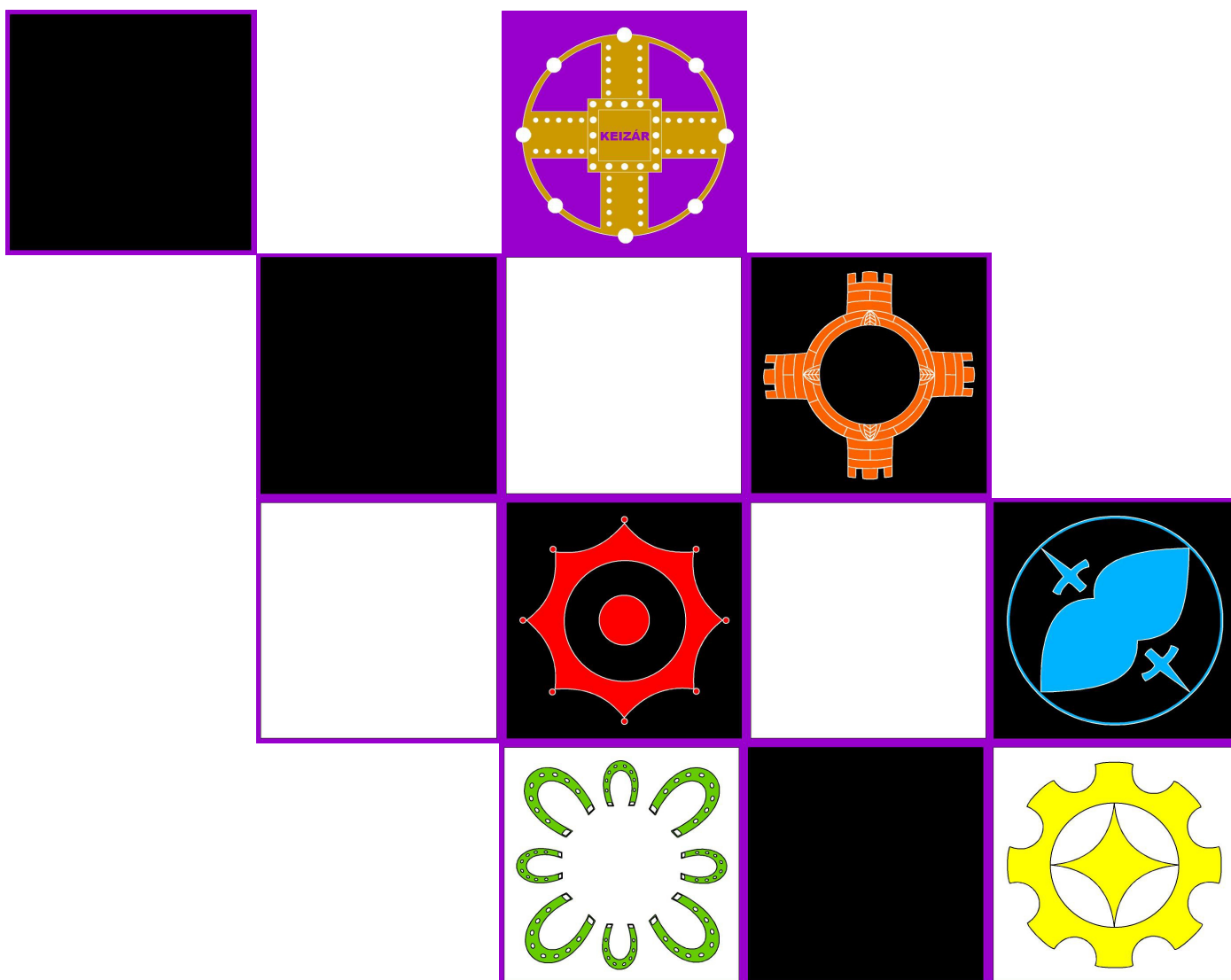


KEIZÁR®

it isn't chess

A GAME BY

ÁKOS ZUBOR



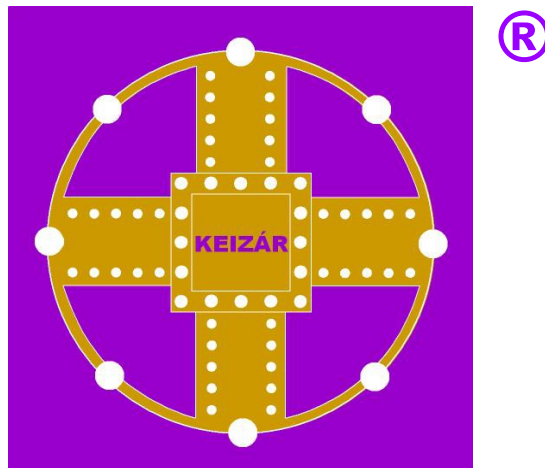
KEIZÁR®

it isn't chess

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1st edition

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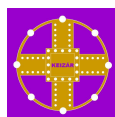
KRISZTA, SÁRA, MARGÓ, DRU DURMAN, OLIVIER DESCORPS,
SZILÁRD SALAMON, ROBIN KNAPP AT R CONCEPTS,
TOM BALOGH, MARC LOOST, LUKE RAGGETT, NICK RAGGETT,
ALI DERRICK, HOLGER PIRK,
PETER GRAY AND CAROL AT WITZIG GAMES FAKENHAM,
THE TEAM AT CALL PRINT RICHMOND
AND
ROB & EMILY AT THE LIBRARY POT RICHMOND



Watch our demo video here:



KEIZÁR[®] AND



[®]

ARE REGISTERED TRADEMARKS

2 players
8+ years
15-45 min play time

Warning:
Choking hazard - small parts.
Not for children under 3 years.



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Keen to Start?

Jump to page 6 **How to Set Up** then page 9 for the **Rules**.

Overview

KEIZÁR[®] is a two-player competitive strategy game that combines the board and the moves from chess with the randomness of a card game.

In chess the pieces move according to their quality (i. e. the king moves one square in any direction) regardless of their position on the board. In **KEIZÁR**[®] however, the pieces move and may capture the opponent's pieces according to the tile they are standing on.

To win the game a player should enter or capture the **KEIZÁR**[®] tile and hold it for three of the opponent's moves.

Contents

This box contains:

- 1 zuboard, a modified chess board
- 16 black and 16 white playing pieces
- 24 black tiles
- 23 white tiles
- 1 black and 1 white king tile
- 1 black and 1 white queen tile
- 2 black and 2 white bishop tiles
- 2 black and 2 white knight tiles
- 2 black and 2 white rook tiles
- 1 **KEIZÁR**[®] tile
- 3 counter tokens with 1, 2 and 3 dots respectively
- 1 rulebook

How it Works

In this game two players play with 16-16 identical black or white pieces respectively, opposing each other on a modified chessboard where plain black and white square tiles and tiles with symbols are placed in a semi-random fashion – this is to be explained later.

Similar to chess, the pieces move across the board and capture the opponent's pieces but only according to the chess symbol of the tile they occupy. The symbols are as follows:



King



Queen



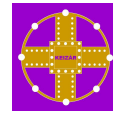
Bishop



Knight



Rook



+ **KEIZÁR**[®]

The purple-coloured tile is called **KEIZÁR**[®] or winning tile. **A piece on this square does not move** unless it is captured.

Absence of symbols or **plain tiles mean pawn.**

Once they enter (land on) a tile, the pieces are only allowed to move again according to the symbol of the actual tile they occupy.

If you are not familiar with chess moves, please refer to the end of this booklet.

How to Win

The aim of the game is to enter or capture and then hold the **KEIZÁR[®] tile for three of the opponent's moves.**

How to Set Up

1. Draw lots to decide who gets to play black or white.
2. Divide up the tiles between the players and group them as follows (the tiles come grouped like this already in the original packaging and it saves time if they are stored this way):

For the **black** player:



1 black king,
1 black bishop,
1 black knight,
1 black rook and
12 plain black tiles,
1 white queen,
1 white bishop,
1 white knight,
1 white rook and
11 plain white tiles
1 **KEIZÁR**® tile.

For the **white** player:



1 white king,
1 white bishop,
1 white knight,
1 white rook and
12 plain white tiles,
1 black queen,
1 black bishop,
1 black knight,
1 black rook and
12 plain black tiles.

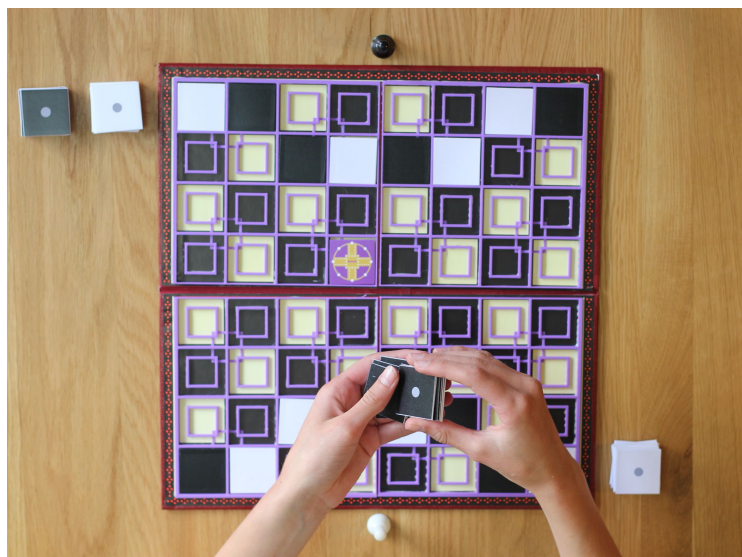


3. Place the **KEIZÁR®** tile on the white square in the centre of the board towards the black player's side. Then for both players place plain black and white squares on the 1st, 2nd, 7th and 8th square in the first row and 3rd, 4th, 5th and 6th squares in the second row:

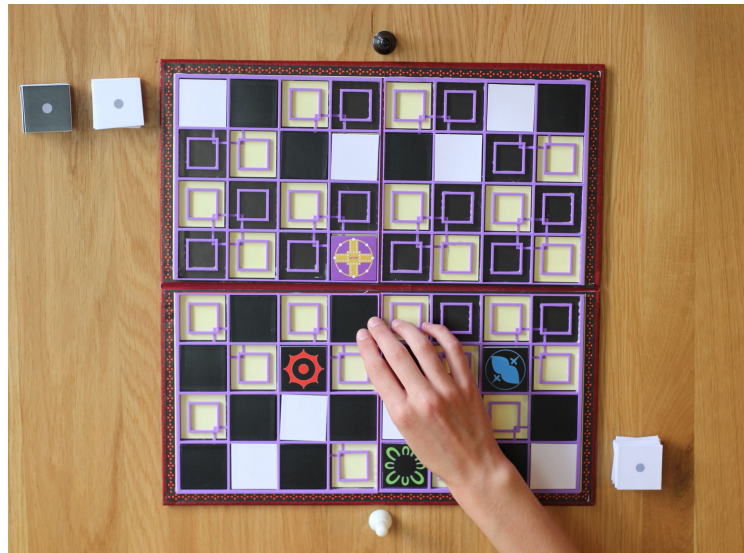


(In chess these would be a1, b1, g1, h1, c2, d2, e2, f2 and a8, b8, g8, h8, c7, d7, e7, f7 and for the **KEIZÁR®** d5.)

4. Keeping the groups separate and dots facing up, shuffle all groups.



5. Then row by row, left to right from the first row towards the centre of the board place the black tiles onto black squares and white tiles onto white squares with their symbols facing up (i.e. dots down).



6. For each player place 16 pieces of their colour on the first two rows on their half of the board. Then place the three counter tokens next to the board.



You are all set to play.

How to Play

The Rules

1. The players make one move per turn, white starts.
2. All pieces start as either pawns on a plain tile or as the chess symbol they occupy.
3. A piece assumes the moves and may capture the opponent's pieces according to the chess symbol it moves from regardless of the colour of the tile. (For example a white piece will move as queen from a white queen tile as well as from a black queen tile.) Then its moves change according to the new tile it lands on.
4. Pieces on plain tiles advance ahead or capture diagonally one square at a time as pawns. They may advance two squares from the first two rows, **except the two black pieces in the KEIZÁR® coloumn (d7, d8) and the two adjacent pieces to them in the first row (c8, e8)** and unless there is a symbol on the next square in front of them (see page 11).
5. **This isn't chess**, there is no check, checkmate, en passant move, castling or promotion, once a piece reaches the opponent's first row on a plain tile it stays there unless it is captured. The king has no greater value or role than any other symbol, it is only used to determine a move.
6. **To win**, a piece must enter the **KEIZÁR®** tile then remain there for three of the opponent's moves. Count the opponent's moves and **record them by turning down the counter tokens 1 to 3 dots**. Both players keep moving in their turns. A piece must remain on the **KEIZÁR®** tile unless it is captured.
7. If the **KEIZÁR®** is captured by the opponent the count of three moves resets, **turn the counter tokens back** (dots up).

8. You lose the game if you can't move, unless your piece is already on the **KEIZÁR®**, in which case you win.

9. **KEIZÁR®** is a two-round game. When one player wins, it is the end of round one. Note the winner and the number of pieces captured for both players. Turn the board and play round two from your opponent's position and colour.

10. If there's a draw after the second round, the player who captured more pieces in both rounds wins or if there is an equal number of captured pieces it is a real draw.

Hints and Tips

Look for entry points and pathways to the **KEIZÁR®** and how many are those that you can make in one two or three moves.

Attack your opponent's pathways.

Make use of the entire board, not just your own side.

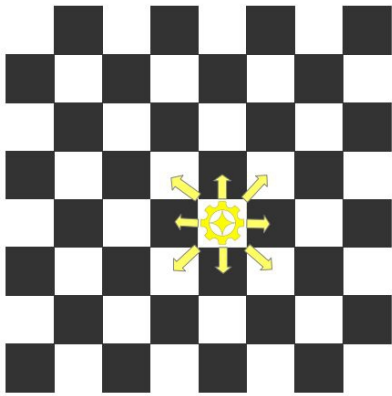
If you think the setup pattern is unfair, don't give up immediately. Try to use your opponent's side too to gain entry to the **KEIZÁR®** or keep disrupting their pathways.

Take photos of different setups and play them again or **swap setup patterns with your friends.**

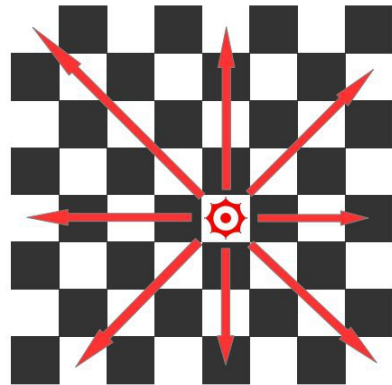
Store the tiles of half side of the board together.

Remember to turn the counter tokens!

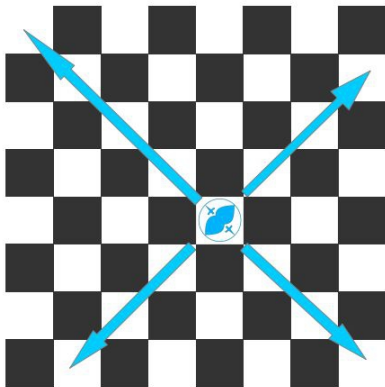
Chess moves



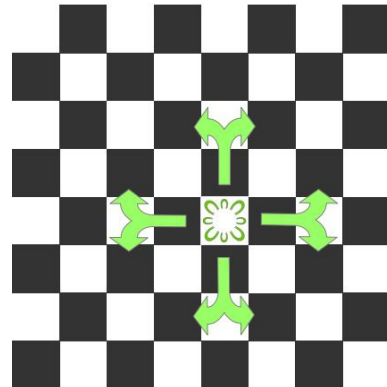
King



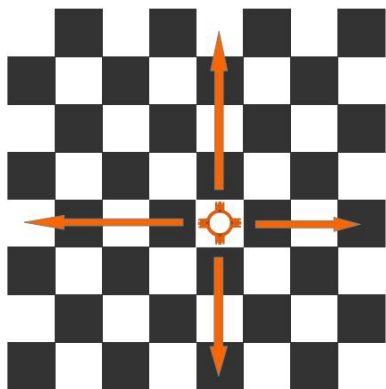
Queen



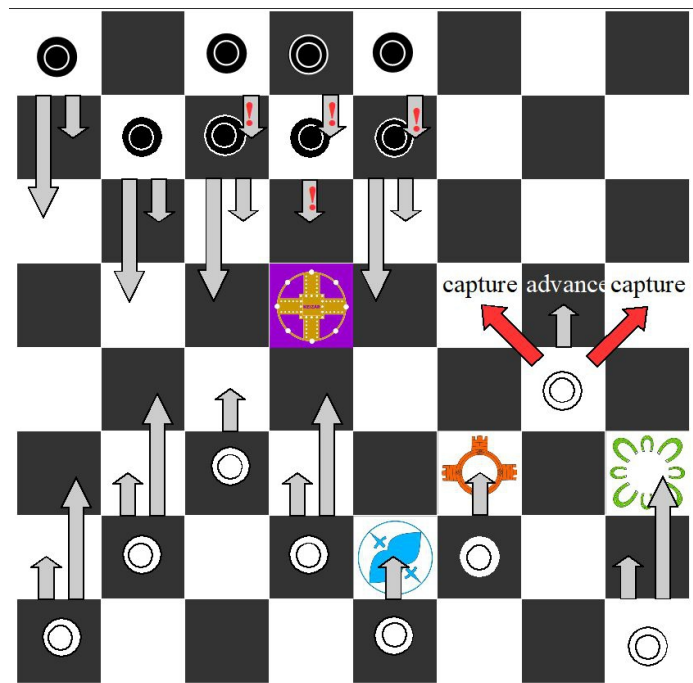
Bishop



**Knight
(jumps)**



Rook



Pawn

2 players
8+ years
15-45 min play time

KEIZÁR®

it isn't chess

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Not for children
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