XERXES

A dynamic strategy game by Kurt Heuser
2 players, Ages 8+

Setup: Each player chooses a colour of pieces (red or black) to play with. The board is set up accordingly. The player with the red pieces places the board with the black dot in front of them, and the player with the black pieces has the other dot in front of them. Players place their pieces on the board. They are placed at the intersections formed by the lines on the board. There are three initial setup options; before starting, you must decide which one to use (in the drawings, the black circles are the black pieces and the light ones are the red pieces).

Game Development: Players make their moves alternately. The options are to move a piece or jump with one of their pieces.

MOVE: A player can move one of their pieces to an adjacent empty space, occupying one of the intersections next to where it is currently located. This can be done forward, backward, or diagonally. Pieces are always placed on the intersections formed between the lines.

JUMP: A player can jump with one of their pieces in a straight line over another piece if the space behind it is empty. The player can make as many consecutive jumps with the same piece as they can, but it is not mandatory. After making a jump, they do not have to continue in the same direction; they can jump in another direction if the requirements (free space and adjacent piece) are met. You can jump over your own or enemy pieces. If you jump over an enemy piece, that piece is removed from the board (killed in combat). During the jump action, you can jump over the same piece multiple times, and even pass over the same space multiple times.

End of the Game: The game ends when a player reaches the enemy camp (circle marked on the board) with a piece (the red one to the red camp behind the black pieces; and the black one to the black camp behind the red pieces). That player wins the battle; the other player, like Xerxes, must retreat and suffer defeat.