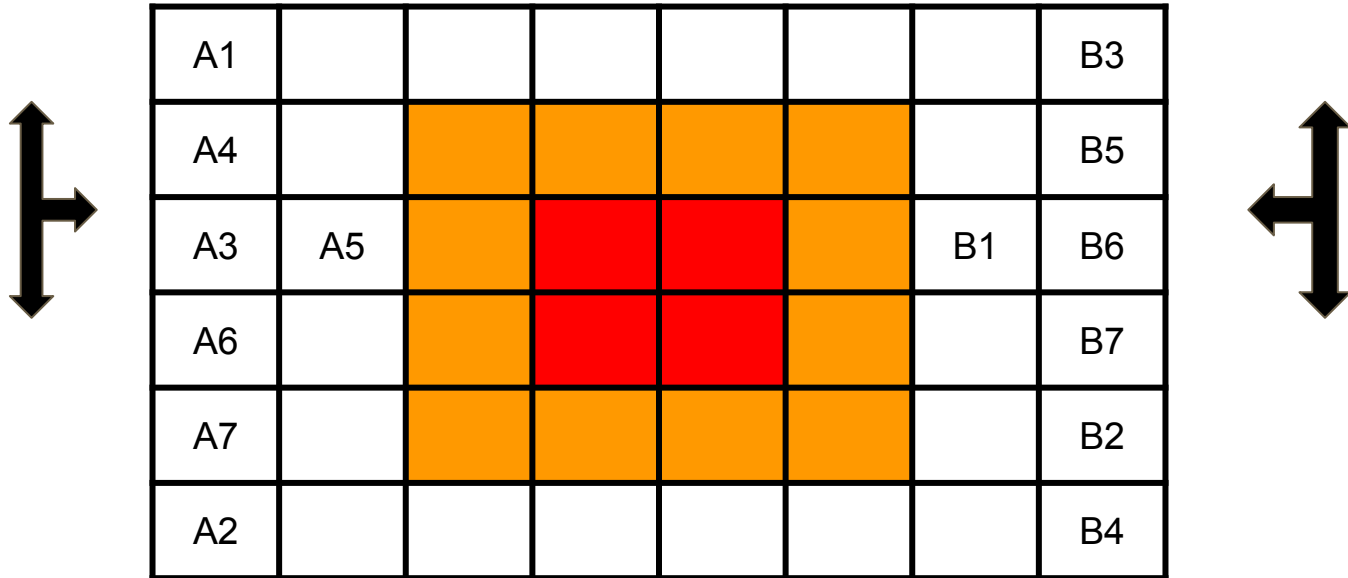
**Moving from one floor to
another is considered 2 spaces.**

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



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



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

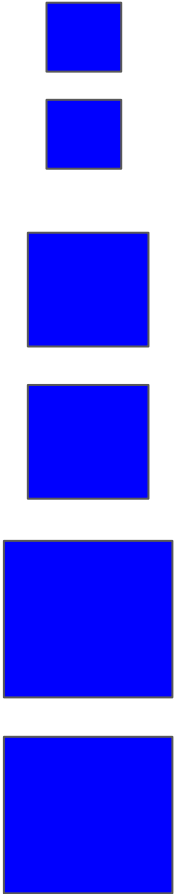


How to win?

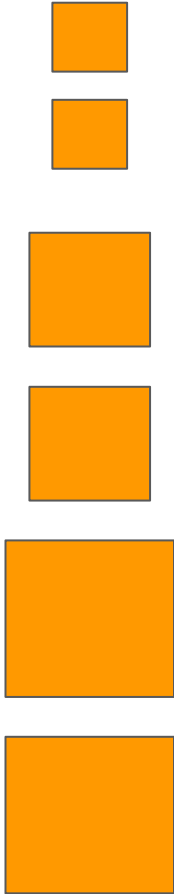
- 1) Capture the opponent's king**
- 2) Eliminate all your opponents by winning the subgames**



SUBGAME 1 - RUSSIAN TIC TAC TOE



A1	A2	A3
B1	B2	B3
C1	C2	C3





SUBGAME 1 - RUSSIAN TIC TAC TOE

Russian Tic Tac Toe, a **strategic game** of Tic-Tac-Toe with a twist

- Similar to normal tic tac toe, form a row of 3 with your colored tiles to win
- **Bigger-sized tile** is able to cover the **Smaller-sized tile**
- **Same-sized tiles** CANNOT cover each other
- Placed tiles are still **MOVABLE**
- Each player gets 3 seconds to make their turn



SUBGAME 2 - MEMORY GAME

As the name suggest, subgame 2 is a **test of your memory.**

- You will be given 10s to remember as much details as possible for the image shown.
- After the 10s, the programmer will be asking you a question and the person who **shouts their OG blood first** gets the chance to answer.
- In the event when the faster player answer the question wrongly, the answering chance is given to the other player.