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**萨尔，扎拉，托特：三位一体！**

GIPF project *第二款游戏。双人对弈。*

*“我应该增强自己还是削弱对手？”*

*每个回合你都将询问自己这个棘手的难题。*

### A 棋具

* 1棋盘
* 30白方棋子：

6萨尔Tzaars，9扎拉Tzarras，15托特Totts

* 30黑方棋子：

6萨尔Tzaars，9扎拉Tzarras，15托特Totts

### B 游戏目标

**游戏有两种获胜方式：**

1/ 每位玩家有3种棋子：萨尔，扎拉，托特。3种棋子象征三位一体：它们不能没有彼此。在对局中你必须保证每种棋子在棋盘上至少存在一枚。换句话说，**第一种获胜方式是使你的对手失去萨尔，扎拉，托特的其中一种棋子。**

2/ 每个回合，玩家必须吃至少一枚对手的棋子。因此**第二种获胜方式是使你的对手无法吃棋盘上你的棋子。**





**图1：***3种棋子，从左到右：萨尔，扎拉，托特。*

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### C 准备

1/ 把棋盘放置在玩家中间。

2/ 把所有棋子随机放置在棋盘上。网格线交点构成**游戏区域 play area** 下文简称棋点。60枚棋子将填满所有棋点。

3/ 随机决定白方黑方。白方先手。

**注释：**如果你不喜欢随机开局，请阅读下文第**H**章与第**I**章。

single pieces, which means that all pieces on the board are equally strong. But you can make your pieces stronger during the game by stacking them on top of each other. A stack of two pieces can capture any single piece and any two-piece stack of the opposite color; a stack of three pieces can capture any single piece, any two-piece stack, and any three-piece stack of the opposite color, and so on.

4/ All pieces on the board move the same way. A single piece is as movable as a stack of two, three or more pieces.

### D

**开局：**

**1行动**

To begin the game, White makes **one move**. White **must** use this move to make a capture. The rules for capturing are very simple: pick one of your pieces (of any type) and move it to an adjacent space with an opponent’s piece (of any type). Take the opponent’s piece from the board and put your piece in that space. The opponent’s piece goes out of the game.

A5 B6 C7 D8 E8 F8 G7 H6 I5

### E

**游戏进行：**

**每个回合2行动**

After White has started the game with only one move, **players always have two moves per turn**.

 **THE FIRST MOVE OF A TURN**



1/ The first move is always a “forced capture”. You **must** capture! You can capture a piece in an adjacent space, but during the course of the game more and more spaces will become vacant. You may also capture by moving a piece in a straight line over any number of vacant spaces, to the first space occupied by an opponent’s piece. Take the opponent’s piece from the board and put your piece in that space. (**See diagram 2.**) The opponent’s piece goes out of the game.

2/ As far as capturing goes, there’s no difference between Tzaars, Tzarras and Totts. Each piece can capture any other piece, as long as the piece is **at least equally strong** as the piece it wants to capture.

3/ The strength of a piece is not determined by its type, but by its **height**. In the beginning there are only

A1 B1 C1 D1 E1 F1 G1 H1 I1

**Diagram 2:** *the arrows indicate which black pieces can be captured by the white Tzaar.*

## THE SECOND MOVE OF A TURN

### For the second move, you must choose between 3 possibilities:

1. make a second capture,
2. make one of your pieces (or stacks) stronger, or
3. pass.

## a) A second capture

1/ To make a second capture, the rules are the same as for the capture with your first move.

2/ You may make the second capture with the same piece (or stack) that made the first capture, or with a different piece (or stack).

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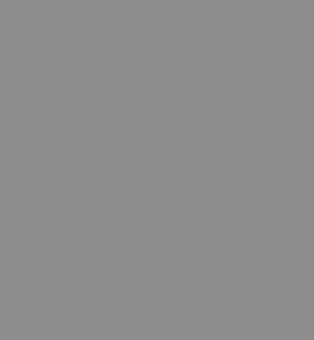
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 **b) Making a piece stronger** 1/ To make a piece (or stack) stronger, you just have to jump with it on top of another piece (or stack)



of your color. You may jump on one of your pieces (or stacks) in an adjacent space or in a space that you can reach by moving in a straight line over any number of vacant spaces. So to make a piece stronger, you have exactly the same movement possibilities as for capturing.

2/ There is no limit to the number of pieces that can be in a stack. No matter how high, a stack is always considered as “one entity.” It must always be moved as a whole and captured as a whole.

3/ Any of your pieces or stacks can jump on any of your other pieces or stacks. For example, a single Tzaar can jump onto a stack with a Tott on top and vice versa. (**See diagram 3.**)

4/ Only the top piece of a stack counts for the different types of pieces in play. For example, if you put a Tott on top of a Tzaar, the stack counts only as a Tott (although the Tzaar is still in play as part of the stack).

**Diagram 3:** *a single piece can jump onto a stack (of any height) and vice versa! Also, stacks can jump on top of each other.*

**c) Pass** You are not obligated to use your second move. If you decide to pass, you just tell your opponent that it is his turn again.

**Note:** you can never pass the first move (i.e. the forced capture) of a turn!

### F 注意事项

1/ A piece (or stack) can never be moved to an empty space. Once a space is empty, it remains empty until the end of the game.

2/ A piece (or stack) can never jump over one or more other pieces (or stacks). It can only be moved over vacant spaces.

3/ The board has no central space. Pieces may not be moved across the center.

4/ Stacks can only consist of pieces of one and the same color.

5/ You must respect the order of moves: always the forced capture first, then a choice between three possibilities for the second move.

### G 游戏结束

You win the game when you succeed in capturing the last piece of one of the three types of your op- ponent’s pieces, or when you put your opponent in a position where the opponent cannot use their first move to make the forced capture.

**Reminder:** only single pieces and the pieces on top of stacks count when checking for the presence of the three types of pieces. The pieces in the stacks do not count.

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### H 起始布局

If you do not like random start positions, put the pieces on the board according to the following diagram:

A5 B6 C7 D8 E8 F8 G7 H6 I5

A1 B1 C1 D1 E1 F1 G1 H1 I1

**Diagram 4:** *fixed start position.*

### I 比赛模式

When playing the tournament version, the game begins with an empty board. The players take turns putting one of their pieces after another on the board. The pieces may be placed on the board in any order and it is allowed to switch from one type of piece to another as often as you want.

When all pieces are on the board, all spaces will be occupied and the game starts according the rules described above.

### 游戏愉快！