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PREFACE

Since I saw and played Klin Zha for the first time, I imagined that this must be a game of Romulan origin. At that very time I planned to restore it to the original Romulan. This happened at a Qet'lop (Klingon festival) in Berlin, Germany in 2003. Unfortunately the plan didn't become reality until 2007.

Even if you are familiar with Klin Zha - Klingon Chess - nevertheless the Romulans say: "You haven't experienced chess until you read the rules in original Romulan."

The content of this booklet is based on

- the "FIDE Laws of Chess"
- and
- "TAKZH – The Authorized Klin Zha Homepage" (<http://www.tasigh.org/takzh/index.html>)

The FIDE Laws of Chess are the international rules covering chess (between two opponents on a squared board with 64 equal squares).

Today's FIDE Laws of Chess came into force on 1 July 2005, and were adopted at the 75th FIDE Congress at Calvia (Mallorca). This booklet also uses phrases from elder versions.

The FIDE Laws of Chess (in English, as well in German) can be downloaded via my Chess-Link-Page

<http://home.arcor.de/jens.meder/caevra/linke.htm>

Klin Zha (Klingon Chess) was first mentioned in the STAR TREK novel "The Final Reflection" (TFR) written by John M. Ford and published in May, 1984.

Leonard B. Loyd, Jr. (also known as Korath sutai-Ang'K'Tolax) made "rules for the game Klin Zha" in 1989.

In 1998, Kevin A. Geiselman (also known as Kordite sutai-Tasighor) started TAKZH to make sure that most people playing Klin Zha are aware of different variants and will have a site to refer to. His hope is that Klin Zha rules will reach a sort of universality.

I for my person cannot share this vision: If you look at people playing Chess in Europe or America, they all play pretty much the same based on the FIDE Laws of Chess. Anyway that is quite different from Chess played in China (Xiangqi) which is also different from Chess played in Japan (Shogi). And those two are elder than their brother, proclaimed by the FIDE. (By the way the FIDE was founded in 1924, not even 100 years ago.)

So, here is another Chess Variant I hope at least some people will enjoy.

Last but not least, I like to thank all the friends of Chess Variants who have helped to improve the TOURNAMENT RULES, and continue to do so, by sending in letters. This is a living document, to be changed on an as-needed basis.

Questions and remarks concerning the rules are always welcome. Please don't hesitate to contact me:

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In case of requests by "normal" mail, please insert a self-addressed envelope and enough international reply coupons. Thanks.

TOURNAMENT RULES FOR TRIANGLE-CHESS

Klin Zha restored to the original Romulan

ROMULAN HEART - CAEVRA RIHANNSU - ᄀᄁᄂᄃᄄᄅ ᄆᄇᄈᄉᄊᄋᄌ

by Jens Meder

INTRODUCTION

The Rules of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Rules, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Rules.

The Rules assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

In these Rules the words 'he', 'him' and 'his' include 'she' and 'her'.

Article 1: The nature and objectives of Romulan Heart

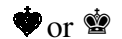
- 1.1. Romulan Heart is played between two or three opponents who move pieces alternately on a triangular board called a 'chessboard'. The player with the green pieces commences the game. A player is said to 'have the turn', when the opponent to the right-hand side has completed his turn.
- 1.2. The objective of each player is to protect his 'Romulan heart' and to capture the opponent's 'Romulan heart'. The player who achieves this wins the game. Opponents who lose their 'Romulan heart' also lose the game.
- 1.3. If the position is such that neither player can possibly capture an opponent's 'Romulan heart', the game is drawn.

Article 2: The start of the game

2.1. The chessboard is composed of a 9x9 grid of 81 equal triangles. The chessboard is divided into three corners. The first corner is green like Romulan blood. The second corner is blue like Romulan ale. The third and last corner is black like the space we (the Romulans) crossed during the search for our new homeworld. The triangles between the three corners are white like the stars.

2.2. At the beginning of the game each player has 9 pieces and 1 'non-piece' coloured the same as the corner the player sits next to. These pieces are as follows:

A 'Romulan heart' / king (goal), usually indicated by the symbol



Note: this is the 'non-piece'.

A wall (blockader), usually indicated by the symbol



A queen (fencer), usually indicated by the symbol



A rook (lancer), usually indicated by the symbol



A bishop (swift), usually indicated by the symbol



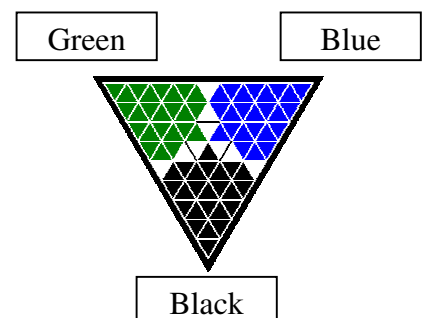
Two knights (fliers), usually indicated by the symbol



Three pawns (vanguards), usually indicated by the symbol



2.3. There is no initial position of the pieces on the chessboard. Each player arranges his pieces within his corner of the board. The white triangles are not available for piece placement, representing a sort of "no man's land" between opposing sides.



First, the player with the green pieces (Green) sets up his entire set of pieces in any arrangement within his corner. Then, the player with blue pieces (Blue) does the same. And finally, in case of a three players game, the player with the black pieces (Black) follows.

After all sides have placed their pieces, the 'Romulan hearts' are placed with 'carrier' pieces - first Green, then Blue, and finally Black.

Green moves first.

2.4. The nine horizontal rows are called 'ranks'. The diagonal columns are called 'files'. (For more information compare Appendix E. Algebraic notation.)

Article 3: The moves of the pieces and 'non-pieces'

3.1. The 'Romulan heart' (sometimes called king or goal) is the game's important 'non-piece'. It cannot move by itself. It can be carried about by some of the pieces, or abandoned on a space by a piece that moves away.

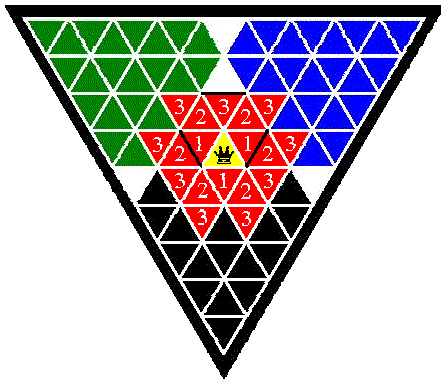
When left unattended on a space, the 'Romulan heart' does not pose an obstruction to the movement of pieces.

The 'Romulan heart' cannot be placed within the "protection zone" of a wall (see Article 3.6.). But it can be moved with a carrier piece, through its own wall's "zone" on its way to its destination.

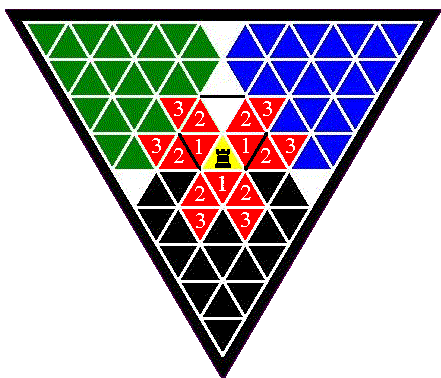
3.2. It is not permitted to move a piece to a triangle occupied by a piece of the same colour. If a piece moves to a triangle occupied by an opposing piece, the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack a triangle if the piece could make a capture on that triangle according to Articles 3.3 - 3.9.

Pieces move on the triangles, side-to-side, rather than point-to-point.

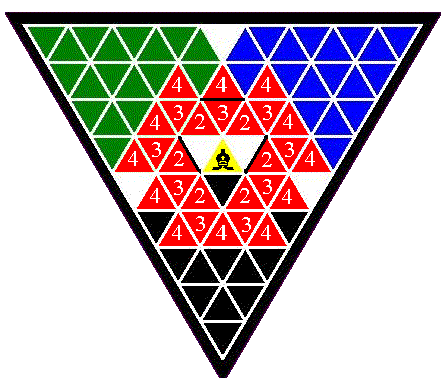
- 3.3. The queen (sometimes called fencer) may move 1, 2 or 3 unobstructed spaces in any direction and combination. It can carry the 'Romulan heart'.



- 3.4. The rook (sometimes called lancer) may move 1, 2 or 3 unobstructed spaces straight in any direction. It can carry the 'Romulan heart'.

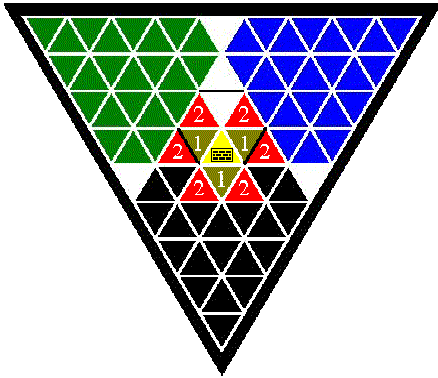


- 3.5. The bishop (sometimes called swift) may move 2, 3 or 4 unobstructed spaces in any direction. It cannot carry the 'Romulan heart'.



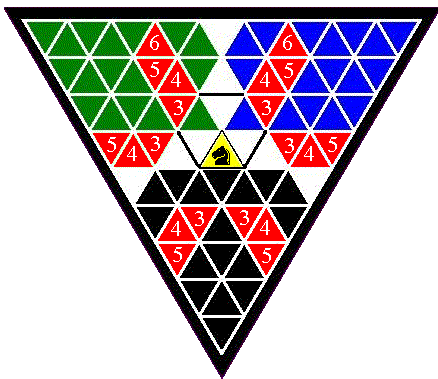
- 3.6.** The wall (sometimes called blockader) may move 1 or 2 unobstructed spaces in any direction. It cannot carry the 'Romulan heart'. It cannot capture another piece, or be captured itself.

The triangles adjoining a wall are called the "protection zone". Opposing pieces cannot enter the protection zone, nor can the wall be placed on a triangle adjoining an opposing piece. Protection zones of opposing walls cannot overlap (after placement).

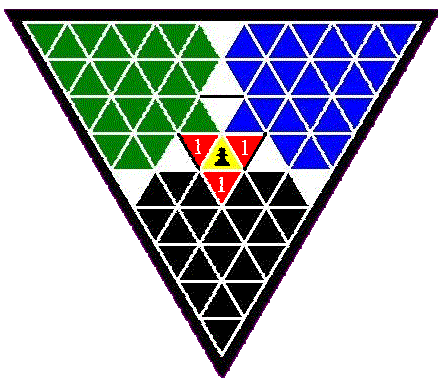


- 3.7.** When making these moves the queen, rook, bishop or wall cannot move over any intervening pieces or over an opposing protection zone (see Article 3.6.).

- 3.8.** The knight (sometimes called flyer) may move 3, 4, 5 or 6 spaces straight in any direction. It cannot carry the 'Romulan heart'. It can jump over other pieces including those within the protection zone of a wall (see Article 3.6.).



- 3.9.** The pawn (sometimes called vanguard) may move 1 unobstructed space in any direction. It can carry the 'Romulan heart'.



Article 4: The act of moving the pieces

- 4.1. Each move must be made with one hand only.
- 4.2. Provided that he first expresses his intention (e.g. by saying "j'adoube"), the player having the move may adjust one or more pieces on their triangles.
- 4.3. Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard
 - (a) one or more of his own pieces, he must move the first piece touched, which can be moved, or
 - (b) one or more opposing pieces, he must capture the first piece touched, which can be captured, or
 - (c) one of his own pieces and one opposing piece, he must capture the opposing piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or the opposing piece was touched first, the player's own piece shall be considered to have been touched before the opposing.
- 4.4. If none of the pieces touched can be moved or captured, the player may make any legal move.
- 4.5. When, as a legal move or part of a legal move, a piece has been released on a triangle, it cannot then be moved to another triangle. The move is considered to be made when all the relevant requirements of Article 3 have been fulfilled.
- 4.6. A player forfeits his right to claim against an opponents violation of Article 4.3, once he deliberately touches a piece.

Article 5: The end of the game

- 5.1.(a) The game is lost by the player who's 'heart' (king / goal) is captured with a legal move. The game continues until only one 'heart' (king / goal) remains on the board.
 - (b) After a 'heart' (king / goal) has been captured, the remaining pieces of the same colour as the captured heart are owned and controlled by the player who made the capture. The player does not get an extra turn, but some kind of reinforcement of his troops.
- 5.2. The game is won by the player whose 'heart' (king / goal) remains as the last heart on the board. This immediately ends the game.
- 5.3. The game is drawn upon agreement between all players during the game. This immediately ends the game (see Article 9.1.).
- 5.4. The game may be drawn if the identical position is about to appear or has appeared on the chessboard three times (see Article 9.2.).
- 5.5. The game may be drawn if the last 50 consecutive moves have been made by each player without the capture of any piece (see Article 9.3.).

COMPETITION RULES

Article 6: The chess clock

- 6.1.** 'Chess clock' means a set of clocks, connected to each other in such a way that only one of them can run at one time. 'Clock' in the 'Rules for Chess' means one of the (two or three) time displays. 'Flag fall' means the expiry of the allotted time for a player.
- 6.2.** When using a chess clock, each player must make a certain number or all moves in an allotted period of time; or may be allocated an additional amount of time after each move. All this must be specified in advance. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. They also receive a 'fixed extra time' for every move. The count down of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiry of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.
- 6.3.** Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 8.1 must be checked.
- 6.4.(a)** A 'Romulan Heart Chess clock' consists normally of three clocks, one of each colour. The clock is placed to the right side of its colour.
As 'Romulan Heart Chess clocks' are hard to obtain outside the Romulan Empire, three 'Terran FIDE Chess clocks' may be used instead. In that case the left display of the clocks should be covered in the appropriate colour.



- (b)** If the match from the start is a two player game only (Green and Blue), one Chess clock with two displays might be used, instead of two connected single clocks (green and blue).
In that case the Chess clock is to be placed on the Green and Blue side of the chessboard.



- 6.5.** At the time determined for the start of the game the clock of the player who has the green pieces is started.
- 6.6.** A player shall lose a game if he arrives at the chessboard more than one hour after the scheduled start of the session (unless the rules of the competition specify or the arbiter decides otherwise).

- 6.7.(a)** During the game each player, having made his move on the chessboard, shall stop his own clock and start his left opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the made move ends the game (see Articles 5.1, 5.2 and 5.3).
The time between making the move on the chessboard and stopping his own clock and starting his left opponent's clock is regarded as part of the time allotted to the player.
- (b)** A player must stop/start the clocks with the same hand as that with which he made his move. It is forbidden to keep the finger on the button or to 'hover' over it.
In case of three 'Terran FIDE Chess clocks' being used, the two clocks next to a player shall be pressed simultaneously by using both hands.
- (c)** The players must handle the chess clocks properly. It is forbidden to punch it forcibly, to pick them up or to knock them over. Improper clock handling shall be penalised in accordance with Article 13.4.
- 6.8.** A flag is considered to have fallen when the arbiter observes the fact or when a valid claim to that effect has been made by a player.
- 6.9.** Except where Articles 5.1, 5.2 and 5.3 apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player.
The 'heart' (king / goal) and the pieces of that player are removed from the board, and the remaining players continue the game.
- 6.10.** Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use his best judgement when determining the times to be shown on the replacement chess clock.
- 6.11.** If all flags have fallen and it is impossible to establish which flag fell first and which second, the game shall continue.
- 6.12.(a)** If the game needs to be interrupted, the arbiter shall stop the clocks.
- (b)** A player may stop the clocks in order to seek the arbiter's assistance.
- (c)** The arbiter shall decide when the game is to be restarted.
- 6.13.** If an irregularity occurs and/or the 'hearts' (kings / goals) and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks.
- 6.14.** Screens, monitors or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, a player may not make a claim based on anything shown in this manner.

Article 7: Illegal positions

- 7.1.** If a game has begun with mixed-up colours then it shall continue, unless the arbiter rules otherwise.
- 7.2.** If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary the opponents have the right to restart the player's clock without making a move in order to make sure the player re-establishes the correct position on his own time.
- 7.3.** If during a game it is found that an illegal move has been made, or that pieces have been displaced from their triangles, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13, and in the case of an illegal move, Article 4.3 applies to the move replacing the illegal move. The game shall then continue.

Article 8: The recording of the moves

- 8.1.** In the course of play each player is required to record his own moves and those of his opponents, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the scoresheet prescribed for the competition.

A player may reply to his opponents moves before recording it, if he so wishes. He must record his previous move before making another. The offer of a draw must be recorded on the scoresheet by all players (Appendix E.13). If a player due to physical or religious reasons, is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game.

- 8.2.** The scoresheets shall be visible to the arbiter at all times.

- 8.3.** The scoresheets are the property of the organisers of the event.

- 8.4.** If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely.

- 8.5.(a)** If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then all players shall update their scoresheets, using the arbiter's or the opponents scoresheets.

- (b)** If only one player is not required to keep score under Article 8.4, he must update his scoresheet completely as soon as a flag has fallen. Provided it is the player's move, he may use his opponents scoresheets. The player is not permitted to move until after he has completed his own scoresheet and returned his opponents.

- (c)** If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant, who shall first record the actual game position before reconstruction takes place.

- 8.6.** If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

Article 9: The drawn game

- 9.1.** A player can propose a draw after making a move on the chessboard. He must do so before stopping his own clock and starting his opponent's clock. An offer at any other time during play is still valid, but Article 12.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by making a move, or the game is concluded in some other way.

The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).

- 9.2.** The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by repetition of moves)

- (a) is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
- (b) has just appeared.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of all players are the same.

- 9.3.** The game is drawn, upon a correct claim by the player having the move, if

- (a) he writes on his scoresheet, and declares to the arbiter his intention to make a move which shall result in the last 50 moves having been made by each player without the capture of any piece, or
- (b) the last 50 consecutive moves have been made by each player without without the capture of any piece.

- 9.4.** If the player makes a move without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move .

- 9.5.** If a player claims a draw as in Article 9.2 or 9.3 he shall immediately stop all clocks. He is not allowed to withdraw his claim.

- (a) If the claim is found to be correct the game is immediately drawn.
- (b) If the claim is found to be incorrect, the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes and add three minutes to the opponents remaining times. Then the game shall continue and the intended move must be made.

Article 10: Quickplay Finish

- 10.1.** A 'quickplay finish' is the last phase of a game, when all the remaining moves must be made in a limited time.
- 10.2.** If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter.
- (a) If the arbiter agrees the opponents are making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
 - (b) If the arbiter postpones his decision, the opponents may be awarded two extra minutes thinking time and the game shall continue in the presence of the arbiter, if possible. The arbiter shall declare the final result after a flag has fallen.
 - (c) If the arbiter postpones has rejected the claim, the opponents shall be awarded two extra minutes thinking time.
 - (d) The decision of the arbiter shall be final relating to 10.2 a, b, c.
- 10.3.** If all flags have fallen and it is impossible to establish which flag fell first and which second the game is drawn.

Article 11: Scoring

- 11.1.** A player who loses his 'heart' (king / goal) scores one minus point (-1), a player who captures a 'heart' (king / goal) scores one point (1). There are no points (0) for a draw.

Article 12: The conduct of the players

- 12.1.** High standards of etiquette are expected of the players.
- 12.2.(a)** During play the players are forbidden to make use of any notes, sources of information, advice, or to analyse on another chessboard.
- (b) It is strictly forbidden to bring mobile phones or other electronical means of communication, not authorised by the arbiter, into the playing venue. If a player's mobile phone rings in the playing venue during play, that player shall lose the game. The score shall be determined by the arbiter.
 - (c) The scoresheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim and other relevant data.
- 12.3.** No analysis is permitted in the playing room when play is in progress, whether by players or spectators. Players who have finished their games shall be considered to be spectators.
- 12.4.** The players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.
- 12.5.** It is forbidden to distract or annoy the opponent in any manner whatsoever; this includes the persistent offer of a draw.

- 12.6.** Infraction of any part of the Articles 12.2 to 12.5 shall lead to penalties in accordance with Article 13.4.
- 12.7.** The game is lost by a player who persistently refuses to comply with the Rules of Chess. The score shall be decided by the arbiter.
- 12.8.** If all players are found guilty according to Article 12.7, the game shall be declared lost by all players.

Article 13: The role of the arbiter (see Introduction)

- 13.1.** The arbiter shall see that the Rules of Chess are strictly observed.
- 13.2.** The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.3.** The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- 13.4.** Penalties open to the arbiter include:
- (a) a warning,
 - (b) increasing the remaining time of the opponents,
 - (c) reducing the remaining time of the offending player,
 - (d) declaring the game to be lost,
 - (e) expulsion from the event.
- 13.5.** The arbiter may award either or all players additional time in the event of external disturbance of the game.
- 13.6.** The arbiter must not intervene in a game to indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time. The arbiter shall refrain from informing a player that his opponent has made a move, or that he has failed to press his clock.
- 13.7.** Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing room.

APPENDIX

A. Adjourned games

- A1.(a)** If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponents in an envelope, seal the envelope and only then stop his clock without starting the opponent's clock. Until he has stopped the clocks, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard, he must write that same move on his scoresheet as his sealed move.
- (b)** A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session.
- A2.** The following shall be indicated upon the envelope:
- (a)** the names of the players
 - (b)** the position immediately before the sealed move
 - (c)** the time used by each player
 - (d)** the name of the player who has sealed the move
 - (e)** the number of the sealed move
 - (f)** the offer of a draw, if the proposal was made before the adjournment of the game
 - (g)** the date, time and venue of resumption of play.
- A3.** The arbiter shall check the accuracy of the information on the envelope and is responsible for the safe-keeping of it.
- A4.** If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.
- A5.** Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.
- A6.** If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.
- A7.** The envelope shall be opened only when the player who must reply to the sealed move is present.
- A8.** Except in the cases mentioned in Article 6.9, the game is lost by a player whose recording of his sealed move
- (a)** is ambiguous, or
 - (b)** is false, in such a way that its true significance is impossible to establish, or
 - (c)** is illegal.

- A9.** If, at the agreed resumption time
- (a) the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
 - (b) the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
 - (c) the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start his opponent's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the opponent's arrival.
- A10.** The game is lost by the player who arrives more than one hour late for the resumption of an adjourned game. However, if the player who made the sealed move is the late player, the game is decided otherwise, if:
- (a) the absent player has won the game by virtue of the fact that the sealed move captures the last opponents 'heart' (king / goal), or
 - (b) the player present at the chessboard has lost the game according to Article 6.9.
- A11.(a)** If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the clocks shall be set by the arbiter. The player who sealed the move makes the move he states he sealed on the chessboard.
- (b)** If it is impossible to re-establish the position, the game is annulled and a new game must be played.
- A12.** If, upon resumption of the game, either player points out before making his first move, that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.
- A13.** The duration of each resumption session shall be controlled by the arbiter's time piece. The starting time and finishing time shall be announced in advance.

B. Rapidplay

- B1.** A 'rapidplay game' is one where all the moves must be made in a fixed time between 15 to 60 minutes.
- B2.** Play shall be governed by the Rules of Chess, except where they are overridden by the following Rules.
- B3.** Players do not need to record the moves.
- B4.** Once each player has made three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.
- B5.** The arbiter shall make a ruling according to Articles 4 and 10, only if requested to do so by one or more players.
- B6.** The flag is considered to have fallen when a valid claim to that effect has been made by a player. The arbiter shall refrain from signalling a flag fall.
- B7.** To claim a loss on time, the claimant must stop all clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and the opponent's flag down after the clocks have been stopped.
- B8.** If all flags have fallen, the game is drawn.

C. Blitz

- C1.** A 'blitz game' is one where all the moves must be made in a fixed time less than 15 minutes.
- C2.** Play shall be governed by the Rapidplay Rules as in Appendix B except where they are overridden by the following Rules.
- C3.** An illegal move is completed once an opponent's clock has been started. The opponents are then entitled to claim a loss before making another move. Once an opponent has made another move, an illegal move cannot be corrected.
- C4.** Article 10.2 does not apply.

D. Quickplay finishes where no arbiter is present in the venue.

- D1.** Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis
 - (a) that his opponents cannot win by normal means, or
 - (b) that his opponents have been making no effort to win by normal means.

In (a) the player must write down the final position and his opponents verify it.

In (b) the player must write down the final position and submit an up-to-date scoresheet which must be completed before play has ceased. The opponents shall verify both the scoresheet and the final position.

The claim shall be referred to an arbiter whose decision shall be final.

E. Algebraic notation

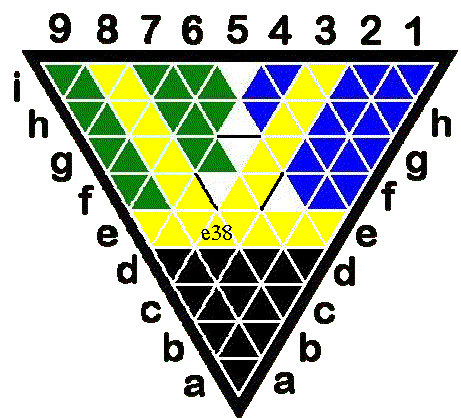
Hereby the use of the Algebraic chess notation is recommended for tournaments and for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should inform the player in question of this requirement.

Description of the Algebraic System

E1. With the board situated with the black corner on the bottom, the nine rows (from bottom to the top) are indicated by the small letters, a, b, c, d, e, f, g, h and i.

E2. The nine triangles on the top (from right to left) are numbered 1, 2, 3, 4, 5, 6, 7, 8 and 9.

E3. As a consequence of the previous rules, each of the eighty-one triangles is indicated by a combination of its lettered horizontal "row" and the two numbered "columns" that run parallel with the two vertical sides. The corners would be indicated as "i99", "i11" and "a19" (or "a91").
The example illustration shows "e38" (or "e83").



E4. Each piece and the heart is indicated by the first letter, a capital letter, of its name.

Example:

H = heart (or K = king), Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)

E5. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e38, f26, g13.

E6. For the letter of the name of a piece or heart, each player is free to use the first letter of the name which is commonly used in his country.

Examples:

English	German	French	English (Kli Zha Player)	German (Kli Zha Player)
H = Heart (K = King)	H = Herz (K = König)	R = Roi	G = Goal	Z = Ziel
Q = Queen	D = Dame	D = Dame	F = Fencer	F = Fechter
R = Rook	T = Turm	T = Tour	L = Lancer	L = Lanzenträger
B = Bishop	L = Läufer	F = Fou	S = Swift	S = Schnellläufer
W = Wall	M = Mauer	M = Mur	B = Blockader	B = Blockierer
N = kNight	S = Springer	C = Cavalier	I = fller	I = flleger
(Pawn)	(Bauer)	(Pion)	(Vanguard)	(Vorhut)

In printed periodicals, the use of figurines for the pieces is recommended.

E7. Each move of a piece is indicated by (a) the first letter of the name of the piece in question and (b) the triangle of arrival. There is no hyphen between (a) and (b).

Examples: Qd27, Rg46, Nh35.

In the case of pawns, only the triangle of arrival is indicated.

Examples: e38, f26, g13.

E8. As the heart (king / goal) can not move by itsown, the letter of the 'heart' shall be followed by the letter of the carrier piece. If no letter follows, the carrier piece should be a pawn.

Examples:

HQd27 (heart carried by queen to d27),

HRg46 (heart carried by Rook to g46),

He38 (heart carried by Pawn to e38).

When a piece moves away, leaving the heart (king / goal) behind, there is no special indication. The move is just indicated like deccribed in Article E7.

Examples: Qd27, Rg46, e38.

E9. When a piece makes a capture, an x is inserted between
(a) the first letter of the name of the piece in question and
(b) the triangle of arrival.

Examples: Qxd27, Rxg46, Nxh35.

When a pawn makes a capture, not only the triangle of arrival but also the row of departure must be indicated, followed by an x.

Examples: dxh38, fxf26, hxg13.

E10. If two identical pieces can move to the same triangle, the piece that is moved is indicated as follows:

(1) If both pieces are on the same columns, but different rows: by

- (a) the first letter of the name of the piece,
- (b) the row of the triangle of departure, and
- (c) the triangle of arrival.

(2) If both pieces are on the same row, but different columns: by

- (a) the first letter of the name of the piece,
- (b) the columns of the triangle of departure, and
- (c) the triangle of arrival.

(3) If the pieces are on different ranks and files, method (1) is preferred.

In the case of capture, an x must be inserted between (b) and (c).

Examples:

- (1) There are two knights, on the triangles e37 and f37, and one of them moves to the triangle h35: either Neh35 or Nfh35, as the case may be.
- (2) There are two knights, on the triangles e37 and e15, and one of them moves to the triangle h35: either N37h35 or N15h35, as the case may be.
- (3) There are two knights, on the triangles e37 and f15, and one of them moves to the triangle h35: either Neh35 or Nfh35, as the case may be.

If a capture takes place on the triangle h35, the previous examples are changed by the insertion of an x:

- (1) either Nexh35 or Nfxh35,
- (2) either either N37xh35 or N15xh35,
- (3) either Nexh35 or Nfxh35, as the case may be.

E11. If more than two identical pieces can move to the same triangle, it might be necessary to indicate the piece that is moved by the triangle of departure.

Example:

There are knights (of the same player), on the triangles e37, f37 and f15, and one of them moves to the triangle h35: either Ne37h35, Nf37h35 or Nf15h35, as the case may be.

In the case of capture, an x must be inserted.

The previous example is changed to:

Either Ne37xh35, Nf37xh35 or Nf15xh35, as the case may be.

E12. If two or three pawns can move the same triangle, the pawn that is moved is indicated by

(a) the triangle of departure, and

(b) the triangle of arrival.

In the case of capture, an x must be inserted between (b) and (c).

Example:

There are three pawns, on the triangles e48, e37 and d38, and one of them moves to the triangle e38: either e48e38, e37e38 or d38e38, as the case may be.

If a capture takes place on the triangle e38, the previous example is changed by the insertion of an x: Either e48xe38, e37xe38 or d38xe38, as the case may be.

E13. The offer a draw shall be marked as (=).

Usefull abbreviations:

x captures

+ check

xH captures heart (checkmate)

Sample game:

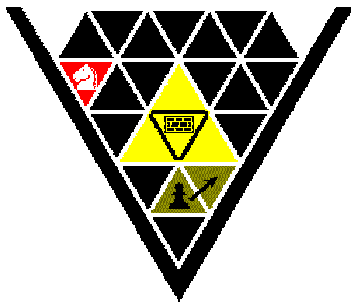
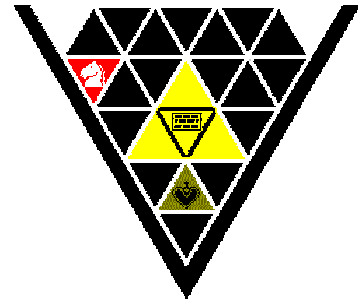
	Green	Blue	Black		Green	Blue	Black
Placement	Wh78, Ri99	Wh45, i45	Qd38, Rd27	11.	Nh57	Qh24	BxNg24
	Nh79, Ni78	Ni34, Nh34	Wd28, Nd17	12.	f59	QxBg24	Qe27
	Bh68, Qi67	Bh35, Rg25	Nd39, Bd16	13.	e59	Wh35	e48
	i66, g69	Qh24, i23	d49, e26	14.	Nh79	Nh34	N14d16
	f69	h13	c17	15.	e49	g14	e38
Heart	HRi99	Hi23	Hc17	16.	Ne59	Qg35	Nd17
1.	g68	Wh46	Re27	17.	i34	Hh24	N16d38
2.	i56	Nhg36	Nf37	18.	i33	h23	...
3.	g58	Nig24	e49	etc.			
4.	i55	Qi44	f26				
5.	ixi45	Qi33	f25				
6.	Qi56	Rg35	Nf15				
7.	Ni55+	Hh23	Nf14				
8.	Ni67	g13	Be15				
9.	i44	Rxf25	RxRf25				
10.	Qi45	BxRf25	BxBf25				

Strategies and Tactics

S1. Remember, this is a Romulan game. It doesn't make sense to expose your 'heart' to an opponent. Only foolish Klingons would do such a thing. Your first duty is to protect your 'heart' (king / goal).

S2. Wall (Blockader) in corner heart (king / goal) defense

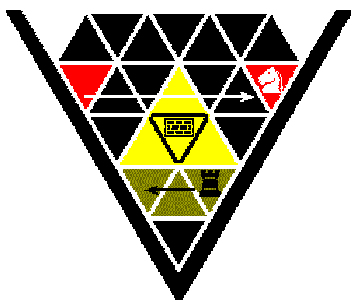
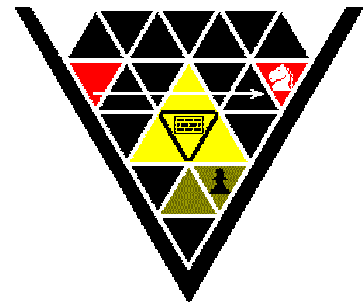
Each piece, excepting the knight (flier) , must move through each space along the path of its movement. The power of the wall (blockader) to abtr such movements allows one to make a fortress of the corner by placing the wall four spaces away from the corner. With this placement, the only piece that may threaten the heart (king / goal) is the knight.



Placing a pawn (vanguard) with heart allows it to move from danger. However this security is not absolute.

The knight moves in such a way as to threaten all spaces along one edge. This forces the pawn (carrying the heart) to move to the one unthreatened space available on the other edge.

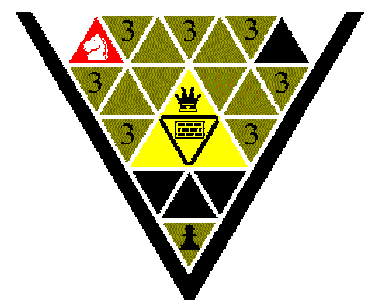
The knight moves then to the opposite side of the board as well. The pawn's movement of one space will not allow it away from the spaces threatened by the knight.

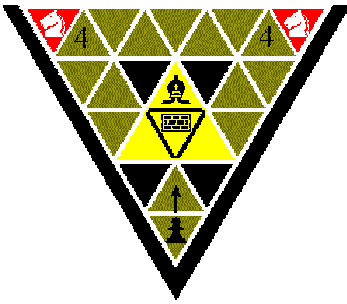


To prevent that, a rook (lancer) instead of just a pawn could carry the heart. This opens the opportunity to change from one edge to the other as needed.

Another tactic could be to use a queen (fencer) within the wall's protection zone. The queen's ability to move prevents the knight from getting close enough to attack the corner space itself.

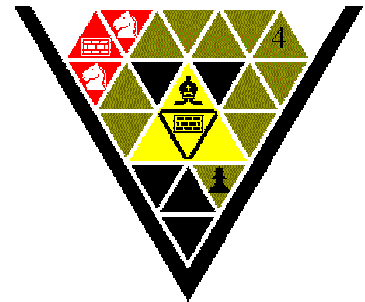
This strategy could protect the heart if other pieces were available to move instead of pawn, wall and queen. If not, on the next turn, either wall or queen would need to move, breaking the fortress.





A bishop (swift) in the wall's protection zone would protect the corner space and its adjacent space. This would give a pawn the ability to move, allowing the wall and the bishop to remain in place. Even two knights could move to threaten these two spaces, the pawn could still move forward and backward.

Of course no tactic without counter-tactic! Using the wall as a piece of attack can break a fortress. Placing the attack wall in the defense area of the bishop, establishes two protected spaces for the knights. The complete corner is now under attack of the knights. Even more if the heart is carried by a pawn, it will be captured in the next turn. The pawn cannot move with the heart into its own wall's protection zone. Again, a rook would be needed. And even than, the used-to-be safe corner would have to be left.

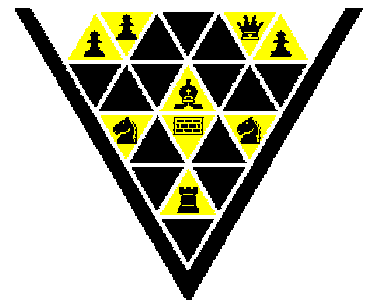


S3. Placement proposals

S3.1. Defense placement

As described in S2., the wall is in corner heart defense. The heart is carried by the rook. The bishop is in the wall's protection zone.

In this manner all pieces are protected by multiple pieces from various attack angles.



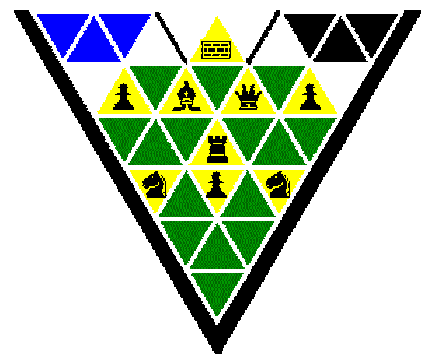
S3.2. Aggressive placement

As protection zones of opposing walls cannot overlap, this placement might only be available to the first placement player, because only one wall can be placed in the center.

As the knights are the only pieces which can jump over other pieces, they are placed in the second row.

The heart is carried by the pawn in back.

The bishop and/or the queen might move during their first move into the wall's protection zone.



Nevertheless it is meant as an attack placement all pieces are protected at least by two other pieces.

(But if both opponets place all knights on the front, there is no way to stop that the heart is captured on the first turn. Therefore it might be better to place the pawn 'with the heart' to one of the adjoining spaces.)

Variants

Many games come along in quite some variants, as an example I name here "Settlers of Catan" distributed in the US by 'Mayfair Games' – see internet <http://www.universityofcatan.com/scenarios/scenarios.html> .

The most well known variants of CAEVRA RIHANNUS // Romulan Heart // Triangle-Chess are combined by the name Klin Zha (Klingon Chess).

V1. Relation dilemma (by Ioánnis tr'Médus / Jens Meder)

This variant exists only in three player version.

Green cannot capture Black.

Blue cannot capture Green.

Black cannot capture Blue.

The game is won by that player who captures first the capturable heart. This immediately ends the game.

V2. Klin Zha – The Open (standard) Game (from TAKZH – compare TFR)

Rules for the game Klin Zha Copyright © 1989 by Leonard B. Loyd, Jr.

This variant has only some differences in comparison with Romulan Heart:

- 1.) It is allways played by just two players. Normally the colors for each side being green and gold.
- 2.) The start player is determined by throwing two hexagonal rods – "spindels" (or two six-sided cubic dices). The winner of the throw may decide who does the first placement.
- 3.) The second player can choose which of the remaining corners he is going to use for his placement.
- 4.) Like the European/American – FIDE – Chess, the rules of Klin Zha state that no player may make a move that threatens his own goal (king / heart).
(Unlike European/American – FIDE – Chess, however, it does not explicitly demand that he move his goal out of a threatened situation if such a move is available.)

V3. Klin Zha – The Clouded Game (by Keve epetai-K'elland / Steve Clelland – compare TFR)

For this variation, a random number of board positions are chosen as neutral. No piece on a marked position can be killed.

V4. Klin Zha – The Blind Game (compare TFR)

This variant is mainly managed by an arbiter. None of the player is informed about the initial position of his oponent or see the oponents pieces (and non-piece) during play. Captures are performed by the arbiter as they might occure.

V5. Klin Zha – The Ablative Game (by Keve epetai-K'elland / Steve Clelland – compare TFR)

For this variation, you will need some markers. I sometimes use coins. At the end of the game, the winner gets to keep them. In Ablative, each time a piece is moved, its previous position is marked and removed from further use by either player. If a position is marked, you cannot land a piece on it, but you can cross over it.

Note of Kordite sutai-Tasighor / Kevin A. Geiselman: One can find that, in playing this version, that the board quickly fills with places that cannot be used again. This makes this variant, as it stands, virtually unplayable. One way to adjust this is to limit the number of ablations. Say, for example, that there are only 6 spaces that can be blocked. On the 7th move, the marker for the first move is placed, freeing up that space.

V6. Klin Zha – The Reflective Game

(by Korath sutai-AngK'Tolax / Leonard B. Loyd, Jr. – compare also TFR)

The Reflective game is not so much a variation but a strategic approach to an otherwise tactical game.

Traditionally, one set of pieces combining both green and gold coloring is used for the Reflective game (although any color may be used if necessary). First placement is chosen randomly with a single throw of the spindels. The "winner" cannot grant first placement to his opponant but is to place the Goal and a suitable carrier piece.

After that, the players take turns placing pieces with the stategy of keeping the Goal and pieces safe from attack.

Once set up, the first to place is also the first to move. During each turn, the player cooses one piece, making all others the enemy. The player who captures the Goal on his turn is the victor.

V7. Klin Zha Kinta

The game with live pieces was the way the game of Klin Zha was first introduced in "The Final Reflection", but, because it requires living warriors for each of the pieces to engage in combat, it is the least played variant. There are however, those who have abstracted the game in the way that RPG's and miniature war games abstract combat.

V8. Klin Zha – Kagga's Crown (by Nagh / Peter Graham, New Zealand – compare TFR)

Once a player's Goal has moved into any undesignated corner (the third point not chosen by either player during set up), the other player must capture that goal on his own next turn or forfeit the game.

Note of Kordite sutai-Tasighor / Kevin A. Geiselman: This variant, while making for an aggressive game extending out into the third point, also becomes a race for the corner. Perhaps I am tainted by my experience of playing a game without knowing of this particular variant and having my opponent declare victory without taking my goal. This seems somewhat un-Klingon that one can claim victory by running away. A discussion with John Ford indicated that his "race for the apex" games presented in "The Final Reflection" only referred to the game in three dimensions. On the standard, flat board, the only way to win was to capture the opponent's goal or force him into a position where he cannot move legally.

V9. Power Vanguard (Power Pawns)

The Vanguard (pawn) is given a movement of 2 spaces in any direction. This makes the Vanguard (pawn) a more aggressive piece.

V10. Forward Placement

The white triangles are also available for initial piece placement.

That's the way how the "Klin Zha Society" interpreted Korath sutai-Ang'K'Tolax (Leonard B. Loyd, Jr)'s original rules. Having the pieces able to be set so far forward gives the first placement player a tremendous advantage. To offset this, the "Klin Zha Society" also has the first placement player place his heart (king / goal) before the second player sets up his pieces. Of course, in this case it is possible that the second player can set up in such a way that the first player cannot move his goal out of threat and thus the game is lost before it's even begun.

V11. Alternating Placement

In this, the first placement player would place one piece in his corner. Then the second placement player would place one piece and so on until the hearts (kings / goals) are placed last.

V12. Full Tetrahedral Board (compare TFR)

For any Three-D version of an original Two-D game people often state that the rules are the same except for some minor modifications. The reality proves that as well often that some Three-D problems might be more complicated as they were imagined in first place. Because of that, the Full Tetrahedral Version is here only mentioned without further details.

Frequently Asked Questions

Q1. Do I have to inform an opponant when his heart (king / goal) is attacked?

No, the rules do not explicitly require that a player inform an opponant about that. The result is that if a player makes a move that threatens an opponant's heart (king / goal) and the opponant is not paying enough attention to see that threat and thus fails to take action, the attacking player should feel free to take that heart (king / goal) on his next turn.

Q2. Can protection zones overlap?

Protection zones of opposing walls (blockaders) cannot overlap. But, in a three player game after capturing a heart one player has two walls. These zones can overlap and you can place the walls side by side. Just like your own pieces can move into and through your protection zone.

Q3. What about when the wall is moving? If it is moving two spaces, can the zones overlap during the move?

The "protection zone" of a moving wall is inactive. Article 3.6 must be full filled after a wall has moved. Of course, a wall cannot move through an opposing protection zone.

Q4. I know that I can't have my heart (king / goal) within a protection zone, but can I move it through my protection zone?

Yes, you can move your heart (king / goal) through your protection zone but it cannot come to rest within the zone (see Article 3.1 and 3.6).

Q5. Another wall (blockader) question: A piece has moved away, leaving its heart (king / goal) behind. Can an opposing wall move in and capture the heart?

Yes, the heart is explicit a non-piece, so it is open to capture even by a wall. Of course, that's only if the heart is undefended. If a piece is there, the Blockader would be itself bocked.

Q6. How about moving the heart (king / goal) in passing. For example: a queen (fencer) is next to the heart at the beginning of its turn. Can the queen move one, pick up the heart, move another, set it down and then move a third space?

No, this would need three moves. A piece moving the heart must begin and end its movement with the heart.

Q7. What if the first player sets up in such a way that when the second player sets up his pieces, the first player doesn't have any carrier pieces that aren't attacked?

Well, in Caevra Rihannsu – Romulan Heart the player has to place his heart (king / goal) and probably loose the game on the first turn. This should teach him to think earlier about his heart next time.

(Anyway Klingons seems to dislike fast victories, so in Klin Zha it would be granted to move the least offensive piece and place the heart (goal) with that carrier piece.)

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