

ZhiZhu!™ Rules

Game Invented and Developed by Dahmane Dahmani 3/2016 ©

3-4-5 Games – “Ancient Wisdom With A Modern Twist”

The “ZhiZhu Game™”™ game was inspired by the Nine Men’s Morris which dates back more than 3000 years. Nine Men’s Morris was played on 3 concentric squares, whereas **ZhiZhu!**™ (which means Spider in Chinese) is played on the 3 concentric circles, which look like a spider’s web. In “ZhiZhu!”™ a player can make a **Chain** by getting three (3) pieces in a row on one of the eight straight lines, or five (5) pieces in a row on one of the three concentric circles. When a player makes a chain of three (3) of his/her pieces on a straight line, that player removes ONE of the opponent’s pieces from the board. When a player makes a chain of five (5) of his/her pieces on a circle, he/she removes TWO of the opponent’s pieces from the board. It’s easy to understand, but very challenging to do!

Game Content: 1 Board, 9 white pieces and 9 black pieces.

START: Each player starts with 9 pieces and the board starts empty. Players flip a coin to decide on who will go first.

Goal: The goal of the game is to capture (or remove) 7 pieces of your opponent pieces already on the board by building chains of 3 or 5 pieces on a row (3 on straight line or 5 on any circle).

Phase One – Placement: Taking turns, each player places their pieces, ONE piece at a time, on any of the 24 vacant points (smaller circle) on the board. Chains may be made during this phase, and pieces may be removed accordingly.

Phase Two – Movement: After all pieces are placed, each player takes turns sliding ONE piece along the connecting line to an adjacent vacant dot. During this phase is when most chains will be created and players continue moving one piece per turn until a winner is established.

Capturing Pieces: When a player has managed to make a chain of 3 (three of his/her pieces lined up in a row along one of the eight straight lines), he/she immediately removes ONE of the opponent’s pieces from the board. When a player makes a chain of 5 (five of his/her pieces lined up in a row on one of the three circles) he/she immediately removes TWO of the opponent’s pieces from the board.

IMPORTANT NOTES: You can not remove a piece that is currently part of a chain, unless there are no other pieces to be removed.

A player may break up his/her one chain by moving a piece out from the chain. However, the player cannot move the piece back to remake the same chain on his/her next turn.

WINNING:

A player wins when his/her opponent has only TWO (2) pieces left on the board (for example he/she has captured (removed) 7 pieces of his/her opponents, or if the opponent is blocked (for example all the pieces are blocked and no moves can be made).

PLAYING TIME: 15-30 minutes