

LUZHANQI



studios
about this game

This is the "bronze" version of Lù Shàn Qí, the Land Battle Chess, in English. It is a century old Chinese game and the rules, as well as this design by Ocastudios, is in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:

- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).



HISTORY

Luzhanqi, which can be translated as "Land Battle Chess", is a chinese game of unclear origins. Although it has been related that chinese children have been playing it for about a century, there is not much literature on its history.

It is believed to be related to the game Doushouqi, also known as "The Jungle Game", and that it is ultimately descended from the indian Chaturanga.

Among the most traditional aspects of Luzhanqi we find the barriers in the middle of the board (which are usually 'rivers', but

in this game are called 'mountains') and the hierarchy of the pieces, which results in some pieces not being able to capture others.

Luzhanqi includes, though, a modern military hierarchy, the use of bombs, land mines and railroads. These elements (along with the absence of newer military resources, such as tanks and airplanes) indicate the game has attained its present form somewhere in the late 19th century or in the beginning of the 20th.

Although the game is scarcely known in the West, a few very similar comercial games have been available in the American and European markets for many decades.

Please note that traditional Luzhanqi's pieces only show military ranks (written in idiograms). To illustrate it with animals has been an aesthetical decision by Oca. We did so for two reason: to make the game more appealing to children and to emphasize the close relation this game has to Doushouqi, the Jungle Game.

RULES

Luzhanqi is played with 3 participants, 2 OF THEM LEADING AN ARMY EACH (the players) and ANOTHER BEING THE REFEREE. Each army is made up of 25 pieces, including troops, bombs, mines and a flag. The object of the game is to capture the enemy flag.

The role of the referee is to make sure players abide by the rules, setting up pieces in valid positions, moving them correctly and, mainly, determining which pieces survive in combat.

CONCEPTS

Luzhanqi troops are marked with a number, called THEIR ORDER, WHICH VARIES FROM 1 TO 9. The higher the order, the more powerful is the troop.

In addition, each army possesses mines, bombs and a flag.

The board is made up of 3 kinds of spaces. The simple spaces, or POSTS, are rectangular. The CAMPS are represented by tents on circular spaces, and it's forbidden to attack any piece on such spaces. The HEADQUARTERS are represented by sheds and no piece on it may ever move.

Spaces are often connected by roads (gray lines) on which pieces move, and may be CROSSED BY RAILROADS, on which they move faster. In the center of the board, separating each player's sides, are the mountains, which may only be crossed through the railroads. Railroads connecting the two sides of the board are marked with light rectangles, which only serves to separate the board and have no impact on pieces' movements.

SETTING UP THE GAME

Each player must position his pieces. They must be placed standing and facing their own players, such that the opponent may not tell them apart. You must place a piece on each post and each headquarter on your side of the board, but none in camps.

And there are a few more rules: BOMBS MAY NOT BE PLACED ON THE FRONT ROW (next to the mountains); MINES MAY ONLY BE PLACED ON THE BACK TWO ROWS (the furthest from the mountains); and THE FLAG MUST BE PLACE ON ONE OF THE HEADQUARTERS.

You must figure out which player will go first, and then they alternate turns.

THE GAME

On his turn a player must move a piece. Except by the mines and pieces on headquarters, which do not move, ALL PIECES MAY MOVE ONE SPACE along either a road or a railroad. You may not move a piece to a space already occupied by an allied piece.

If the moving piece is on a railroad, it may MOVE AS MANY SPACES AS YOU'D LIKE, AS LONG AS IT FOLLOWS THE RAILROAD. It may not jump over pieces on its way, and neither may it turn corners. The engineers (troops with order 1) are the exception to this, being able to turn corners on railroads.

If a piece moves onto a space occupied by an enemy piece, THEN A COMBAT TAKES PLACE (check out "Combat" below).

The winner is the first player to capture his opponent's flag.

BATTLES

When a player moves a piece onto a space occupied by an enemy piece, the referee must check out both pieces and declare which ones are captured.

- If BOTH PIECES ARE TROOPS, then whichever is the lowest order is captured. If they are the same order, they are both captured.

- If ONE OF THEM IS A BOMB, both are captured.

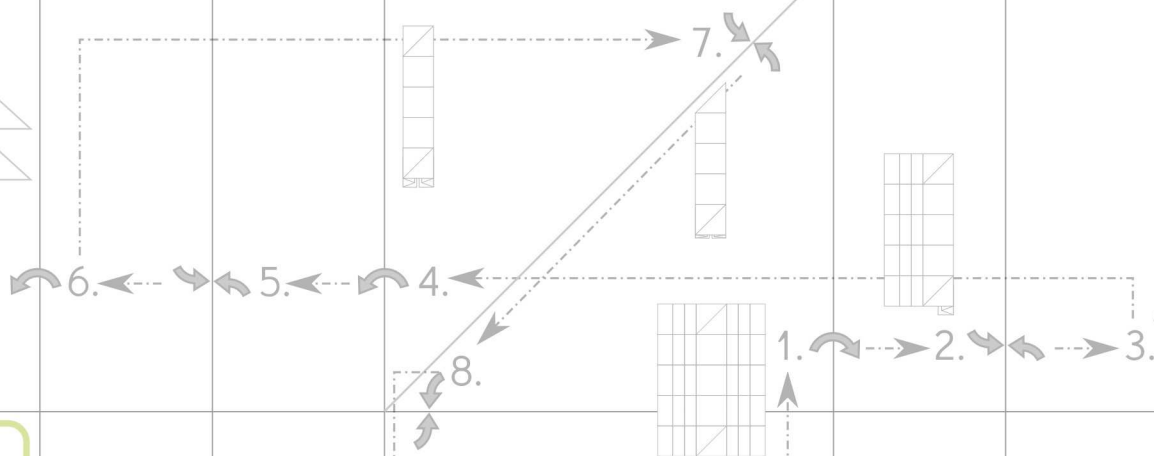
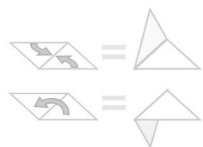
- If ONE OF THEM IS A MINE, the mine is safe and the other is captured. But if the other is an engineer (order 1), the mine is captured and the engineer is safe. And if one's a mine and the other is a bomb, both are captured.

During combat, the referee must only tell whether pieces survive or are captured, and must not reveal the identity of the pieces. Captured pieces are removed from the board and revealed to the opponent.

If a field marshal (order 9) is captured, then the player controlling him must reveal his flag to his opponent.

PLAYING WITHOUT A REFEREE

If only two participants are available, they may play without a referee. They then must reveal each other the pieces during combat. They must also reveal an engineer (order 1) when he is turning corners on a railroad. Pieces revealed in this way don't need to remain revealed - just long enough to show the adversary which piece it is.



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Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



10.

III. Lock a tab into the pocket of the tab to its left.

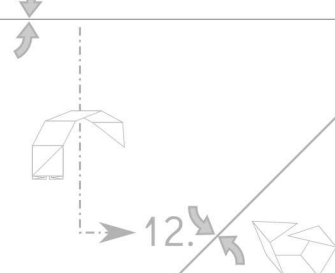


IV. Fold up the remaining sides, locking them as per above.

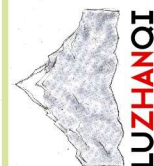


Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



12.



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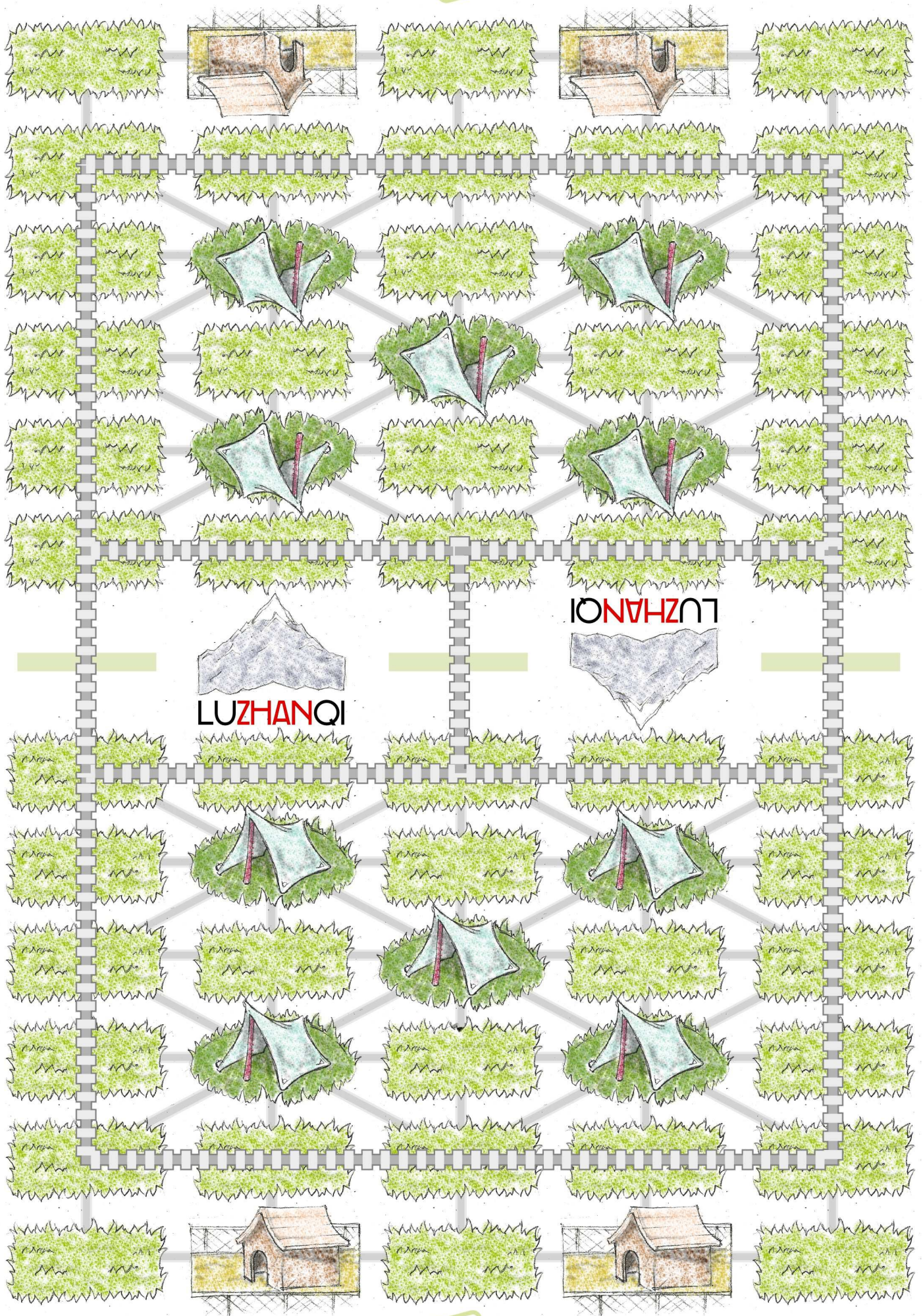
number of players	2-3	ages	7+
duration of a match*	20'	duration of assembly*	1h30'

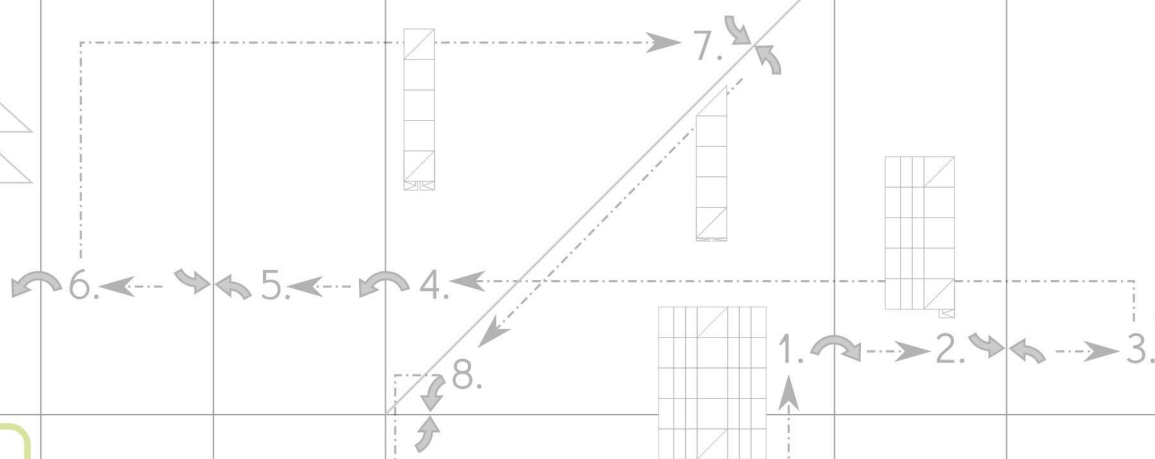
*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY

ludus classics
This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.



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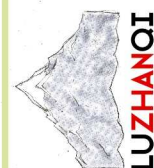




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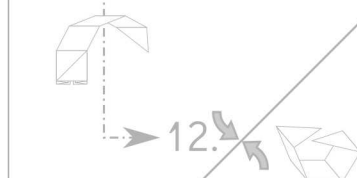
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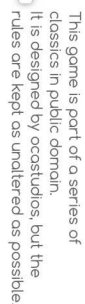
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number of players	2-3	ages	7+
duration of a match*	20'	duration of assembly*	120'

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