



Rules of KLIN ZHA

Klin Zha is a 2-player game in which one can recognize a much revised version of the traditional Earth chess and it is inspired by the culture of the Klingons. The aim of the game is to conquer a specific piece of the opponent, the *Goal*, which is the flag of one's own deployment.

There are several forms of Klin Zha depending on the variations to the rules or the board, the standard game, the one we have chosen, is defined as:

OPEN KLIN ZHA

the highest expression of a dispute to the last move between two Klingon sides performed on a chess table (obviously a Klingon chess table).

Description of chessboard and pieces.

The chessboard is triangular in shape with a grid of nine triangles on each side.

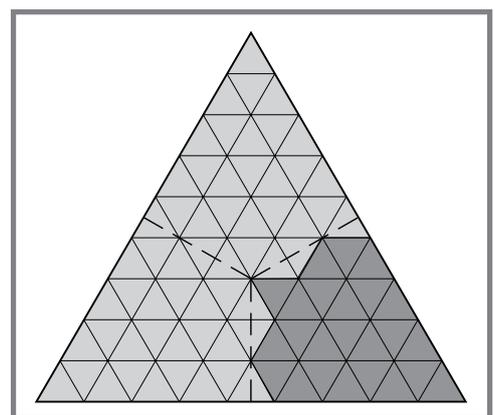
In the initial stage of the game each player places his pieces within one of the three areas in which you can ideally divide the game board, these areas are identified by the conjunction of the bisectors of the triangle at the center of it (some chessboards have that division marked).

The triangles divided by the bisectors become "half-spaces" and are known as *Shared Triangles*, the half-space of each sector are not available for the initial placement of the pieces.

For each player there are nine pieces plus the *Goal*, for a total of 10 pieces whose traditional colors are green and gold, they are divided like this:

(1) Fencer, (1) Lancer, (1) Swift, (2) Flier, (3) Vanguard, (1) Blockader, (1) Goal

The pieces have different maneuver abilities on the board, from which they take their name, too:



		<i>move</i>	<i>carrier</i>
	Fencer is the symbolic leader, a warrior with heavy equipment	1 to 3 triangles	●
	Lancer is a warrior with heavy equipment with restricted direction movement	1 to 3 triangles in a straight line	●
	Swift is a warrior with light equipment	2 to 4 triangles	—
	Flier are warriors with light equipment. They can climb over the pieces and triangles affected by the force field of the Blockader, but not the Blockader itself	3 to 6 triangles	—
	Vanguard are a heavy infantry of advance guard	1 triangle	●
	Blockader is a warrior equipped with a portable generator for small force fields. It's invulnerable due to the force field that occupies the three adjacent triangles, for this reason it is unable to kill and carry the <i>Goal</i> , because it would be impossible to capture the <i>Goal</i>	1 to 2 triangles	—
	Goal is neither a warrior nor a real piece of the game and is comparable to a flag, it can not therefore move on its own, but only to be transported by other pieces declared at the beginning of the challenge (<i>Carriers</i>) or it can remain stationary on a triangle	—	—

Game and arrangement of pieces

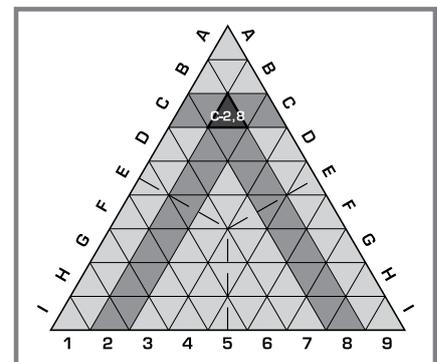
The arrangement of the pieces does not follow a fixed established method, following the philosophy that sees the player as a leader who deploys his army, the commander will choose the most suitable deployment that will offer the best tactical advantage.

At the beginning of the game you will have to declare the *Carrier*, i.e., the one chosen to carry the *Goal*, by choosing from *Lancer*, *Fencer* and *Vanguard*. Once the *Carrier* has been killed it will be no longer possible to pick up and move the *Goal* from the position in which it is located. If the *Carrier* is killed while carrying the *Goal* the game is won.

A roll of the dice will decide who will line up all the pieces first, who loses will be the first to deploy his/her pieces.

During the "deployment step" you will not be able to:

- Placing the pieces behind your *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* when the *Goal* is positioned at the top of the chessboard
- Placing your *Goal* and pieces inside the force field of the *Blockader*
- Placing your pieces on shared triangles
- Placing immediately your *Goal* on the *Carrier*



Obviously the deployment of all the pieces on the board is a distinct advantage for the opponent, because, by their positioning, we can infer the tactics that the enemy intends to take, as a result, to keep the game in a regime of balance, without giving too much advantage to one player or another, the one who got the highest score of the dice will be the first to deploy his/her Goal and Carrier (declaring it); after which the opponent will deploy his/her entire army on one of the areas that remain free, and the first player at the end of this will deploy his/her last pieces on the board and the game will begin. The player who scored the lowest score of the dice will be the first to move.

REMEMBER THAT:

- 1) The pieces move on the triangles side-to-side rather than point-to-point, the opponent pieces are eliminated when your attacking piece lands on the space they occupy, thus ending its own movement.
In the game of Klin Zha a piece is not simply captured, but is "killed", and will never return to the game.
- 2) The pieces are not bound to a single "direction", i.e., they can either go forward or fall back (i.e., move backward) provided that during a single round one moves in only one direction; for example, a piece that has the power to move along 4 triangles, it can move forward or backward along some or all the triangles (no more than 4), but cannot move forward then backward along the same triangles in the same turn.
- 3) The *Carrier* can not pick up the *Goal* during its movement, i.e., if a piece has movement skill equal to 3, it can not take the *Goal* in the second triangle and continue with it on the third, but the action will end at the second triangle, where it can "*pick up the Goal*".
- 4) If a player in the initial arrangement of the pieces puts his/her *Goal* in direct risk of being captured in the first move of the opponent, the opponent will invite him/her to place the *Goal* in another triangle.
- 5) The rules of Klin Zha does not explicitly require that a player during the game tells his/her opponent when his *Goal* is threatened, it follows that if a player with the movement of his/her piece, directly threatens the *Goal* enemy, and the opponent, not realizing it, does nothing to solve the situation, said player is free to capture the opponent's *Goal* during the next move, obtaining though the victory with honor.
- 6) The force fields of the *Blockaders* can not penetrate each other, it will never be possible to stop and invade the space of another *Blockader*; when the *Blockader* moves and its force field invades the space occupied by a piece (your own or one of your opponent) the latter is not moved away, but it is trapped until the *Blockader* while moving away will free it from its influence. In this condition these pieces are therefore not usable, as prisoners, and cannot be killed.
- 7) It is possible to conquer the *Goal* of the opponent with the *Blockader* as long as, and only under this condition, the *Blockader* is the only active piece left in the game for that player.
- 8) You can not under any circumstances put your *Goal* under the force field of the *Blockader*, the game prohibits expressly such a subterfuge, as it would be a serious act of cowardice.
- 9) The victory is won by capturing the opponent's *Goal*, killing the piece that carries it, if necessary.
- 10) If during the game an irregularity in a move is found, the piece will be replaced in the position occupied prior to the illegal move and the game will continue regularly. If for any reason this cannot be done, the game will be canceled and a new one will be played.

Tournament

The tournament adopts the same rules of the free game with the difference that the games last 20 minutes, time within which players must conquer the opponent's *Goal*. If at the end of the 20 minutes the game has not come to an end with the capturing of a *Goal* the victory is awarded by counting points.

According to the scheme of values of the pieces the points are counted for each opponent's piece killed:

Vanguard 1 pt. - Lancer 2 pt. - Fencer 3 pt. - Swift 4 pt. - Flier 5 pt.

The pieces blocked by the force field of the *Blockader* worth half the points, the opponent's pieces give points, while your own pieces take away points.

For the complete rules of the tournament please visit this site www.klinzha.it

Tie game

The tie game is a condition that the true warriors do not create, in the event of a tournament it is not considered.

The conditions for a tie, take in consideration only in an unofficial way, are:

- At the request of one of the two players, when the same move is repeated consecutively for more than 10 times.
- When they have been played at least 20 moves in total without that one piece has yet been killed, it's up to one of the two players to claim that condition

The victory is announced with this ceremonial phrase:

"Zha riest'n teskas tal tai-kleon"

"A nice game, my congratulations to a worthy opponent"

The Klin Zha is a game with a few simple rules, you will learn it easily and it embodies completely the typical spirit of the Klingon people: combativeness, strategy and honor.

The honor of a Klingon can also be measured by how he wins or loses a match, and the prestige of a warrior is given by its combativeness and its willingness to face without fear a fair but ruthless fight... but of course we always talk about Klin Zha: pieces and chessboard!

The promotion of the game is also about communicating the right attitude during the game. It is true that we speak of Klingon honor and glory, because that is the spirit in which a player is immersed in when he/she plays Klin Zha; part of the game is to impersonate a Klingon warrior, act like the commander in chief of a fleet of ships but always with respect for the opponent, training your mind to strategy with the sole purpose of having fun and spending time with friends.

In Italy the game of Klin Zha is developed and promoted by

Italian Klinzha Society - Associazione Culturale

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