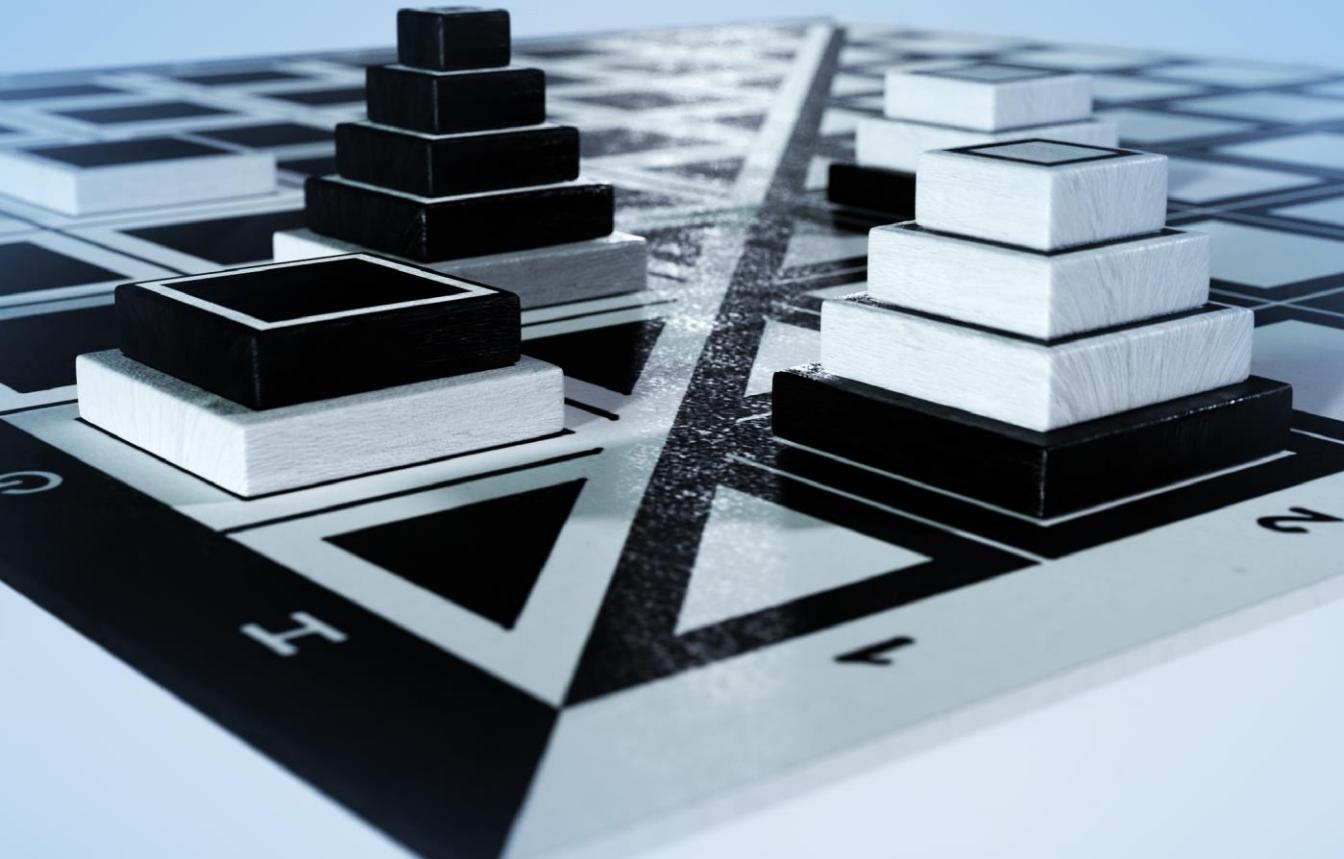


Rui Alípio Monteiro



TRINCHI®



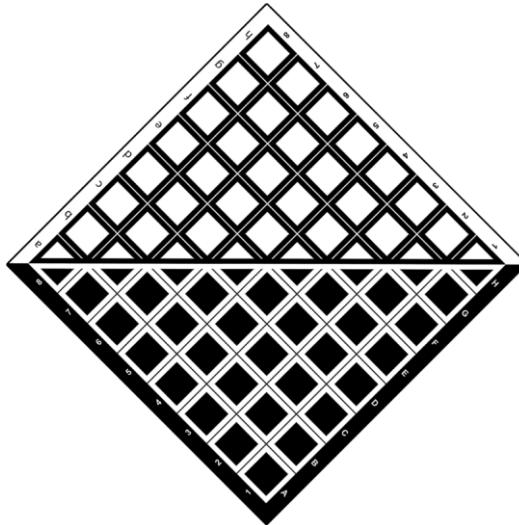
# TRENCH®

## RULES

TRENCH is a two-player abstract board game inspired by trench warfare during World War I (notably on the Western Front).

The player's objective is to capture the opponent's pieces by strategically moving his/her own pieces and occupy the positions of the opposing pieces in order to eliminate them.

## THE BOARD



The board is in the form of a lozenge (diamond-shaped) and consists of 64 squares (8x8), that mimic the layout of a battlefield composed of two opposing territories, separated by a diagonal line (the “trenches”).

## THE GAME PIECES

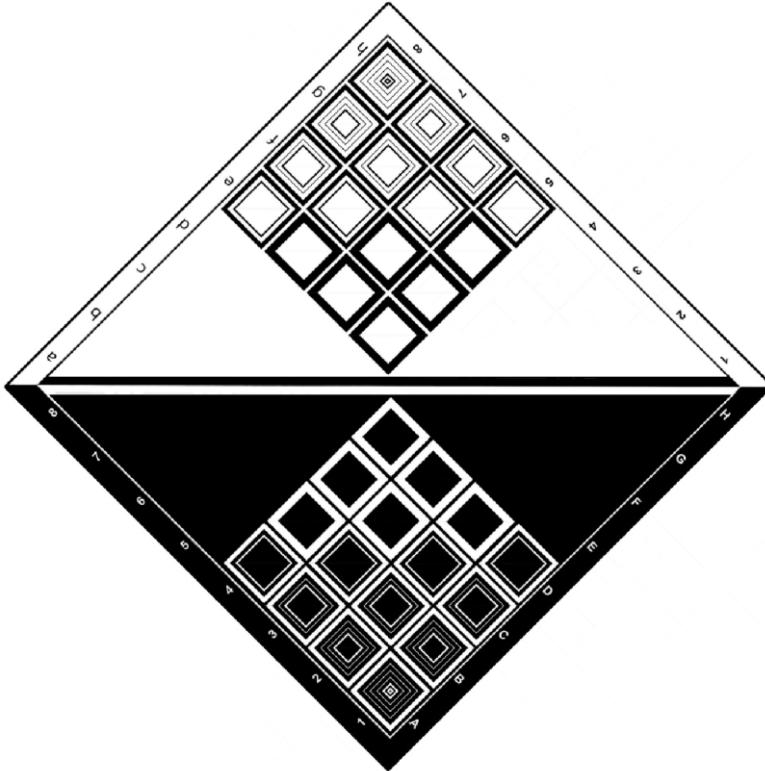
The pieces, when placed on the board, provide a purposeful camouflage effect in “friendly” territory and an intentional optical illusion effect in “enemy” territory.

Each player initially has 16 pieces: 1 General, 2 Colonels, 3 Captains, 4 Sergeants and 6 Soldiers:

Grade	Black		White		No. of Pieces
General					<i>x 1</i>
Colonel					<i>x 2</i>
Captain					<i>x 3</i>
Sergeant					<i>x 4</i>
Soldier					<i>x 6</i>

Pieces

# SETUP



The placing of the pieces obeys the natural combat formation of an infantry in the field, inspired by the alignment of a diamond-shaped Roman formation.

Black plays first.

## THE MOVES

Each player, in alternating turns, must choose a piece and move it in a valid direction, without changing the trajectory of the movement or jumping over other pieces. Players may not pass.

As soon as a player touches a piece, she/he is obligated to continue playing with that piece during their turn. It is not allowed in the same move to play with another piece (desertion). Each piece has restrictions on its movements, and depending on the rank each piece represents, it may move from one to five squares:

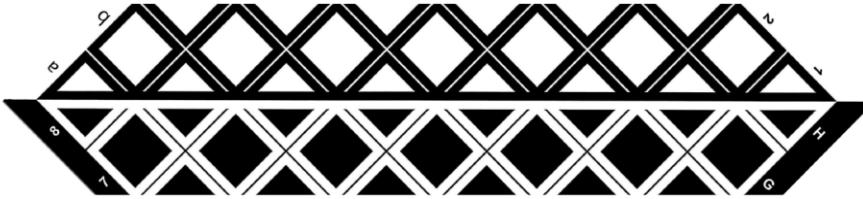
	<b>Soldier</b>	<b>1 star / one square - orthogonal</b>
	<b>Sergeant</b>	<b>2 stars / two squares - orthogonal; forwards vertical diagonal</b>
	<b>Captain</b>	<b>3 stars / three squares - orthogonal; vertical diagonal</b>
	<b>Colonel</b>	<b>4 stars / four squares - orthogonal; forwards vertical diagonal; horizontal diagonal</b>
	<b>General</b>	<b>5 stars / five squares - orthogonal; diagonal (octagonal movement)</b>

Moves

The pieces are not obliged to move the maximum number of squares allowed. For example, the General can move anywhere from one to five squares; it does not have to move all five. This rule applies to all pieces except the Soldier, which can only move one square at a time.

The player ends the turn after moving a piece up to the maximum number of squares allowed for that piece in one direction, or, when that piece captures an opposing piece, placing the piece in the square the enemy occupied previously.

## THE TRENCH



The *trench* presents the following additional rules:

No piece in the *trench* can capture another piece already in the *trench*.

A piece beginning its turn in the *trench* does not have to stop its movement upon capturing a piece in enemy territory. It can attack more than one piece as it advances from the *trench* into enemy territory, or it can continue the move even after it captures a piece. It can move the maximum number of squares the piece is allowed to move in one direction; as it does so, it can capture any pieces along its route.

A piece that is already in the *trench* cannot be attacked by an opponent's piece that is in enemy territory (e.g., a black piece that is in the black territory cannot attack a white piece in the *trench*);

A piece that is already in the *trench* cannot attack an opponent's piece that is in friendly territory (e.g., a white piece in the *trench* cannot attack a black piece that is in the white territory);

An adversary's piece in friendly territory can attack a piece in the *trench* (e.g., a white piece in the *trench* can be attacked by a black piece that is in the white territory);

The Colonel and the General – the two highest-ranking pieces - can move along the *trench* up to the maximum number of squares allowed for the moves for that piece in one direction, provided they do not jump over other pieces.

## ENDING THE GAME

There are two possible ways to end the game:

- 1) The game ends after all of one player's pieces have been taken or, when it is not possible to make more captures, the match is finally settled by "gentleman's agreement" (armistice) and the points are counted immediately.
- 2) The first player to capture an opponent's pieces worth 25 points wins.

The point value is equivalent to the stars of its rank:

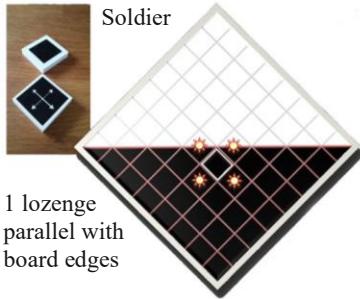
	Soldier		1 Star = 1 Points
	Sergeant		2 Stars = 2 Points
	Captain		3 Stars = 3 Points
	Colonel		4 Stars = 4 Points
	General		5 Stars = 5 Points

Score

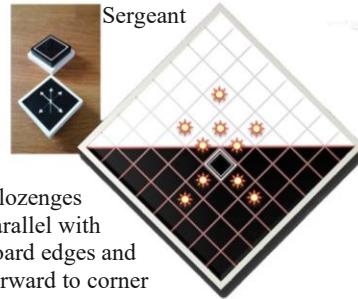
Represents Black Pieces



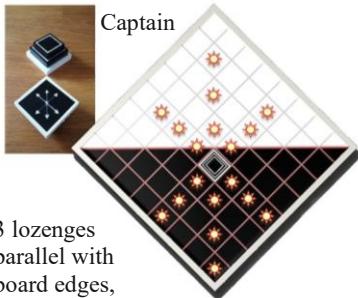
Represents White Pieces



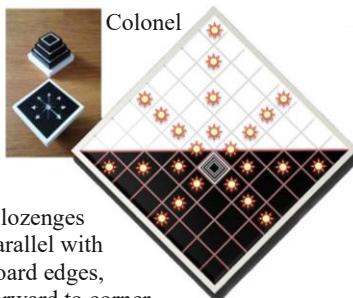
1 lozenge  
parallel with  
board edges



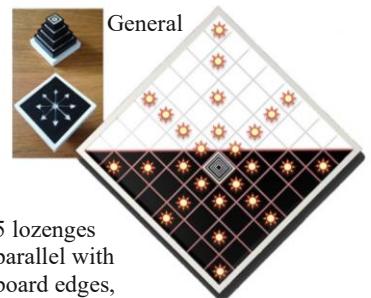
2 lozenges  
parallel with  
board edges and  
forward to corner



3 lozenges  
parallel with  
board edges,  
forward and back  
to corners

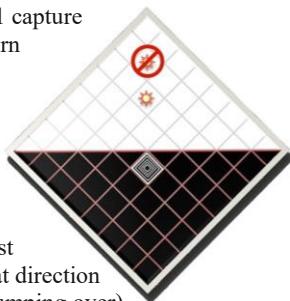


4 lozenges  
parallel with  
board edges,  
forward to corner  
(but not back!),  
and parallel with trench



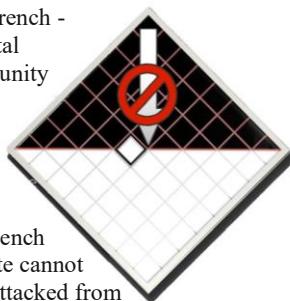
5 lozenges  
parallel with  
board edges,  
forward, back, and  
parallel with trench

only 1 capture per turn



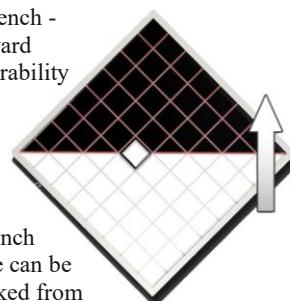
closest in that direction (no jumping over)

the trench - frontal immunity



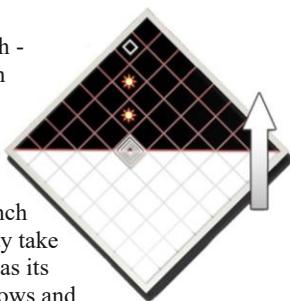
in trench white cannot be attacked from black lozenges

the trench - rearward vulnerability



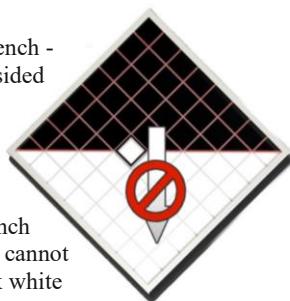
in trench white can be attacked from white lozenges

the trench - full reach



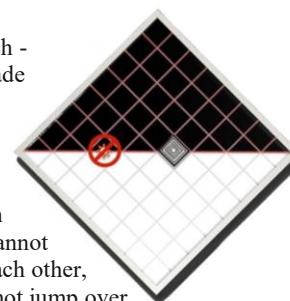
from trench piece may take as many as its reach allows and after taking piece(s) may continue up to end of reach

the trench - blindsided



in trench white cannot attack white lozenges

the trench - no enfilade



in trench pieces cannot attack each other, and cannot jump over each other

**Design, Art and Rules of the game:** Rui Alípio Monteiro

**Graphical Adaption:** Mike Strickland

**English Technical Revision:** Ted Mitchell

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