

NVMERIX

The abstract chance strategy board game for two players.
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Equipment

- 1 NVMERIX board
- 3 ordinary dice
- 6 playing pieces per player

Objective

The first person to capture three of their opponent's pieces wins.

Setup

Each player's pieces begin play off the board. Each player should roll all three dice. The highest rolling player takes the first turn.

In Your Turn

First, roll all three dice. You may then do one of two things; either place a piece on the board or move a piece already on the board.

Placing a Piece

Simply put one of your pieces not already on the board on any numbered space that matches one of the numbers you threw on your dice this turn.

Moving a Piece

A piece may move from its space into any adjacent space, as long as the number on that space matches one of the numbers you threw on your dice this turn. This move may be orthogonally or diagonally, but must be to an adjacent space.

Protected Spaces

You may never place a piece on - or move a piece into - a space that is adjacent to 3 or more enemy pieces. This means you can block off areas of the board to your opponent.

What If I Don't Want To Do Anything?

You may not pass in NVMERIX. If you possibly can do something with your turn, you must do so. Even if there are no useful moves available to you.

Capturing

If you manage to surround an enemy piece by having 3 of your pieces in adjacent squares, you capture that piece. Remove it from the board and place it in front of you as a trophy! It is possible to capture more than one piece with one move!

Some Examples

Placing a Piece - Black has thrown a 2, a 3 and a 4. The red numbers show the spaces where a piece could be placed. The blue number is protected by the White pieces and so cannot be used.

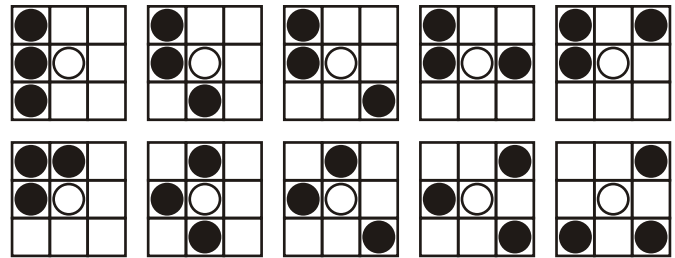
1	2	3	4	5	6
6	●	2	○	4	5
5	●	1	2	○	4
4	5	6	1	○	3
3	4	5	6	1	2
2	3	4	5	6	1

Moving a Piece - Black has thrown a 1, a 4 and a 5. The red numbers show the spaces where the black piece can be moved to.

1	2	3	4	5	6
6	1	2	○	4	5
5	6	1	2	3	4
4	5	●	1	2	3
3	4	5	6	1	2
2	3	4	5	6	1

Capture and Protection Patterns

For your visualisation, these are all the valid capture patterns that may turn up in a game of NVMERIX. Each of these could be rotated or mirrored to any position.



Some Tips

In general, don't place a piece next to your opponent in the first couple of turns. Without a formation to back you up you will probably end up losing it.

Try to keep at least one piece off the board as long as possible. Once all your pieces are in play, you will find yourself much less manoeuvrable.

Try not to allow yourself to be forced into a corner. It will not end well.

If things are going badly in one part of the board, do something unexpected in another.

Formations are important, try to keep a group of three pieces near each other.

The dice aren't always kind. Keep your play fluid. If the dice don't give you what you want, do something different.

If you lose, blame the dice!