

# ZOLA

by Mark Steere

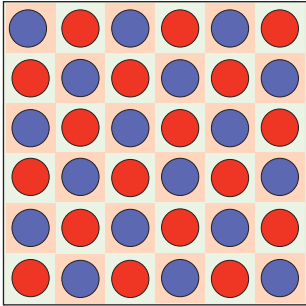


Figure 1 - Initial Setup.

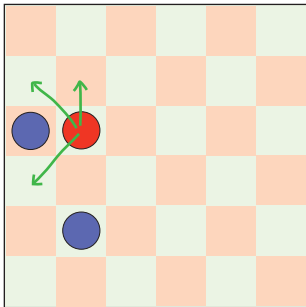


Figure 2 - Non-Capturing.

Red has only three available moves. Each move is non-capturing and moves his checker to an adjacent square which is further from the center of the board.

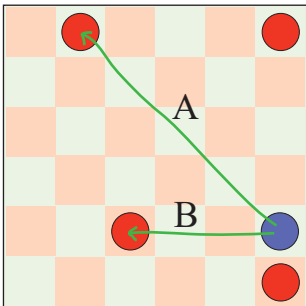


Figure 3 - Capturing. Blue has only two available moves. Both moves are capturing. Move A moves his checker to a square equally distant from the center of the board. Move B moves his checker to a square closer to the center.

## INTRODUCTION

Zola is a two player game played on a 6x6 (or 8x8...) checkerboard initially filled with a checkered pattern of red and blue checkers as shown in Figure 1.

The two players, Red and Blue, take turns moving their own checkers, one checker per turn, starting with Red. If a player has a move available, he must make one. If he has no moves available, he must sit the game out and wait until he does have a move available. At least one of the two players will always have a move available.

Draws cannot occur in Zola. Mark Steere designed Zola in February, 2021.

## MOVE TYPES

There are two types of moves in Zola: non-capturing and capturing.

### NON-CAPTURING MOVES

The non-capturing move is a king-like move to an adjacent (horizontally, vertically, or diagonally), unoccupied square. A non-capturing move must increase the straight line distance to the center point of the board\*. See Figure 2.

### CAPTURING MOVES

The capturing move is a queen-like move along a straight (horizontal, vertical or diagonal) sequence of zero or more unoccupied squares terminating with an enemy occupied square. The enemy checker is removed and replaced with the capturing checker. A capturing move must maintain or decrease the straight line distance to the center point of the board. See Figure 3.

## OBJECT OF THE GAME

To win you must capture all enemy checkers.

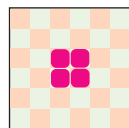
### \*DISTANCE FROM CENTER

There are 6 “levels” of distance from center. All of the highlighted squares within each level are equally distant from the center.

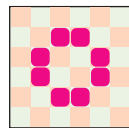
Example 1: You can make a non-capturing, king’s move from a square in level 2 to an unoccupied square in level 3, 4, or 5.

Example 2: You can make a capturing queen’s move from a square in level 4 to another square in level 4 (assuming a straight path from one square to the other that isn’t blocked by intervening checkers).

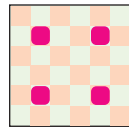
Example 3: You can make a capturing queen’s move from level 6 to level 1.



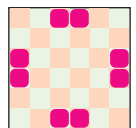
Level 1



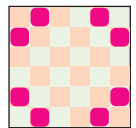
Level 2



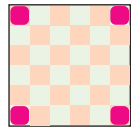
Level 3



Level 4



Level 5



Level 6