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TORA

**Created by Kevin Conner
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Table of Contents

**Chapter 1
Introduction**

**Chapter 2
Piece Movement and Description**

**Chapter 3
The Board**

**Chapter 4
Optional Rules: Terrain**

**Chapter 5
Setting up the Game Board**

**Chapter 6
Optional Rules: The Assassin**

**Chapter 7
Optional Rules: Score Boards**

**Chapter 8
Optional Rules: Score Board - Compound Rules**

**Chapter 9
Point Values For Game Pieces**

**Chapter 10
Tournament Ranking**

**Chapter 11
Jeopardy Clarification**

TORA

Chapter 1 Introduction

Story:

Centuries ago, in another land far away, a war was fought between two rulers of a tiger-like race. Their names are long forgotten, but the memory lives on in this game of strategy and cunning!

Players: For 2 Players

Ages: 8 and up

Setup :

Pieces:

Archers 18

Soldiers 18

Cavalry 8

Cannons 4

Generals 4

Ruler Piece (1 King or Queen for each player)

Assassin 2 (Optional)

One Game Board (17x17 checkered or 16x16 checkered)

**Score Markers 4

**One Score Board

* Terrain Markers

(*only use if Game Board is not previously marked)

(**score boards may be replaced by a pencil and a notepad)

Each player receives an equal amount of pieces (two Generals each, 9 Archers each, etc.), and determines if they are playing a long game or a short game.

Objective:

Fulfill any of the following conditions to win!

- * Be the first player to eliminate the opposing player's command pieces.
- * Trap all of the opposing player's active command pieces, by preventing all of them from being moved out of danger.
- * Be the first one to obtain a higher point tally than your opponent (such as settling a tied game). If this still results in a tie, the game is considered a draw.
- * Be the first player to obtain the points needed for victory! - See Determining Victory through Points.

Determining Victory through Points

Players may decide to determine who wins by setting a point value. When determining victory through points, you are using the Optional Rules: Score Boards. You can use these rules from the very beginning, or you and your opponent may choose to use these rules at the end to settle a tie, or for any other reason.

These rules can result in multiple games, or even portions of games.

example: the winner is chosen by the first person who reaches 79 points in Point Column A.

Even if a player takes all of his/her opponent's pieces in a long game, the player would still need to take 19 more points before he/she is declared the winner.

In this case, taking your opponent's King/Queen and all their Generals results in resetting the board, rather than declaring a winner. Also, if the players agree, if one player is down to 1 action per turn, and you are playing by point value, the player who is down to 1 action may choose to reset the board – this continues the game until one person reaches the number of points needed to win the game.

In tournament play, however, play must proceed until one player has forfeited that match or lost all his/her command pieces. This is a highly competitive and confrontational rule and should be restricted to tournament games. This is described further under Tournament Ranking.

Turns and Rounds

Each round is divided into two turns:

The Challenger's turn

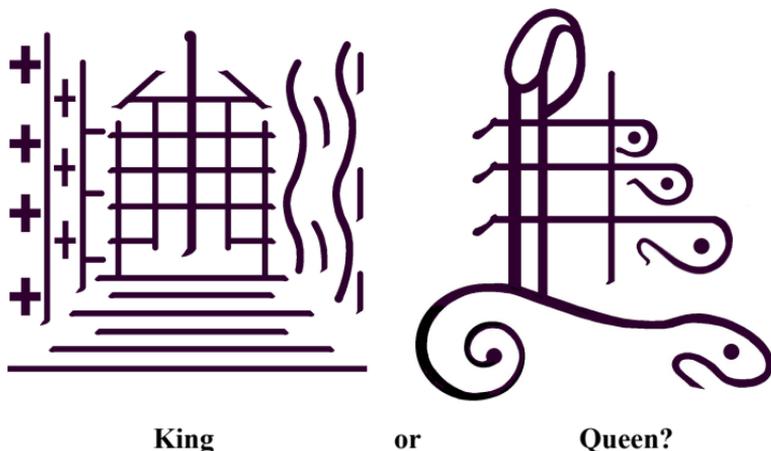
The Opposition's turn

While the Challenger's turn takes place, the round is considered to be simultaneous (just like in a real battle). Thus, points from actions taken are not calculated until both players have completed their turn (ending the round).

Chapter 2 Piece Movement and Description

Command Pieces

Command forces may never willfully enter a square that would put them in jeopardy (example: any square within striking range of a piece's next move), unless they eliminate a command piece in the same move.



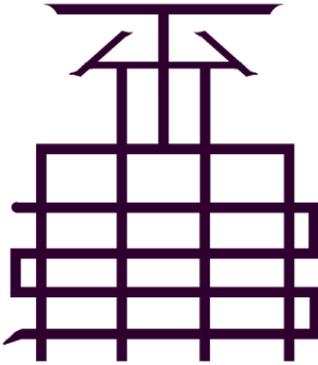
Each player chooses whether their royalty will be the King or Queen. This has no bearing on the game, as each piece is treated equally on the game board.

There can only be 1 King or Queen for each player on the board at any one time. If a King or Queen is eliminated from play, then the player must choose 1 General and replace that piece with their eliminated King or Queen.

If the player has no Generals left on the board when he/she loses a King/Queen, then he/she loses the game.

A King/Queen can move up to 3 spaces in any direction, and they can attack up to 2 spaces in any direction (but they may only attack once per turn).

The King/Queen provides 1 action.



The Generals

Generals may move up to 2 spaces in any direction, and attack up to 1 adjacent space in any direction.

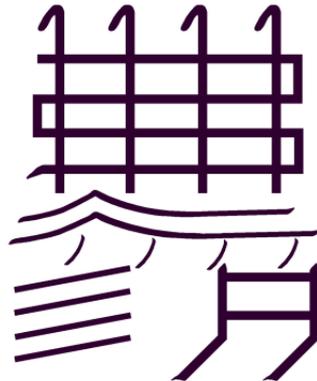
Each General provides 1 action.

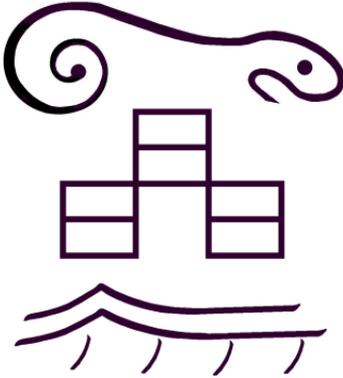
Standard Pieces The Army

The Cavalry (Horsemen)

Cavalry can move up to 3 spaces in any direction. Cavalry may jump across any piece, except a Soldier in Defense Position.

If a Cavalry piece lands on a Soldier in Defense position, then both pieces are removed from play.





The Cannons

A Cannon must have 2 friendly pieces in adjacent spaces in order to be fired or to be moved. A Cannon can be moved outside of range of 2 friendly pieces, but for it to be moved or used again, the

pieces must move within 1 space of the Cannon.

Two friendly adjacent pieces can move a Cannon 1 space in any direction that is not occupied by an enemy unit.

Two friendly adjacent pieces may attack with the cannon. A Cannon that attacks is flipped upside down (or otherwise marked), a Cannon so marked is considered used and unready. This piece cannot be moved or fired when unready.

It takes 1 action to ready a Cannon, and it may be readied/un-readied in the same turn (as long as you have the number of actions necessary).

This piece can only be ready if there are two friendly adjacent pieces.

When a Cannon fires it shoots in a straight line until it reaches the end of a board or hits a piece. This straight line can be vertical, diagonal or horizontal in any valid direction (such as a compass with this piece at its center: N-NE-E-SE-S-SW-W-NW-N).

A Cannon can only kill 1 piece at a time, and it cannot shoot over friendly pieces. Any piece in the way of its attack is removed. The player using this piece chooses what direction it fires.

Cannons can only be removed from the board/destroyed, they cannot be captured and used by enemy forces.

Friendly pieces used to fire/move/ready a Cannon cannot be used for any other actions.

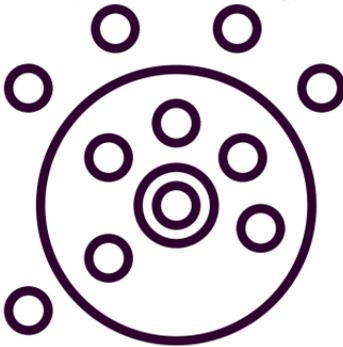
The Archers

Archers are special. They have the ability to move, or fire, or move and fire. An Archer can move either 2 spaces and not attack (if they choose this, then they cannot move 2 spaces and land on an enemy), they can move 1 space and attack up to 1 adjacent space. Or they can stand still and attack up to 2 spaces away.

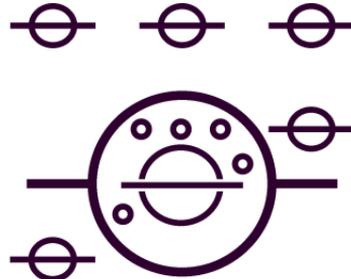


When an Archer fires, it can usually shoot over pieces. However, an Archer cannot jump over pieces.

As always their movement and attack is optional (for instance, they can move 1 space and do nothing, no piece is forced to carry out an attack unless they land on an enemy unit).



Attack



Defense

The Soldiers

Soldiers can only move 1 space in any direction, automatically attacking the space on which they land.

However, Soldiers can also be flipped upside down (or otherwise marked), to indicate that they are in defense mode. An archer cannot shoot over a soldier who is defending. The defending soldier must be shot instead.

Also, a Cavalry piece cannot jump over a defending soldier, both pieces

are removed from the board if a Cavalry piece attempts to jump over a defending Soldier (they are killed by each other).

A Soldier expends one action when changing to defense or attack mode. A Soldier in defense mode cannot move. A soldier can switch from defense mode to attack mode and then attack or vice versa (attack then switch to defense mode), if the controlling player has enough actions necessary to move and switch positions.

The Assassin Unit is described under the optional rules for Assassins.

Movement, Taking Enemy Units and General Rules

* When a non-cannon piece lands on a space occupied by an enemy unit, it must use its attack on the enemy unit.

* A unit that may attack enemies on adjacent spaces, does not need to move to the adjacent space after attacking the enemy unit.

* Any time a Cavalry Unit lands on a Defending Soldier Unit causes both units to be immediately removed from play (awarding the proper points to each controlling player).

* Command Pieces are never removed from the board until the round is over.

* Standard Pieces (the Cavalry, Cannons/Catapults, Soldiers, Archers and Assassin), which have been attacked, are considered dead and removed from the board during the turn in which they are attacked.

example:

The Challenger attacked both the Opposition's Archer and King. The Archer is immediately removed, however, the Opposition keeps the King on the board until the round is over (when Opposition's turn ends).

* Each player may declare as many actions as the number of his/her Command Pieces on the board.

* Each Action is used to move/operate a single piece as is in its description.

example:

The Challenger has 2 Generals and 1 King, allowing the Challenger three actions.

The Challenger has decided to expend only 2 of the 3 actions:

First Action-

Moving an Archer 1 space and attacking an enemy soldier in the adjacent space with 1 action (as allowed under the rules),

Second Action-

Moving a Cavalry Piece 2 spaces to attack and kill 1 of the Opposition's soldiers.

The Challenger still has 1 action left, but decides not to use it.

* Movement must always precede the Attack. For instance: an archer must move first before it attacks, so must a Cavalry piece, a General, Soldier (its movement is part of its attack), etc...

* As described under Cannon/Catapult and Soldier piece descriptions: Un-readied pieces (such as Soldiers or Cannons/Catapults), must first be readied before being moved.

* Readying a piece costs 1 Action.

* A player receives no bonus for reaching the opposing player's side of the board.

* Pieces can move in any direction, as long as the terrain and the piece allow it.

* Challenger always takes the first Turn in a Round

Short Board

* There are some more minor rule exceptions for the Short Board:

* Assassin Rules may not be used with the Short Board.

* Each player has 2 actions per turn. When a General is eliminated the game is over. Otherwise the rules for the Short Board are the same for the Long Board (example: The Challenger always begins the game, physical numbers need not be on the boards, etc..).

Chapter 3

The Board

Tora is played by either using the line intersections on a 16x16 graph board, or by using the squares on a 17x17 checkered board. If you are playing a short game, block off an area of 9x9 (either 9x9 squares or 9x9 intersections).

Each row and column used is numbered 1-17. Vertical to horizontal. Opposition to Challenger.

Each place on the board has a corresponding number. The number does not need to be on the board, and can instead be imaginary. The numbering is only there to assist in setting up the board and recording moves.

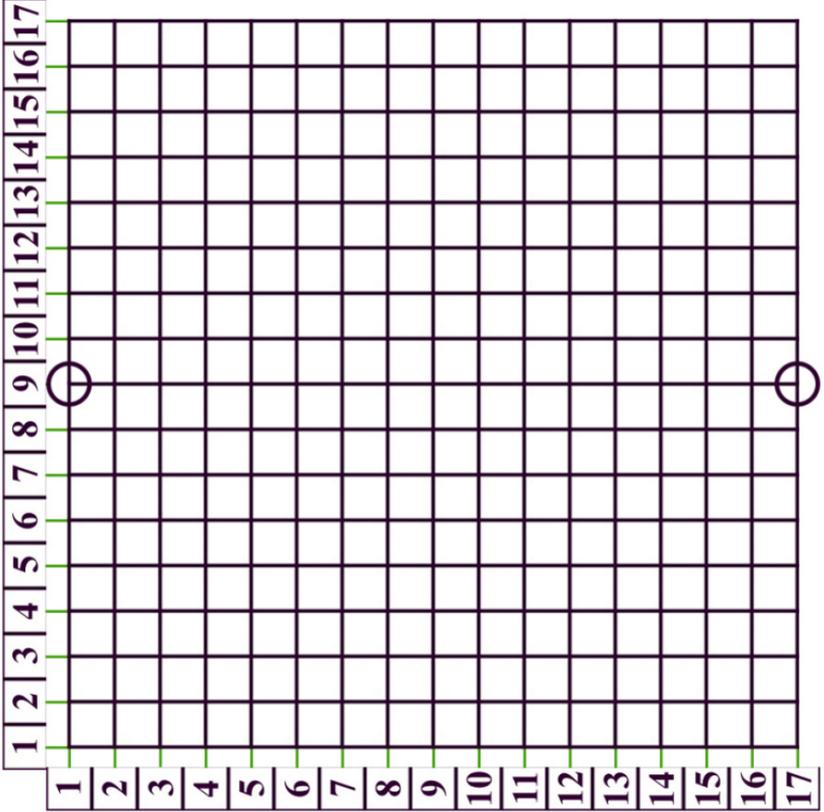
Vertical 17 by Horizontal 17 is the square or intersection closest to the Challenger's right.

Vertical 1 by Horizontal 1 is the square or intersection closest to the Opposition's right.

On the following pages are two diagrams demonstrating the numbering for both graph and checkered boards:

Graph Board Example

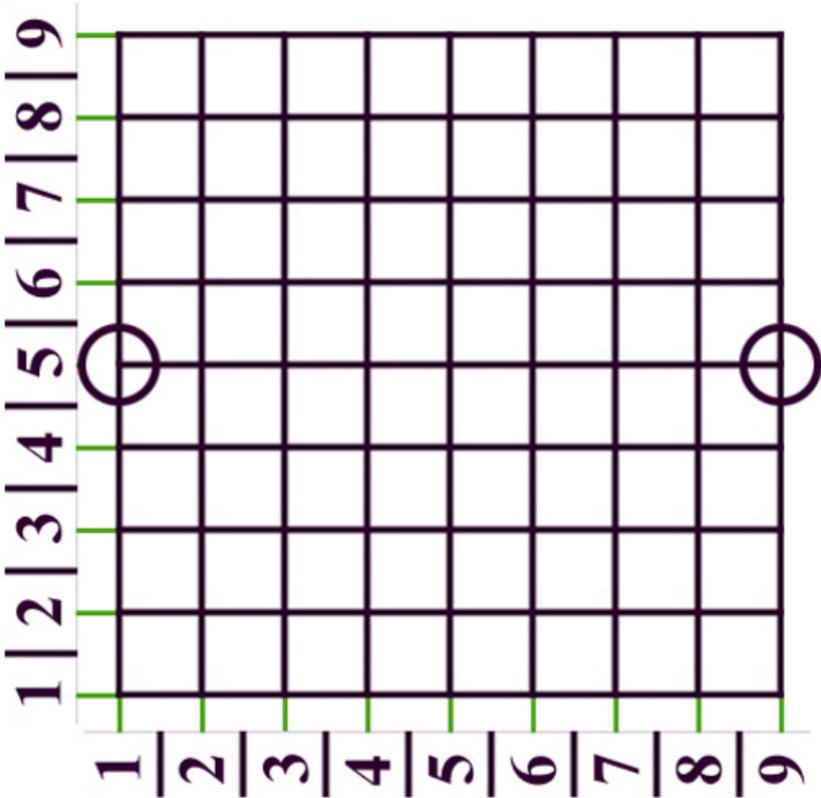
Opposition-----Challenger



When playing a short game, the 9x9 portion of the board is numbered in the same way (Vertical to Horizontal, Opposition to Challenger). Here is one example of the numbering used for a short board.

Short Board Graph Example

Opposition -----Challenger



The Checkered Board for a short game looks the same, only it has 9x9 squares. All that matters is that you are using a playing surface with 9 x 9 points.

Once you have chosen the length of your game (short game or long game), you must now choose whether or not you are using terrain!

Chapter 4

Optional Rules: Terrain

In real war, like in this game, terrain affects unit movement. In this game you have water, forests and high ground.

Water Terrain



Or



(Or any Blue Colored Marker will do)

Any piece passing through a space marked as “water”, has its movement reduced by 1 (to a minimum of 1).

Also, Cannons/Catapults must have 3 adjacent pieces to move it forward, rather than just 2 adjacent pieces.

Since each piece has a minimum movement of 1, an Archer can move 1 space through water and shoot 1 space in either direction. They are not forced to use their entire ability as movement.

Forest Terrain



Or



(Or any Green Colored Marker will do)

An Archer firing into a space marked as a “forest” (or “tree”), is reduced to 1 space in its attack distance. Other pieces, like Kings/Queens, and Cannons/Catapults have no such limitation.

If an archer is at the edge of a “tree/forest” location, and is firing away from a “forest/tree” location, the Archer can fire two spaces. But, if the same archer is firing into a space marked as a “tree”, then the archer can only fire to one adjacent location rather than 2.

High Ground Terrain

This optional rule may be used at tournaments or in casual play on any gameboard. The only restrictions are as follows:

- * The spaces must be clearly marked or displayed
- * And when in tournament play, both players must either be playing on a symmetrical board, or they must change turns (being given an equal opportunity on each side).

When identifying entire blocks of spaces which are considered High Ground, a single large arrow may be used (if necessary). If single spaces, or small groups are high ground, then individual arrows need to mark each space.

- * An arrow's direction shows which is high ground and which is low ground.
- * Arrows always point downhill.
- * Traveling straight or horizontally against the arrow's direction is moving up a hill.
- * Traveling straight or horizontally toward the arrow's direction is moving down hill.
- * Traveling horizontal with the arrow's direction yield's no change in movement.
- * If a piece travels over a marked space, and is moving uphill, the piece's movement is reduced by 1 to a minimum of 1 (as in the case of "water").
- * If a piece is moving over a marked space, and is traveling downhill, the piece is allowed to move 1 more space in the appropriate direction (either diagonally to or straight with the arrow's direction).

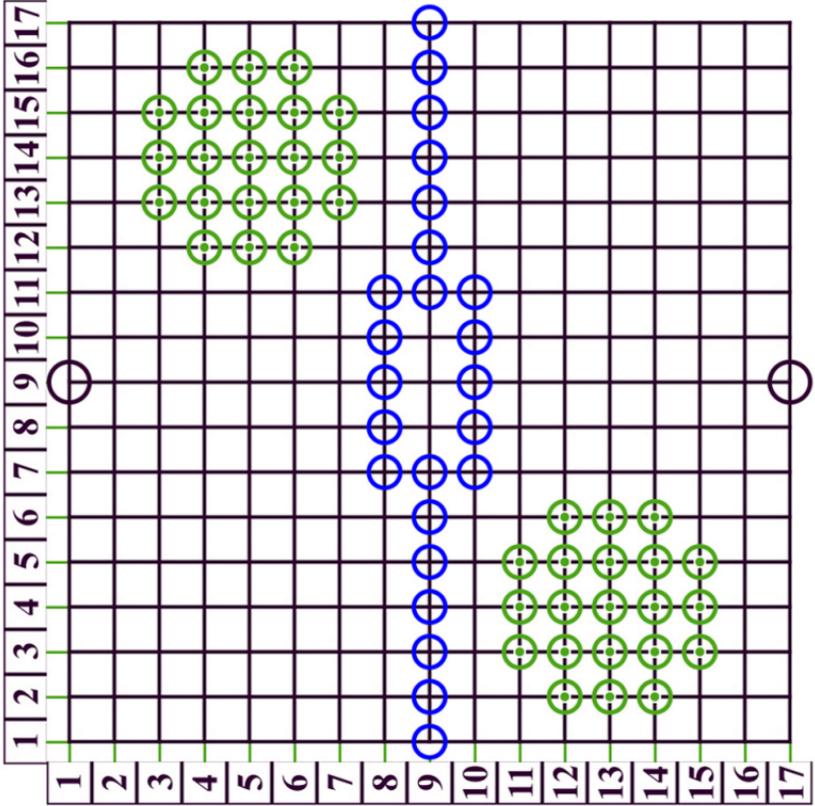
Several examples for High Ground rules:

- * When moving toward the center of the board you are coming down hill, when you are moving away from the center of the board you are moving uphill.
- * One side of the board is considered uphill and the other side is downhill.
- * Groups of no fewer than two arrows point the direction of uphill and downhill. Arrows may be positioned to point diagonally (in such a case, diagonal to a diagonal arrow will appear as being horizontal or vertical to the player).

The following examples are of what boards should look like when using Water and Forest Terrain. These boards are approved for tournament play:

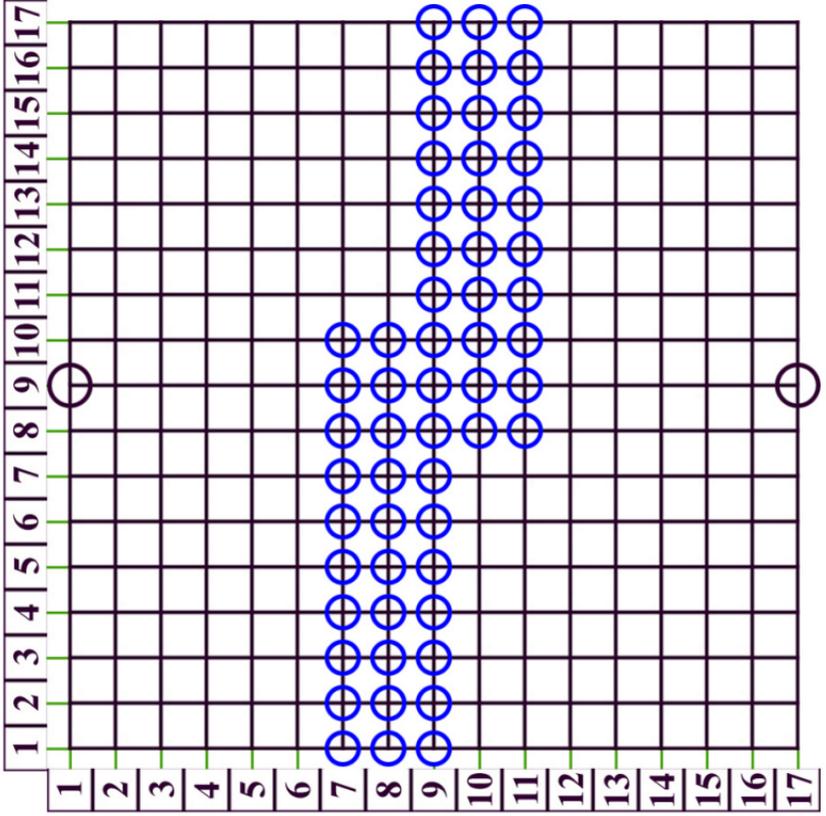
Opposition

Challenger

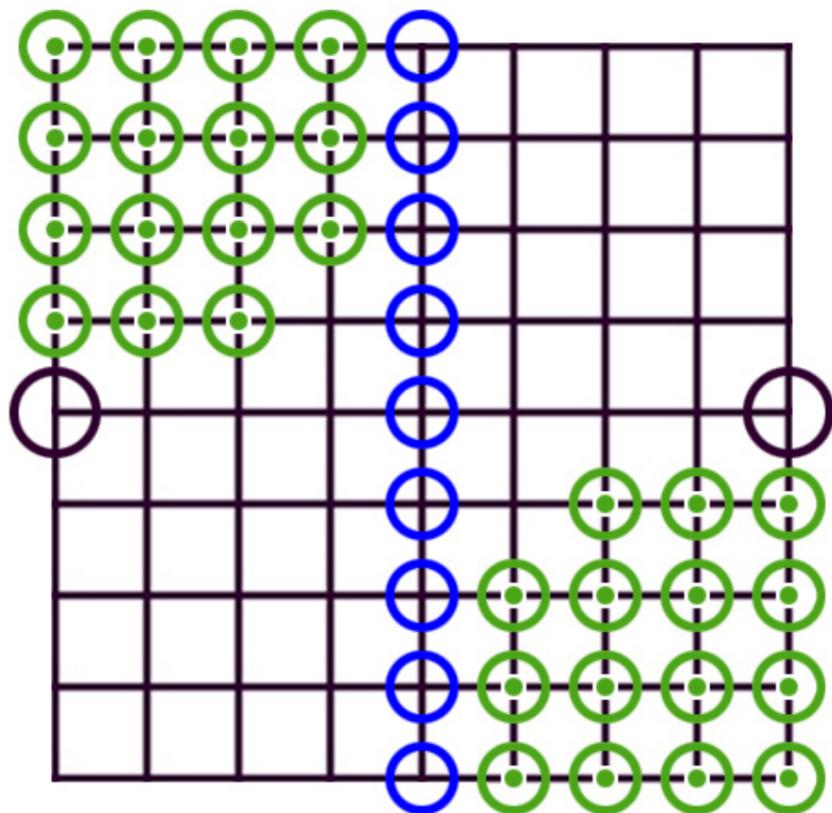


Opposition

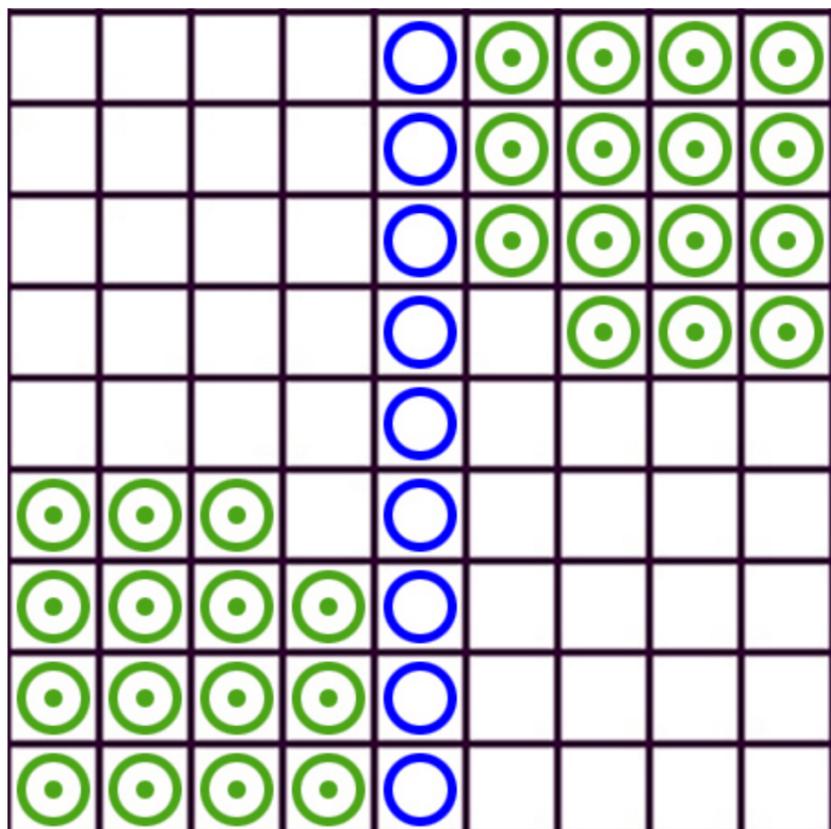
Challenger



Opposition -----Challenger



Opposition -----Challenger



(Yes, you are allowed to flip the corners on where the forests can be placed on either Short Board representations)

Chapter 5

Setting up the Game Board

There are two strategies to piece placement:

The Aggressive Strategy

The Defensive Strategy

It does not matter if the player is the challenger, the opposition, or if the player has a king or queen, each player is allowed to pick whatever strategy best fits his or her playing style. It is the player's choice whether to use a King or Queen with whichever strategy he or she chooses.

Below are examples of how to set up the board with each strategy. Both strategies are shown on these two examples. Just remember, a player can still choose to be Aggressive or Defensive, regardless of his/her opponent. These examples are given on checkered boards for clarity, and cover the Short and Long Boards.

Example:

A Challenger can be Aggressive if the Opposition is Aggressive.

A Challenger can be Defensive if the Opposition is Aggressive.

A Challenger can be Aggressive if the Opposition is Defensive.

A Challenger can be Defensive if the Opposition is Defensive.

Diagram Key:

A = Archer

S = Soldier

G = General

C = Cannon

H = Cavalry

K = King

Q = Queen

Short Checker Board Piece Placement Example

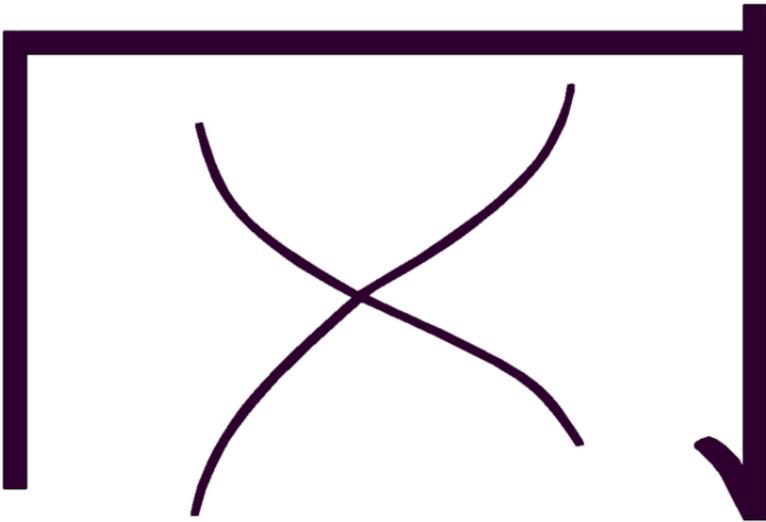
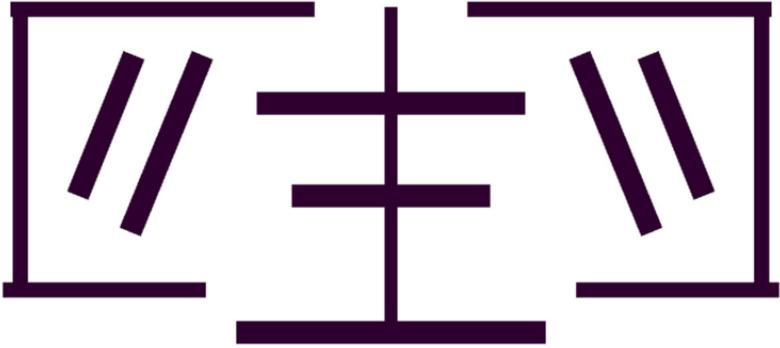
Opposition -----Challenger

6								
8								
								A
	S	A					S	
G	C	A				A	C	G
	S	A					S	
								A
2								
1	2	3	4	5	6	7	8	9

(Defensive Strategy).....(Aggressive Strategy)

Chapter 6

Optional Rules: The Assassin



The Assassin piece is a dangerous piece for all players involved. When using the optional Assassin Rules, both players are expected to understand more than just the rudimentary aspects of the game, as not only do they need to play the piece without the aid of a physical representation of an assassin on the board, but the players must also understand the Assassin's movement, how to read the vertical/horizontal notations, and have a bit of luck on their side.

When playing with Assassin rules, a player may choose to forego the use of an Assassin. There is no benefit to this, except: they will not be spending actions on the movement of an Assassin and they will not have an Assassin piece that the opponent can capture.

Both players must agree on using this optional rule in order for any player to use an Assassin (this includes tournaments. Tournaments cannot force players to play a game using Assassin rules).

If a player is using an Assassin, they must keep a piece of opaque paper and pen, or other writing surface to the side.

The player must always mark the passage of each turn.

Each time the player moves or uses the Assassin, the player must record this movement and the turn the Assassin piece was moved/used.

This recordkeeping must be done in plain sight, HOWEVER, the player need not show the opponent these records until either: the end of the game or at any point when the assassin is exposed.

The Assassin must begin in that player's starting row at the beginning of the game, but cannot begin in a space used by a piece.

* An assassin may move up to 3 spaces in any direction.

* An assassin may attack up to 1 space in any direction. This attack must be clearly stated that it is coming from the Assassin, and it must be written down with the Assassin's movement record.

* When the Assassin piece is used (moved and / or attacked), the player must expend 1 action.

* The Assassin need not be revealed when it is attacking, unless it takes a command piece. Then the player must reveal the position of the Assassin.

* When an Assassin takes an enemy piece, the assassin cannot be moved or take any actions for a full round.

* Any enemy piece may search for an assassin piece by using 1 action. This action reveals the assassin if it is within 1 square (in any direction) of the searching piece. The player searching for the Assassin should

mark down the turn they searched and all of the surrounding locations for the end of game. A piece that is searching for an Assassin may not perform any other actions that round unless it revealed the Assassin's location. If the searching piece has the ability to attack (i.e. a cannon which has two friendly pieces next to it, or any unit which has yet to attack), the searching piece may immediately take the Assassin as a free action.

* If the Assassin is revealed and it is occupying a location that is also occupied by the enemy, it is immediately taken. If it is occupying a location occupied by a piece friendly to the Assassin, the friendly piece is also removed from the board. Neither player receives points for the friendly piece (however, the Assassin provides points as normal).

* If at any time it is discovered that a player cheated when using the Assassin, then not only does the cheater automatically lose the game, but the cheater receives negative points equal to the maximum point value possible (-60). The player who wins, automatically wins by the maximum number of points possible (60).

Likewise, if a player is cheating to make it look like the Assassin player had cheated, that player is penalized with the same loss as the Assassin player would have experienced.

* In tournament play, if it is discovered that a player has cheated more than once, it results in immediate expulsion from the tournament and possible expulsion from all future tournament play (this counts double for tournament judges).

Because of this, Judges are allowed to keep records of the Assassin Pieces for themselves during the game to insure that the Assassin pieces are being used properly.

* When the Assassin Piece is Exposed, Taken or when the game ends, the player using the Assassin must immediately provide their full notes on the Assassin during that game.

Chapter 7

Optional Rules: Score Boards

If you are using a score board (such as a sheet, a peg/hole board, or even tying a ribbon around your fingers), there are certain standards that cover all forms of score boards.

Each board, card, etc.. is numbered with four columns left to right: S1, S2, S3 and S4. If you are tying string around your fingers (for Point Column A):

- * Your left pinky is the bottom rung of S1.
- * Your left ring finger is second to the bottom of S1.
- * Your left middle is second to the top of S1.
- * Your left index is the top of S1.
- * Your left thumb is S2.
- * Your right thumb is S3.
- * Your right index is top of S4.
- * Your right middle is second to the top of S4.
- * Your right ring finger is second to the bottom of S4.
- * Your right pinky is the bottom of S4.

Remember to use Color Coded String or Ribbon or Rings if you use this method!

If Playing a Long Game and using a score board, the scoreboard used contains four columns of five circles or holes each. This is called Point Column B (Score Card B, or Score Board B). The bottom row is optional and usually colored black, while the top four rows are all colored Blue. This is because the bottom row is optional.

If playing a Short Game and using a score board, the scoreboard used contains four columns, the left most column and the right most column (S1 and S4) both contain four rows with one circle each. The middle columns (S2 and S3) contain only one circle each at the top. On a color printout, S1 is blue, S2 is orange/red, S3 is dark green, and S4 is black. This is called Point Column A (or Score Card A, or Score Board A).

Score Card A

Point Column A

S1

S2

S3

S4



-----Blue-----Orange-----Green-----Black-----

Score Card B

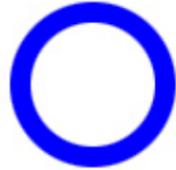
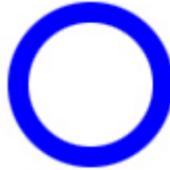
Point Column B

S1

S2

S3

S4



Top Four Rows are Blue
Bottom Row is Black

Counting Points using the Score Cards/Boards (or even your fingers!)

Column S1 represents points 1 through 4, counting down from top to bottom. When you receive your first point, you place a marker in the top point slot of S1. You then count the point as you move your marker down the column. When you have five points, you take your marker from S1, and place it in the top position of S2. When you receive another 5th points, you move the marker from the top of S2, down one position. If you cannot move the marker any further down in position, you move it to the next column (S3). This is the same if there are no more positions in S3, you will move the point counter over to the top of S4.

examples:

Tommy and Jane are playing with the short board using a peg card to keep score. Tommy has one peg at the bottom of S1, and one peg in the top of S2. He has a total of 9 points. IF he gains 1 more point, he removes his pegs from S1 and S2, and places a peg in S3!

Jane has 1 peg at the bottom of S1, 1 peg in S2, and one peg in S3. She has a total of 29 points! If she receives 1 more point, she will remove her pegs from S1, S2 and S3, and place one peg at the top of S4!

You can continue this until there is 1 marker in the highest value point slot of each column equaling a total of 79 points.

“Point Column A” Values

Column	Maximum Number of Points
S1	4
S2	5
S3	10
S4	60
Total Point Value.....	<u>79</u>

Point Column B works in the same way Point Column A works, except S2 and S3 have more pegs/places, and you have an optional row!

“Point Column B” Values

Column	Maximum Number of Points With Optional Row
S1	4 5
S2	20 30
S3	100 180
S4	600 1080
<u>Total Point Value</u>	<u>724</u>
<u>With Optional Row</u>	<u>1,295</u>

Chapter 8

Optional Rules: Score Board - Compound Points

If you really want to have a long game, you can use Compound Point rules!

Q: What are compound point rules?

A: Well, they allow you to increase the number of points you can count on your score board for a total of 65,535 for Point Column B or 483 points for Point Column A!

Q: How do you count Compound Points?

A: First, you need a marker for every Point Slot on the Point Column you've chosen to use. Secondly, when you've reached the highest value point slot of a specific Column (such as the bottom slot of Column S1), you leave the counter there and start counting from the beginning of score pad until you reach the second highest value point slot of that Column.

You keep doing this until every point slot of that Column has a marker on it, before advancing to the next Column. Only then, when you advance to the next Column do you remove the markers from the previous Column's slots. From there, you begin all over.

This dramatically increases the possible point values you can record.

“Point Column A” Values

Column	Maximum Number of Points
S1	10
S2	11
S3	22
S4	440
Total Point Value.....	<u>483</u>

“Point Column B” Values

Column	Maximum Number of Points (*using bottom row)
S1	15
S2	240
S3	3,840
S4	61,440
<u>Total Point Value</u>	<u>65,535</u>

(*since you're using Compound Point Rules, it is assumed you are using the optional bottom row.)

This method of score keeping is to grant much longer games, by linking all the previous games you played into one standard score! This is perfect for family, long time friends or rivals who love to keep building on past victories and defeats!

Chapter 9 Point Values For Game Pieces

Now that you've learned how to keep score, the following is a list of the points awarded to a player when that player takes an enemy piece. The first list given is for games without using the Assassin Rules. The second list given is for games which are using the optional Assassin Rules.

Point Values for Each Piece

Piece Values Without the Assassin

Soldiers and Archers.....	1pt
Cannons/Catapults.....	3pt
Cavalry.....	3pt
Command Pieces (Generals/King/Queen)	8pt

Piece Values With The Assassin

Soldiers and Archers.....	1pt
Cannons/Catapults.....	2pt
Cavalry.....	3pt
Assassin.....	5pt
Command Pieces (Generals/King/Queen)	7pt

This gives a possible total point value of 60 for the long game and 16 for a short game.

Chapter 10

Tournament Ranking

Tournament Ranking and Rules are complex in their simplicity.

There are two point values always being scored in a tournament game:

- * The Ranking Points (points which determine a player rank).
- * The Game Points (points which determine who wins the game).

Handicaps are always applied to Game Point Value and NEVER to the Ranking Point Value.

There are four games to each match. This insures two things:

- * Winner is determined by player skill, rather than simple luck (example: a player stumbled onto a winning move in the third match, giving him/her a 2/1 victory).
- * By giving a balanced game quotient, it allows the player's ranking to be adjusted more accurately: both players start 2 games as challengers and point spread for an even game set (4 games) can help determine equivocal rank for future plays.

Because handicaps are adjusted for the Game Point Value and not to the Ranking Point Value, a player can conceivably advance in Rank, even though he/she technically lost the match (due to the opponent's ranking).

This is to insure that Tournament Judges do their best to pit equal ranked players against each other, as pitting a much higher ranked player against a much lower ranked player could cause the higher ranked player an embarrassing loss.

Calculating Ranking Point Value

When calculating the Ranking Point Value of the game, the judge takes the total points scored in that game by both players and adds them together to produce a Total Points Scored score for that game.

The judge then determines what percentage of the points were scored by which player, by taking that player's Personal Score and dividing it by the value of Total Points Scored. This is now known as the Percentage Score.

The judge records the player's Percentage Score for each of the 4 games in the match. These percentage values are compared against each other, only if one of the players won 3 out of the 4 games in the match.

The judge then adds the Percentage Score of these 3 games for each player (separately), and divides by 3 to obtain the Average Percentage Score each player scored for these 3 games. If the winning player won all 4 games, then the Percentage Score for all 4 games is added together and divided by 4 to obtain the Average Percentage Score for each player during all 4 games.

Remember, you only add the Player's Percentage Scores together with his/her own average Percentage Score throughout the 3 or 4 games, you don't add both player's Percentage Scores together, that'd defeat the purpose.

The judge then compares each player's Average Percentage Score to the following chart:

- * If both player's personal Average Percentage Score was From 40-59% of the points scored, then they were evenly Ranked players.

- * If the losing player's personal Average Percentage Score was from 20-39% of the points scored then that player is in transition for one lower rank, while if the winning player's personal Average Percentage Score was from 60-79% of the points scored, then that player is in transition for one higher rank and Cannons/Catapults only provide 1 point for the winner's Game Point Value (only Cannon/Catapult pieces taken by the winner are affected in this way, and they only affect the GPV).

- * If the losing player's personal Average Percentage Score was from 0-19% of the points scored then that player is in transition for two lower ranks, and the losing player receives a +1 Handicap point adjustment on all pieces captured. If the winning player's personal Average Percentage Score was from 80-95% of the points scored, then that player is in transition for two higher ranks and Cavalry only provides 1 point for the winner's Game Point Value (only Cavalry pieces taken by the winner are affected in this way, and they only affect the GPV).

* If the winning player's personal Average Percentage Score was from 96-100% of the points scored, then that player is in transition for three higher ranks, and the match is considered a mis-match for handicapped purposes and Command Pieces only provide 5 points for the winner's Game Point Value (only Command Pieces taken by the winner are affected in this way, and they only affect the GPV).

Resolving Transition

Transition is resolved for each player by comparing that player's matches with 3 out of the player's next four opponents. Transitional Rank gains are compared against the player's Current Rank.

If the player is playing at the same pace against the same relative rank, then the player's Transitional Rank now becomes his/her new Current Rank.

If the player plays at his/her Current Rank, then his/her rank remains unchanged, and the Transitional Rank is discarded.

example:

Player A beat Player B, and ended up with a Transitional Rank of 3, while Player B ended up with a Transitional Rank of 1. Both player's Current Rank was 2 before they played their match.

Player A goes on to play 4 more matches with the following results:

Match 1: Lost 1 match against a Rank 3 player with a Transitional Rank Loss of 1.

Match 2: Won 1 match against a Rank 3 player with a Transitional Rank Gain of 3.

Match 3: Lost 1 match against a Rank 5 player without a Transitional Rank Loss of 2.

Match 4: Won 1 match against a Rank 4 player, but had a Transitional Loss of 1.

Match 1's results and the results from the original game between Player A and Player B, cancel each other out.

Match 2 gives Player A a Transitional Rank of +2 against another Rank 3 (which means Player A played as if he/she was 2 ranks higher than that Rank 3).

When playing against a Rank 5 in Match 3, Player A received a Transitional Rank of -2, which means Player A played as if he/she was 2 Ranks or lower than a Rank 5.

When playing against a Rank 4 in Match 4, Player A won in the Game Points scored, but lost in the Percentage Score, giving Player A a Transitional Rank of -1 against a Rank 4.

Since Match 4 said Player A played like a Rank 3, Match 5 said that Player A played like a Rank 3 or Less, and Match 2 was a complete mismatch in Player A's favor (giving Player A a rank gain of +3).

Then Player A's rank is increased by 1 from Rank 2 to Rank 3.

Although Player A lost Match 1 against a Rank 3 of the next four matches he/she played, the following 3 matches were victories, all of them telling Player A that he/she was better than a Rank 2 but not as good as a Rank 4.

Because of these games, Player A's new rank is immediately adjusted to a Rank 3.

Player B, however, played less exciting games, each one stating that he/she was a Rank 2, no more, no less.

(Tournament Champions who tie in Game Point Values have their win/loss record for that tournament compared. If it remains a tie, they play tie breaker game(s), until won by point value).

Game Points

As stated earlier, Ranking Points are kept separate from Game Points, as Ranking Points determines Rank, while Game Points determines who wins the match by use of Handicap.

The below handicaps are added or subtracted to the Game Point total, along with any applicable Handicap Point adjustments the player may receive when Calculating the Ranking Point Value at the end of the game (see Calculating Ranking Point Value entry).

The table compares the Player's Ranks against each other, then applies the appropriate Handicap to the Game Point total. Players within 3 ranks of each other do not use this table.

Long Board Tournament Handicap Guide

Lower Ranked Player	Rank Differential	High Ranked Player
+ 0 pts.	4	- 4 pts.
+ 6 pts.	5	- 8 pts.
+12 pts.	6	-12 pts.
+18 pts.	7	-16 pts.
+24 pts.	8+	-20 pts.

Tournaments have a set Game Point Value for determining Match Wins and Tournament Champions (decided upon prior to the Tournament). Ties for Tournament Champions are resolved by point value.

Match wins can never be set below 181 pts or more than 240 pts (although a handicapped player could still conceivably win a Match in the 3rd game with 181 pts).

Cheating and Substitute Players:

Should a cheater ever be caught, that cheater is expelled from the tournament and automatically loses the game with a negative point value = to the maximum of that game (for long board this is -60pts per game and -240 per match), is expelled from the tournament and must be recorded for possible expulsion from all future official tournaments (if the cheater is a repeat offender).

The opposing player automatically wins that game by the maximum point value available, but does not win the match by maximum value. Instead, the winner must be matched up with a new player of comparable rank with whom to replay the match. This new player is called the Substitute Player. If the Substitute Player has already played and won or played and lost in this tournament, then this game is not

calculated against or with his/her tournament score. Instead, the score is applied only to the player who was cheated against.

In such an instance, if a Substitute Player who already qualified for the next tier of play loses to a player who was cheated against, both players would still advance to the next tier (since the game holds no bearing over the Substitute Player's tournament rank).

Likewise, if there is ever an uneven tier (where there is 1 player left without someone to play against), a Substitute Player of comparable rank should be picked to play against such a player.

Short Board Tournament Rules:

The rules for the short board tournament are the same EXCEPT the maximum point value of a Short Board game is 16 points (1 General- 8 points, 1 Cannon/Catapult- 3 points, Combination of any two and three Archers and Soldiers equaling 5 pieces- 5 points = 16 points).

As such, any maximum game awards should be adjusted for this 16 points from the Long Board's 60 point value. A minimal point value of a technical win for a Short Board match could never be set below 49 or above 64 points (instead of the Long Board's 181 and 240pts).

Because of these point adjustments, the Handicap Guide must be adjusted as well:

Short Board Tournament Handicap Guide

Lower Ranked Player	Rank Differential	High Ranked Player
+ 0 pts.	4	- 1 pts.
+ 1 pts.	5	- 2 pts.
+ 2 pts.	6	- 3 pts.
+ 4 pts.	7	- 4 pts.
+ 6 pts.	8+	- 5 pts.

If you notice, the point adjustments for the Handicap value retain the same aspect ratio as with the Long Board. All other references to point values should be adjusted as demonstrated above to fit the proper game (whether it is Long Board or Short Board), otherwise, the tournament rules themselves remain the same.

There is one final note: Tournament ranking for Long Board and Short Board tournaments must remain separate for a number of reasons. Several of those reasons include the facts that a player may be excellent at one form of the game, but poor the next, the point values are different, and not all players will play both sets of tournaments.

Chapter 11

Jeopardy Clarification

Jeopardy is defined at the end of each turn. It is a term which may be used for any piece, however, it is only truly important when being used for command pieces.

At the end of a player's turn, the actions of that player must not have resulted in the movement of one of their command pieces into jeopardy.

There is one exception: Since a Challenger's turn takes place before the Opposition's turn, and command pieces which are "taken" remain until the end of the round, then a Challenger's Command Piece may move into range of killing the Opposition's Command Piece, even though Jeopardy from the Opposition's Command Piece will kill it. However, in such a situation, the Opposition's Command Piece must be the only piece which would place the Challenger's command piece in Jeopardy.

This is to prevent suicide Kings from ruling the battlefield.

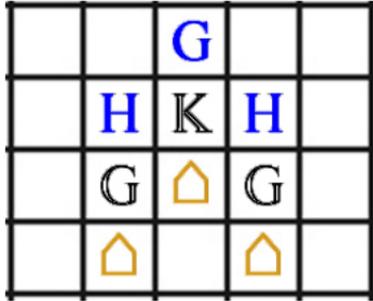
However, this does not mean that a command piece must move out of Jeopardy. If a Command Piece is placed in Jeopardy, there's no requirement that they must move out of Jeopardy.

Additionally, a Command Piece may not move into jeopardy for the sole purpose of searching for and exposing an Assassin. If there are any questions as to whether or not a command piece would remain in jeopardy after attempting to search for the Assassin, then Jeopardy must be resolved according to the rules before determining if the Assassin piece can be exposed. If the move and search was illegal, then the Assassin piece is left concealed.

If the only moves remaining for a player are illegal moves, the game immediately ends and points are tallied (if applicable).

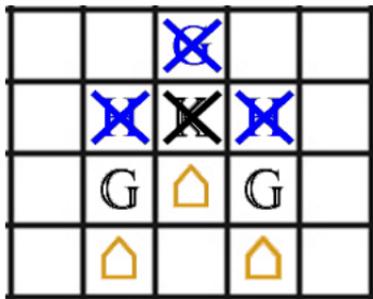
Legal Moves

Example 1



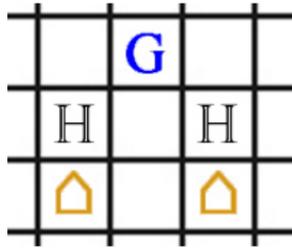
Example 1 shows the Opposition on top and Challenger on the Bottom. The Challenger moved his/her command pieces to kill the Opposition's General and Two Cavalry. Example 1 is legal if it leads to Example 2, because, as you see, the only unit capable of putting the Challenger's Command Unit in Jeopardy, is the Opposition's dying General.

Example 2



It would've likewise been legal for the Opposition to do nothing with his/her General, but it would not have been legal if the Challenger had not attacked after advancing into Jeopardy.

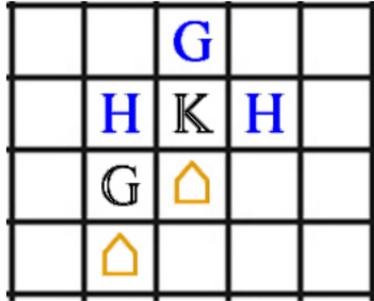
Example 3



As you can see, the Challenger moved two Cavalry to place the Opposition's General into Jeopardy. The only legal moves the Opposition can take are: move the General back or do nothing. If the Opposition uses the General to attack a Cavalry man, he will willfully be placing himself in Jeopardy. If the General does nothing, the assumption is the Opposition is using the extra action to insure victory or safety. The idea is that, in real warfare, a General so captured would be imprisoned and alive. Meanwhile, a General who kills a Cavalry man will most certainly be killed in retaliation rather than be captured. This would be a "suicide move".

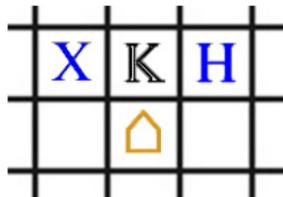
Illegal Moves

Example 4



This is an illegal move by the Challenger. While the Challenger can kill the Opposition's General, the Challenger will have both of his Command Units killed. One by the General, and one by the surviving Cavalry. This is a "suicide move", and not allowed.

Example 5



In Example 5, we see the Challenger has moved his king right beside the Cavalry, so that he/she may search for the Hidden Assassin (marked by an X). It would be a legal move for the King to kill the Cavalry, because the Challenger does not know where the Assassin is. But, it would be Illegal for the King to search for the assassin because the Cavalry unit is placing the King in Jeopardy. Remember: hidden assassins do not place an enemy unit in Jeopardy. They can take an enemy unit, but an Assassin must be revealed to place an enemy unit in Jeopardy.

Final Note

These rules are complete (to the best of my knowledge). Therefore, if you do not see a rule in this booklet, then it doesn't exist!

Example: No where did the rules ever say that a player's turn ends when he or she removes his or her hand from a piece after it has been moved. In fact, no where did the rules ever say that a piece cannot be moved back to its starting location once it has been moved and a player has removed his or her hands from the piece.

In fact, a Player's turn ends when he or she announces it or until the timer runs out on the clock (timers are allowed especially in tournament situations), period.

A piece can always be moved back to the position it started at during the beginning of the turn, and then moved to a completely different position so long as the player has not ended his or her turn.

Enjoy!

