



# Klin Zha rules

v.9/04

## Klinzha rules

Klin Zha is a game conceptually similar to terrestrial chess, its aim is to capture the goal (pawn bearing the writing Goal) of the opponent, or to prevent it from moving correctly.

There exist different game forms, according to changes to the rules (variations) or to the chessboard; the standard game, that we are considering, is defined:

### OPEN KLIN ZHA

the utmost expression of a fight to the last, carried out at a game table.

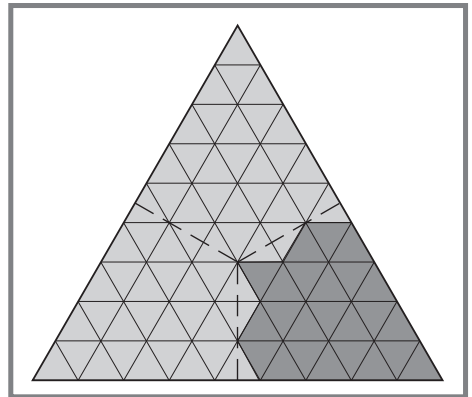
#### Chessboard and pawns description

The chessboard has a triangular form with a 9-triangles grid each side.

At the initial stage of the game, every player arranges his pieces inside one of the three spaces into which it is ideally possible to divide the game bridge. These sectors are identifiable from the junction of the bisecting lines of the triangle at its own centre (some chessboards mark this division).

Cells - split up by the bisecting lines - become "half-spaces", called "shared cells". Half-spaces of each tops are not available for the beginning arrangement of pawns.

Every player has 9 pawns plus the goal at his disposal, ten in all; traditional colours are green and gold. They are divided into the following way:



|   |                  |             |
|---|------------------|-------------|
| 1 | <b>Fencer</b>    | Schermitore |
| 1 | <b>Lancer</b>    | Lancere     |
| 1 | <b>Swift</b>     | Rapido      |
| 2 | <b>Flier</b>     | Volante     |
| 3 | <b>Vanguard</b>  | Avanguardia |
| 1 | <b>Blockader</b> | Ostruttore  |
| 1 | <b>Goal</b>      | Insegna     |

As for the game of chess, in the field pawns can be moved in different ways. Their names originate from the various abilities they possess:



**Fencer** (Schermitore) is the symbolic leader, then the strongest pawn in the field. It can move in **1, 2 or 3** empty cells in every direction. It can carry the goal.



**Lancer** (Lanciere) is a warrior with heavy equipment. It can move in **1, 2 or 3** empty cells, but only in straight line. It can carry the goal.



**Swift** (Rapido) are warriors light equipped. They can move in **2, 3 or 4** empty cells in every direction. They cannot carry the goal.



**Flier** (Volante) are warriors with light equipment. They can move in **3, 4, 5 or 6** empty cells in every direction. They cannot carry the goal, but can step over pawns and cells interested by the Blockader's force field, but not over the same Blockader.



**Vanguard** (Avanguardia) form a van heavy infantry. They can move in **1** empty cell in every direction. They can carry the goal.



**Blockader** (Ostruttore) Blockader is a warrior equipped with a portable generator of little force fields. It can move in **1 or 2** empty cells in every direction. It is virtually invulnerable thanks to its force field and, for this reason, it can neither kill nor carry the goal, as a matter of fact, this last one could not be captured.



**Insegna** (Goal) Goal is neither a warrior nor a real game piece. It is comparable to a flag; as a consequence it cannot move alone, but only be carried by other pawns, declared at the beginning of the challenge (courier pawns), or be abandoned in a cell.

## Game and pawns arrangement

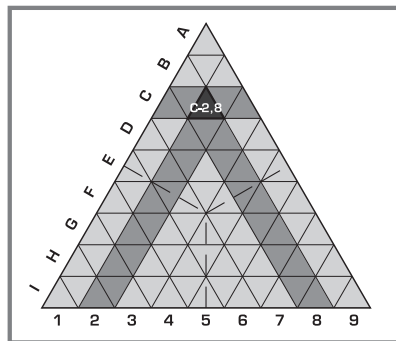
Unlike the game of chess, the pieces arrangement does not follow rigid, pre-defined schematic forms. As a matter of fact, according to the game philosophy, the player is a leader who lines up his army, a commander who chooses the most suitable formation to him, in order to obtain the best tactical advantage.

At the beginning of the game, one should declare the Courier pawn, that is the warrior chosen to lead the goal to safety. Once the courier pawn has been killed, it would be no more possible to draw its own goal from the starting quarters, or from the last position where it had been abandoned.

A fling of the dice or a throw of the coin  $\bar{n}$  according to the game kit  $\bar{n}$  will decide who will first arrange all the pawns.

During the formation phase one could not:

- put pawns behind its own Blockader (in its standard position: for example H-2,3; C-2,8; H-7,8) in the area between the Blockader and the Goal;
- put pawns and goal inside the Blockader's force field;
- put one's own pieces in the shared cells;
- load immediately the Goal on the courier pawn;



Obviously the lining up of all the pawns in the field, represents for the opponent a clear advantage; from their arrangement, indeed, it would be possible to deduce the enemys tactics. As a consequence, in order to keep the game in a balanced condition, without benefiting neither of the two opponents, the one who has obtained the highest score throwing the dice, will first array the Goal and the relative Courier pawn (declaring it).

Afterwards, the opponent will array all his army in one of the triangle tops; at the end of this operation, also the first player will arrange his last pieces on the bridge, at this point the match can start.

#### REMEMBER THAT:

1. Pawns move from a triangle to another crossing its sides and not its vertexes. The rival pieces are removed from the space they occupy, by the forward pawns, which ending its movement, knock them out. While in the game of chess a piece is simply captured, in Klin Zha it is killed.
2. Pawns, contrary to terrestrial chess, are not restrained to one and only game direction, as a matter of fact they can go forward, retreat (go backward), on condition that, during one's own turn, pawns move one way. For example a piece which is empowered to move in 4 cells in all, could go forward, backward all or a few cells (no more than 4, of course), but could not advance 2 cells and step back other 2 cells in the same, single movement.
3. Courier pawn cannot seize on Goal, namely if a piece is empowered to move in 3 cells, it cannot snatch up Goal in the second cell and proceed with it in the third one: the action has to finish directly in the second cell, where the Courier can pick it up.
4. If a player, arranging his pieces, has laid his Goal open to the risk of being captured by the first opponent's move, the adversary himself will invite him to array again his pawns.
5. Similarly to the game of chess, when a player is under attack, priority is the protection of one's own Goal at any price (it is like avoiding to be checkmated); thus it is illegal

- to make different moves if the Goal is under risk of being captured: as a matter of fact it is forbidden to make any moves that can put it in danger. Unlike the game of chess, Klin Zha rules do not explicitly require a player to inform his opponent when his Goal is menaced, as a consequence if a player moving one of his pieces directly threatens the rival Goal and if the opponent, not realizing it, does not make up for the situation, the striker - with the next move - can freely capture the rival's Goal and win with honour.
6. It is allowed to move Goal - always using the Courier pawn ñ through the Blockader's control area ONLY IF UNDER RISK OF BEING CAPTURED and only if unable to halt inside the aforesaid area!! (Rules forbid expressly this device, considered a great act of cowardice).
  7. Blockader's force fields cannot interpenetrate each other, it is not allowed to invade another Blockader's space. In case Blockader, moving, invaded with its force field the space occupied by another pawn (rival or not), this one would not be driven away but trapped until Blockader moves on, freeing the pawn from its influence. These pieces, thus, cannot be used because are held captive. It is possible to capture the rival Goal with Blockader on condition that (and just in this specific case) it is the only pawn of one's lines present on the bridge.
  8. One can gain a victory capturing the enemy's Goal and "if necessary" killing the carrying pawn or making for the opponent impossible to move correctly.

### **Irregular moves**

If during a match one establishes the irregularity of a move, pawn will be placed again in the position occupied before the execution of the irregular move and game will go on. If this operation proves impossible and the position cannot be restored, match has to be cancelled and a new one will start.

### **All square match**

Real warriors do not try to be quits, in tournaments this situation is not provided. The conditions to draw considered solely in an unofficial scope (for example a fine slaughter at home with friends sampling good blood wine) are:

- by request of one of the two players when the same move is repeated consecutively more than 10 times;
- when there have been made at least 20 moves without killing any pawn: it is up to one of the two players to demand the application of this condition.

## TOURNAMENT

During the tournaments, where matches last 20 minutes, if on expiry it has not been declared a winner, one continues tallying score. Killed pieces are worth according to the following scales of values:

|          | score (n) |
|----------|-----------|
| vanguard | 1         |
| lancer   | 2         |
| fencer   | 3         |
| swift    | 4         |
| flier    | 5         |

Pawns on the game bridge are not going to be counted, except those under the influence of Blockaders force fields, which worth  $n/2$  (rivals pawns are points taken, ones own pawns mean points given).

The player who scores more will prove the winner. In case the two opponents are evenly matched it will be the fate to decide, as a matter of fact the toss-up awards a victory "without honour".

Finals of each tournament is played following the strenghtened Vanguard variation, namely Vanguard is provided with a two-cells move, if free, in every directions, making it more aggressive.

If on 20 minutes' expiry there are no winner, one will proceed with **BACH'SAN**, literally "will of fate".

Another match will be played with a piece fewer. A fling of the dice decides which pawn will be eliminated.

In case of an umpteenth ifighti without vanquished and winners, the toss-up will decide a victory "without honour", unworthy to be told a soul.

To sum up Klin Zha is a klingon, tactical, scheming game, rich of this people culture, who highly appreciate victory and triumph, conquered by courage, honour and enterprise.

Victory is announced with this cerimonial sentence:

**"Zha riest'n teskas tal tai-kleon"  
"A nice match, my congratulations to a worthy opponent".**

## Game variations

### **Strengthened Vanguard (quoted above)**

Used to compete official tournaments finals.

### **Obscured game**

A casual number of cells is chosen as neutral. No piece placed on this cell (marked) can be killed.

### **Ablative game**

This variation needs objects in order to mark the cells on which pawns have already moved; generally one uses coins that, at the end of the game, the winner collects.

In the ablative game, at every move, it is marked the position previously occupied by the pawn; this cell will be unfit for use for both of players, pieces can pass on it but not halt.

*Notes: using this form, one will arrive at a collapse point, where it would be impossible to move, thus it is advisable to establish a number of cells to lock and each time free them. For instance: I establish that a number of 6 cells are locked; at the 7th move the first cell will be unblocked and so on.*





ITALIAN KLIN ZHA SOCIETY

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**To boldly go where no man has gone before.**

