Khan Conqueror User Manual

Introduction:

This manual describes how to play the various games of 'KHAN'.

Download and install the software on your computer (either Windows or Mac)
http://innersky.ca
Follow the step by step guide following to learn how to play the game.
A quick startup tip section is included after the table of contents...

Instructional text © 2013 Chris Turner.

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Game Startup Tips for New Users

Tip 1: You can resize the board by dragging a window corner to a new position...
Tip 2: You can see a hint where to move a piece by clicking the '**?**' button on the right panel...
Tip 3: You can find all the legal moves for a piece by pressing **Control key** + **left mouse button**...
Tip 4: You can move a piece by dragging it with the mouse from one square to another...
Tip 5: You can take back a move by clicking the '**<**' arrow key on the right panel...
Tip 6: You can choose a quick skill level by selecting **Game..Rated Players**...
Tip 7: You can play the computer against itself and watch the game thus learning how to play.
　　　Select **Game..Players**, and choose 'Computer' for both white and black players...
Tip 8: You can change the game rules and create a custom battle of your choice: **Game..Rules**...
Tip 9: You can browse the online tutorial and learn how to play all the games of Khan: **Help..web**...
Tip 10: You can play chess against the computer by selecting **Game..Chess**...

1..Khan: Object of the game

In the era of the Mongols (the 13th century AD), disparate tribes were constantly at war with one other.

Genghis Khan proved himself a miracle worker in unifying the warring tribes and consolidating the Mongol kingdom into a major world power.

Khan is a chess-like board game with an original twist on warriors from the Genghis Khan era.

The goal of the game is to capture the leaders of an enemy tribe and assimilate them before the enemy tribe assimilates you...

The board and piece movements

Upon opening Conqueror, the default game appears:
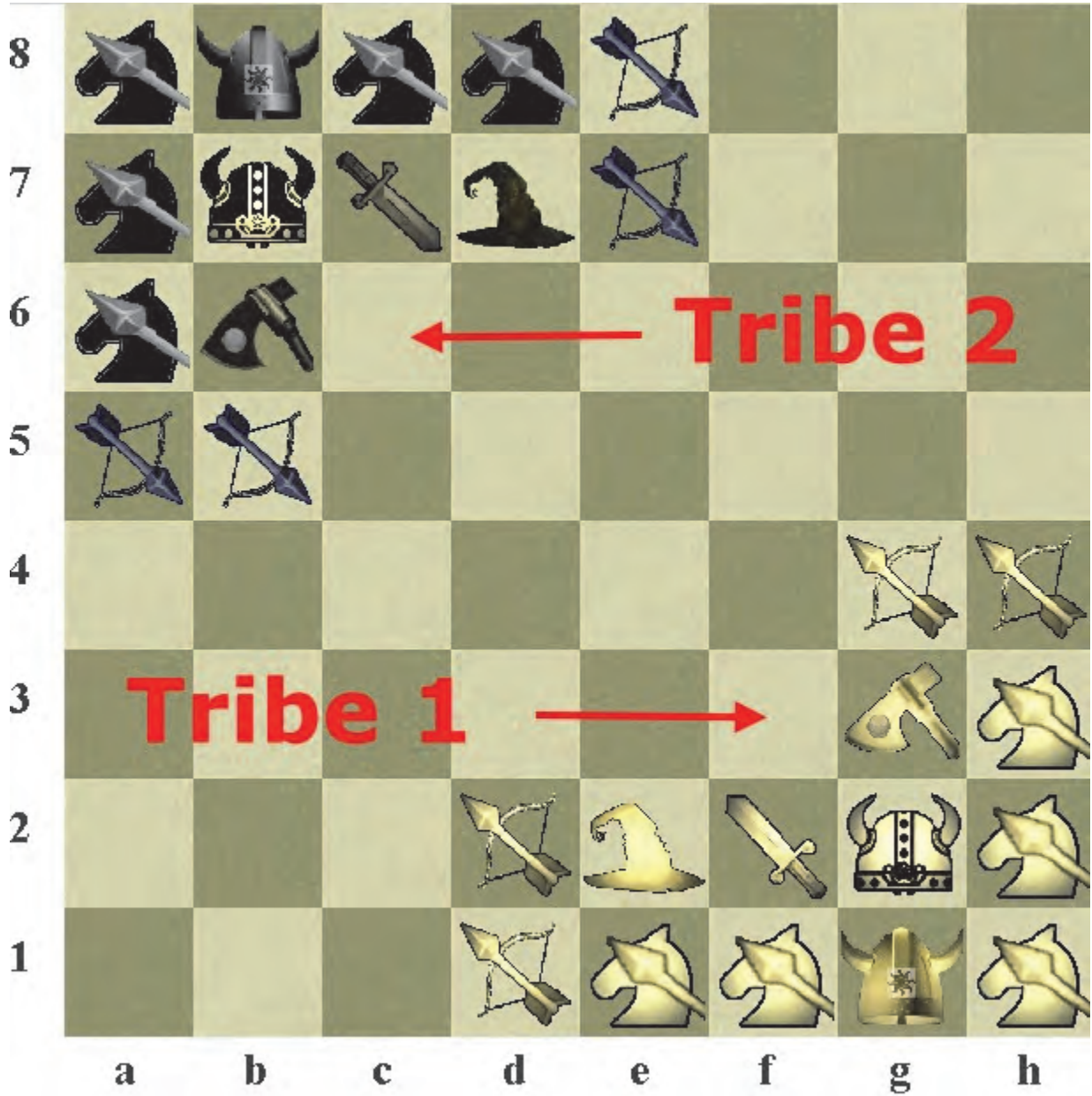
Two tribes occupy either side of the board. White pieces denote one tribe, black pieces denote the opposing tribe. By default, white always moves first.

The pieces, in increasing order of rank, are:

SWORDSMAN, moves 1 square on diagonals.

ASSASSIN, moves one or two squares on the horizontal and vertical.

ARCHER, moves 1 square in any direction.

MAGICIAN, moves 1 square on horizontal and vertical. Can cast spells on enemy pieces up to 2 squares, demoting them to lower-ranking pieces.

WARRIOR (mounted bowman), moves 2 squares in any direction.

POWER MAGICIAN, moves 2 squares on horizontal and vertical (similar to WARRIOR). Can cast spells on enemy pieces up to 2 squares, demoting them to lower-ranking pieces.

BONDSMAN: mounted bowman having all the movements of the WARRIOR with extended 3 square range on the horizontal and vertical. This is the khan's right hand man (the first bondsman), and is the backup leader of the tribe.

KHAN, is the main leader of the tribe. The piece moves like a WARRIOR with an extended 3 square range on the horizontal and vertical and diagonal.

To win, a player must capture both the enemy Khan and the Bondsman.

Sample opening moves
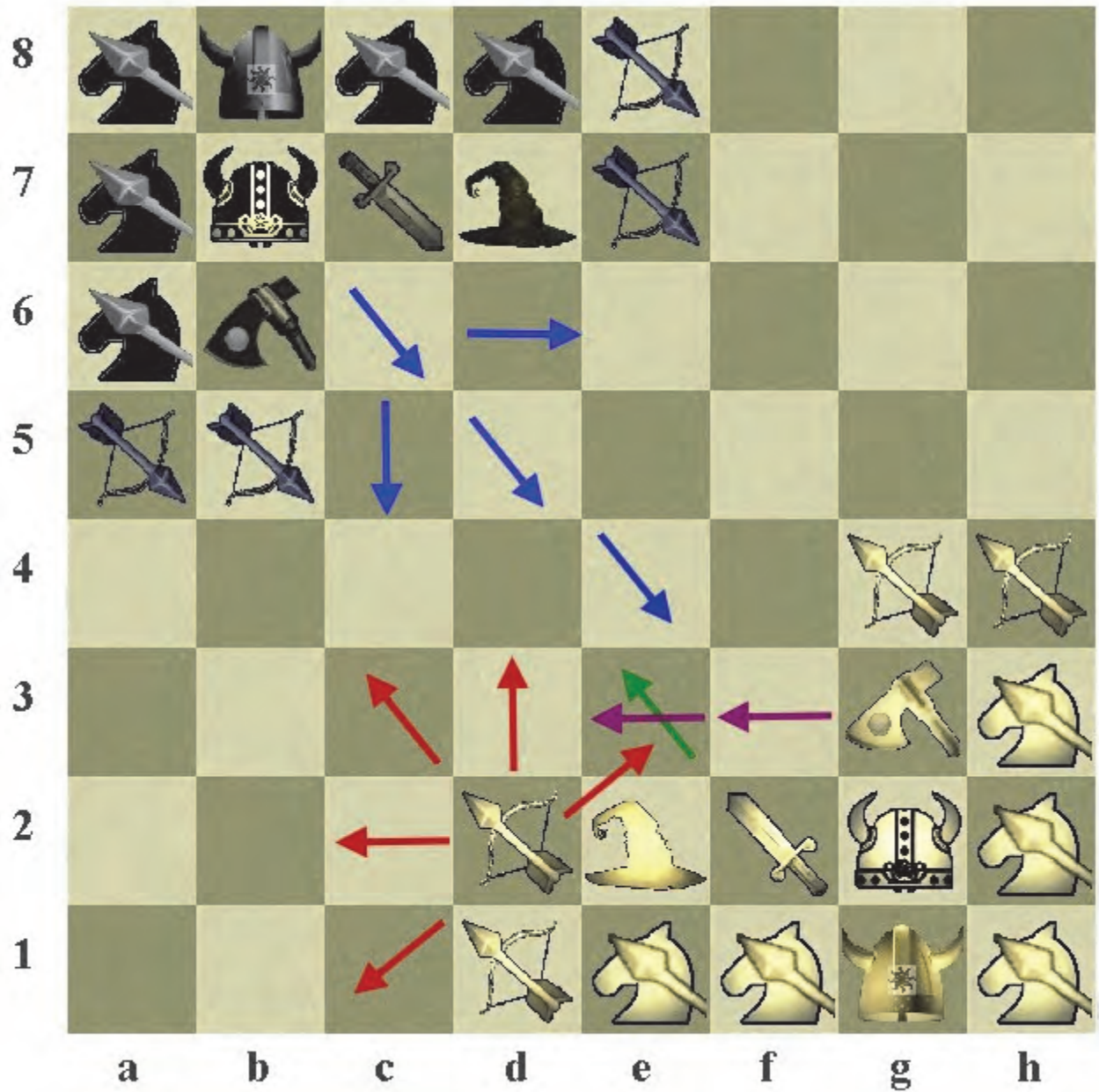
In the above diagram,

 The white archer at square D2, can move to 5 positions (see red arrows). The piece is blocked in the other directions by the white magician at square E2 and the white archer at square D1.

The white swordsman at F2 can move to only one square (see green).

The white assassin at G3 can move to tow squares (see purple).

The black khan at B7 can move to 5 possible squares (see blue arrows). The other squares like B6 and B5 are blocked by surrounding pieces.

None of the warrior (W) pieces of either side can move because they are blocked. (Pieces cannot move off the board)

Making a move on the board:

To make a move, drag one of the white pieces to a legal square. Black will now make a move (the computer). The default is 3 seconds per move. If you wish to adjust the skill level or choose another move time, choose **Game..Players**, or **Game..Rated Players**.
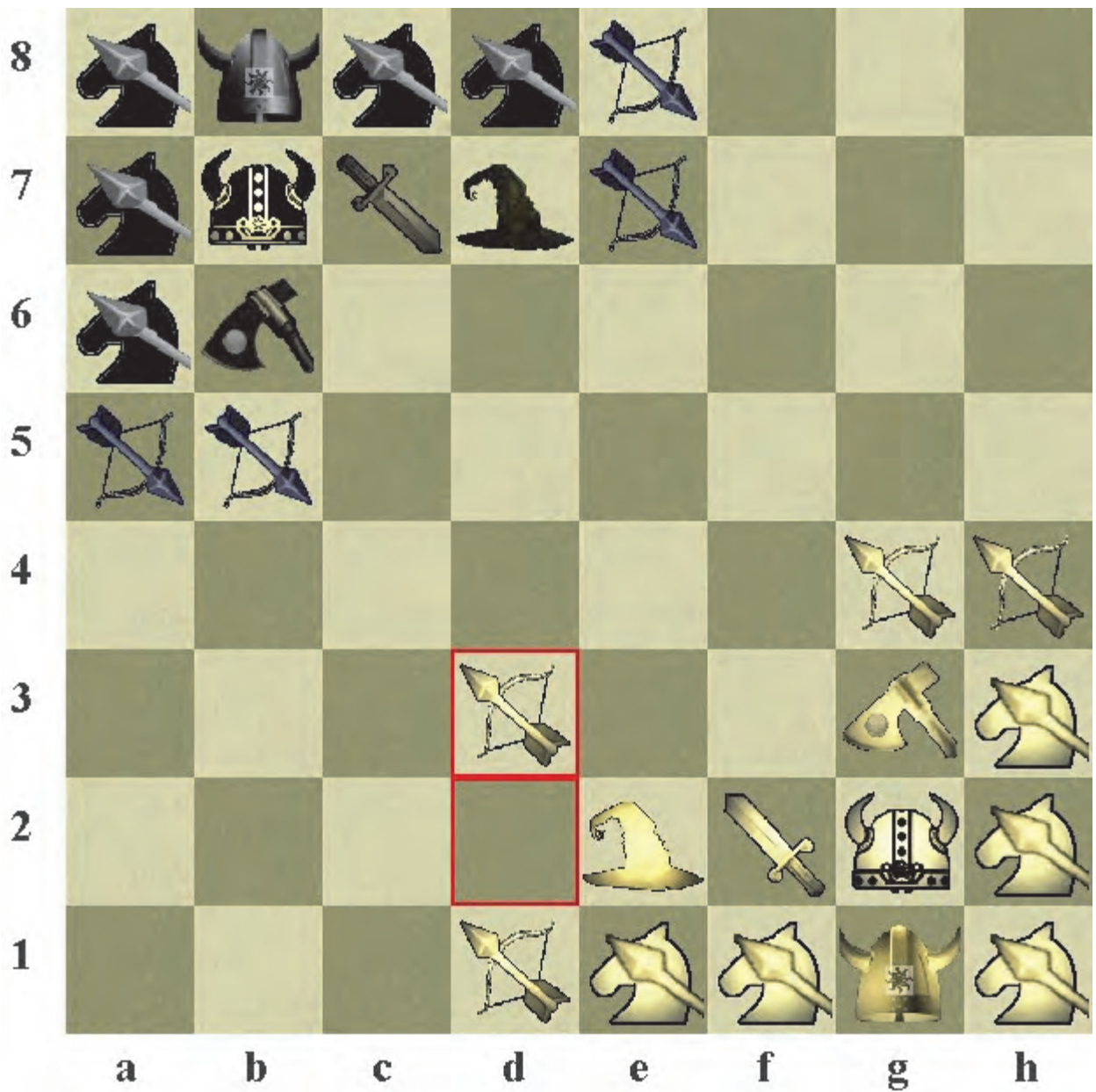
If you're not happy with your move, you can always select **Game..Takeback** move.
Select twice to take back the computer move and your move.

Displaying a piece's legal moves:

If you are stuck and don't know which moves a piece can make, use the **Control-Mouse-click** function. Press the **Control** key while mouse clicking on any piece on the board.
(On a mac this would be **Command**-Click). You will see the square(s) hilighted in blue

for this piece's legal moves:
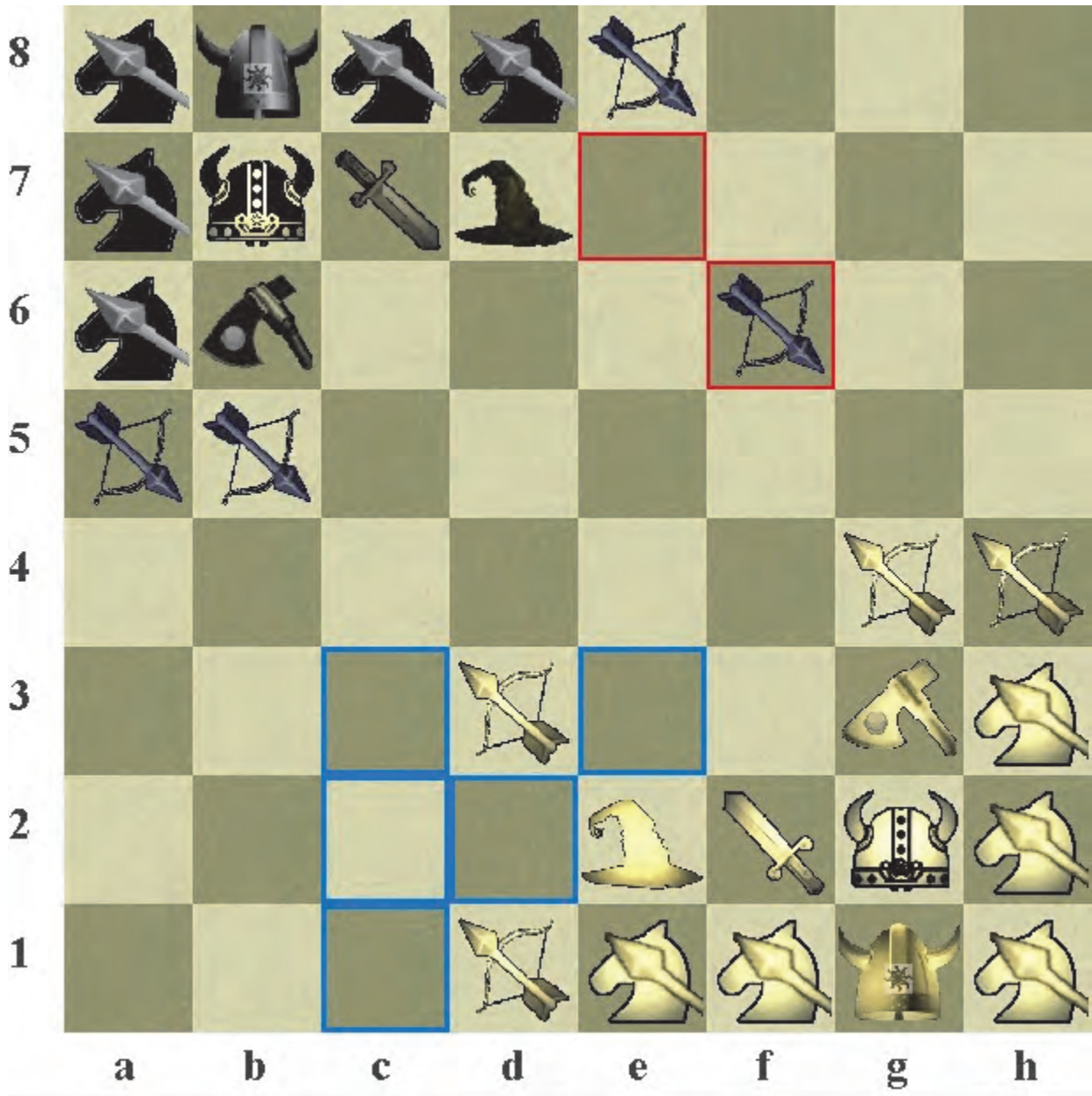
The blue squares above show the legal moves for the piece clicked (in my case, the white warrior at E1).
The red squares denotes the last move made. In this case, this was the computer's move, E7 to F6.

More piece movements:
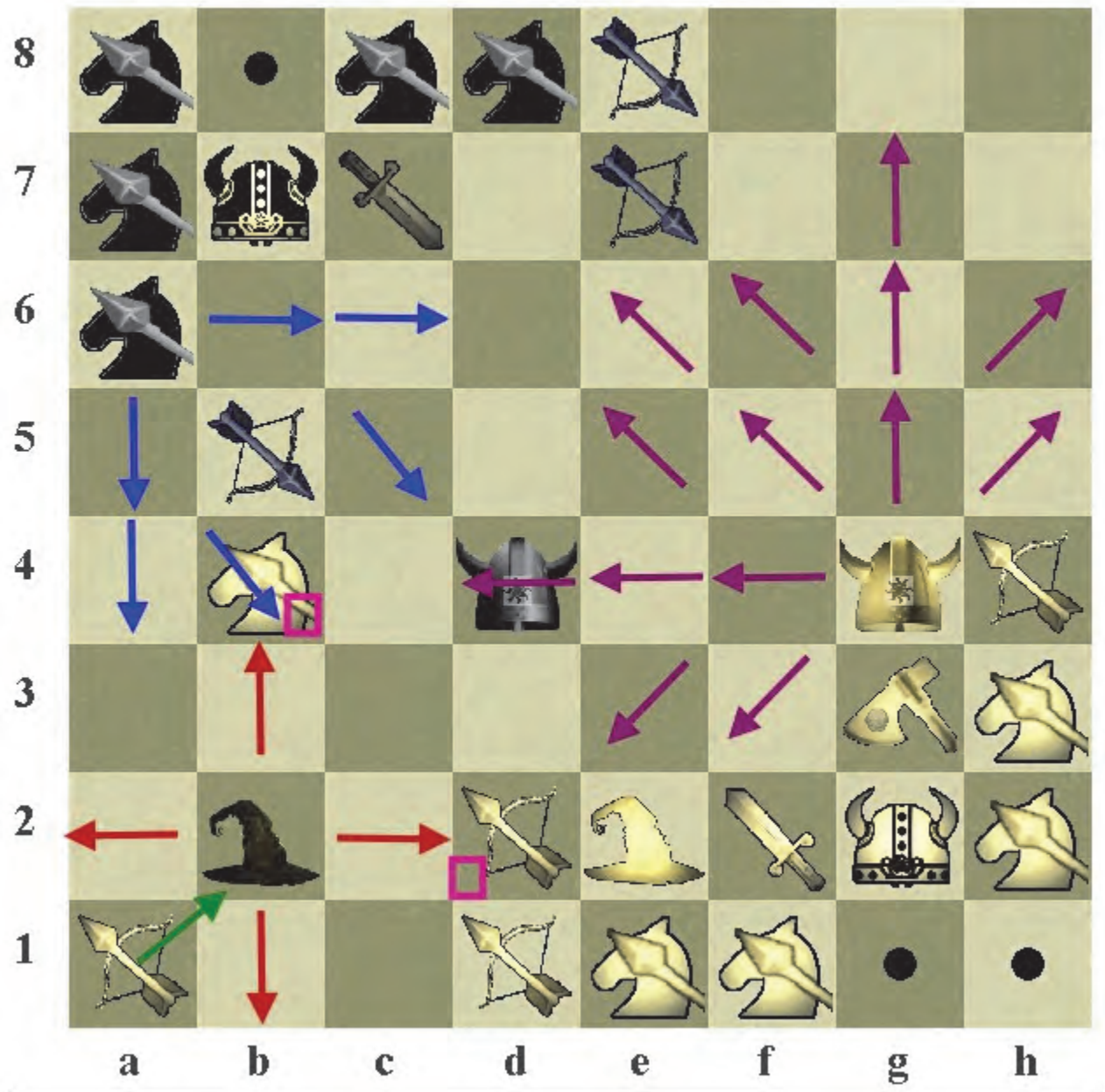
Above, the white bondsman at square G4, can move to many positions (see purple arrows). Note the extended 3 square range on the horizontal and vertical. The white bondsman can capture the black bondsman at D4, but no other black pieces.

The black magician at B2 can physically move to any of the red squares, only 1 square in the horizontal and vertical.

The piece can cast spells on the white archer at D2, demoting it to the next down in rank (a Swordsman), or cast spells on the white knight at B4, demoting it to an Archer, the next down in rank.

In turn, the white swordsman at A1 can capture the black magician (see the green arrow).

The black warrior at A6 can move to any of the blue squares, moving 2 squares in any direction. It can only capture the white warrior at B4.

Move summary:

If a piece is at centre position D5, below, the potential range of moves are:

Archer: (can move to blue squares)

Warrior: (can move to blue and green squares)
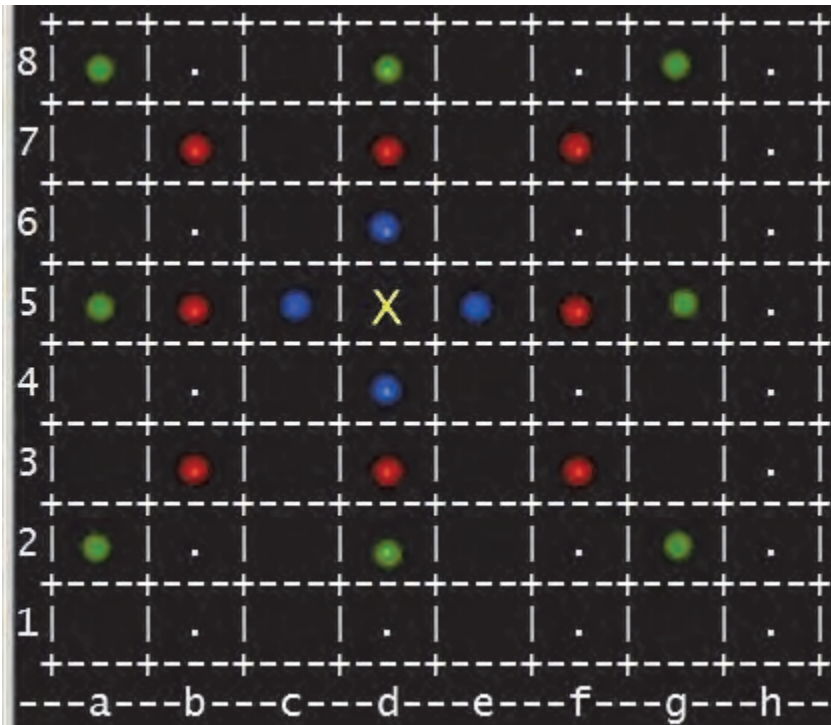

Bondsman: (blue + green + yellow)

Khan: (blue + green + yellow + red)

Magicians:

Magicians are advanced pieces which can move according to the following move table:

MAGICIAN RULE: If a magician (M) is at square 'x', then he can physically move to any of the BLUE squares, provided they are UNOCCUPIED, or, he can cast spells on

enemies residing on any of the blue OR red squares. After casting his spell he does not move from his position at 'X'.

MAGICIAN RULE: Magicians cannot capture enemy pieces. They can only 'demote' them to the next lower rank.

For example, if an enemy Archer is at square B7, then the magician at x can demote him to rank 'S' (SWORDSMAN).
This is equivalent to the magician fouling the archer's bow, or leaving the Archer with only a sword to fight with.

Likewise, if an enemy Warrior (bondsman, warrior or khan) is at square D3, then the magician can demote him to rank 'A', or ARCHER. This is equivalent to the magician fouling the warrior's horse, or leaving the Warrior stranded with only a bow to fight with.

Additional rules for power magicians and low magicians:

Power magicians are magicians on horses, graced with the same moving principles as regular magicians except they enjoy the range of mounted warriors to unoccupied squares.

Low magicians are magicians that have been demoted to lower caste. They have the same moving principles as regular magicians except they can only cast spells up to 1 square, not 2.
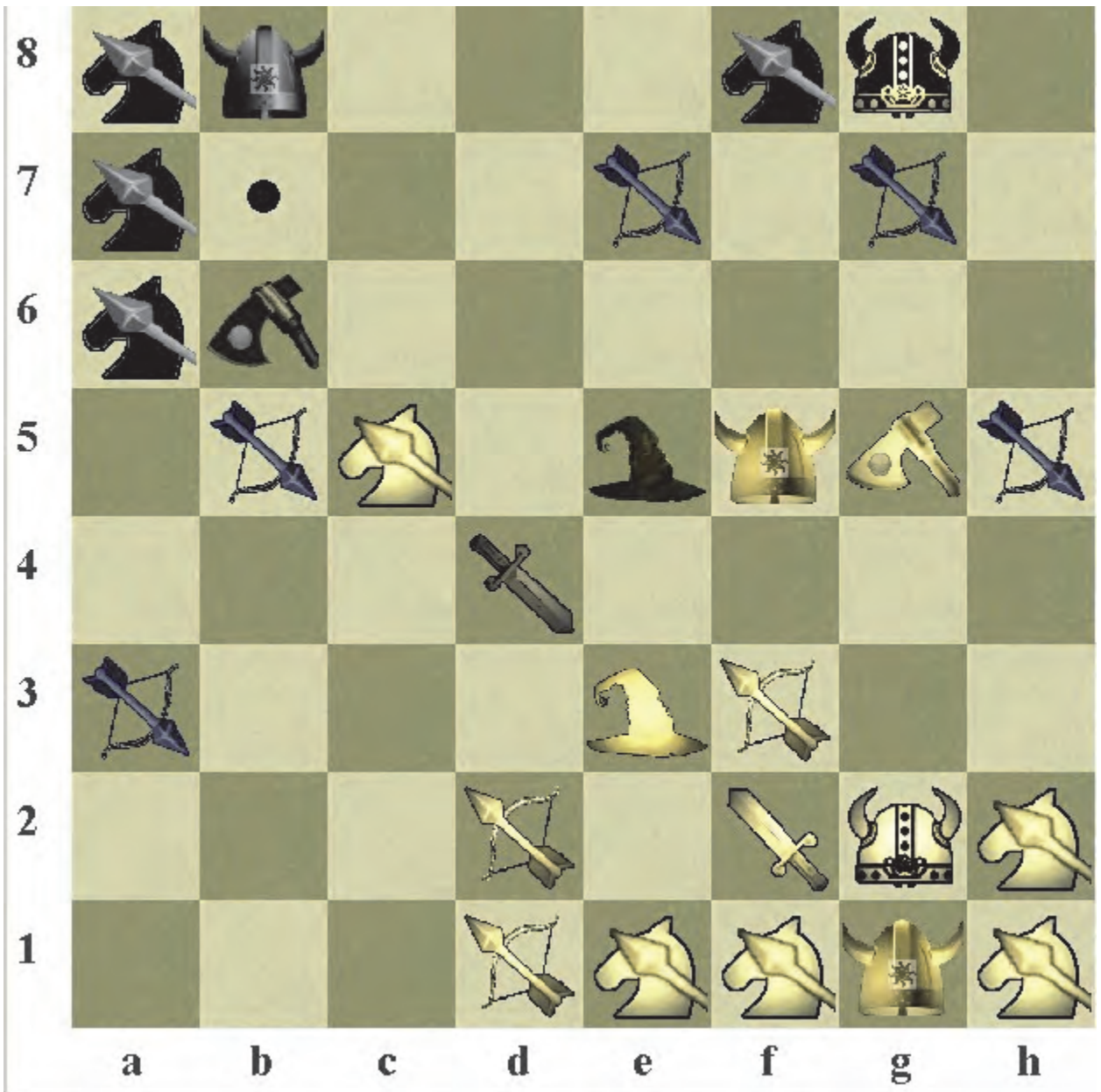
Extending a magician's range:

Magician spells can be extended to the green marked circles (above) by selecting **Game..Rules**:
See customizing the game for details...

A synopsis of piece movements

The archer at B5 can capture the white warrior at C5.

The warrior at C5 can capture the archer.

The white warrior cannot capture the black warrior at A6, because its path is

blocked by the pieces at B5 and B6.
Likewise, the black warrior at A6 cannot capture the white warrior at C5.

The white warrior can capture the black magician at E5. The magician cannot capture the white warrior because of his innate rule of not being able to kill enemies, but he can demote the warrior to the next lower in rank (Archer).

The magician can also demote the assassin at G5 to a swordsman, casting his xray spell through the bondsman.

The magician can also demote the white enemy magician at E3 to a lower ranking

one (M-) that can only move one square on the horizontal and vertical, thus severely limiting his spell-casting ability. If it were white's turn to move, the magician at

E3 could similarly cast a spell on E5 and demote him to a lower ranking piece.

The Assassin at G5 (which has 2 squares mobility in horizontal or vertical directions) cannot capture the magician at E5 because it is blocked by F5 by F. He can capture the archer at H5 and G7 though. He cannot attack the white Khan at G2 because the Khan is outside his range, but the Khan at G2 can capture him because he is within his attack range (3 squares on the horizontal, vertical or diagonal).

The bondsman at F5 can capture the black warrior at F8 because he has 3 square range on the horizontal and vertical.
But the black warrior cannot capture F, which is out of range as warriors have only a 2 square mobility.

The black swordsman at D4 can capture the magician at E3, but he cannot capture mounted pieces like W at C5.
This is because a swordsman could never kill a mounted bowman in real life. He would get ridden down or bowed down in short order.

Note: this rule can be changed. Select **Game..Rules** to allow swordsmen to capture mounted pieces.

2..Multiple leaders and single leaders

One of the intrinsic features that makes Khan unique is the concept of multiple leaders. As long as a side has at least one leader (a bondsman or a khan), the game goes on. This gives rise to many interesting tactical gambits, which can lead to challenging game play.

In this sample game, black has only one leader left, so they must either move the khan or thwart attacks when the leader is under threat:
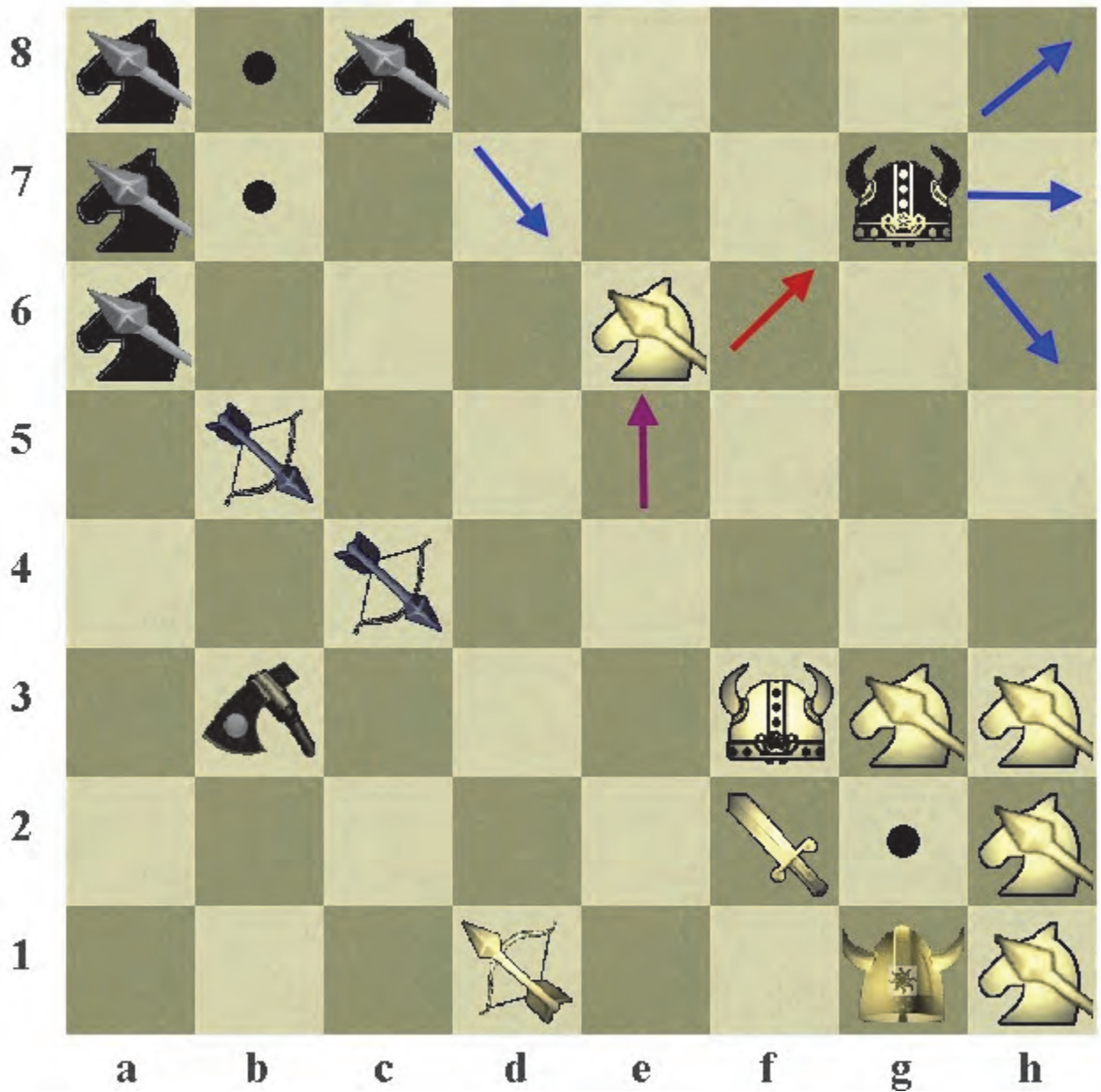
In the above diagram, WHITE has moved his warrior to E6 to attack the BLACK khan at G7 (see red arrow threat).

The blue arrows show the options for black who must deal with the threat.

Options: Black's khan can move to any of the 3 squares (H6,H7,H8) denoted in blue. Black can also capture the offending piece (G7 x E6 or C8 x E6). These moves are denoted as [kxe6] or [wxe6].
The black khan cannot move to any other squares because it will be threatened by the white warriors at G3 or H3.

White under threat

The white khan, however is under no such limitations. Because white has a backup leader (the bondsman at G1), white can decide to move, attack, capture or keep the khan where it is, even when put under threat. Consider black's move to attack the khan with the assassin:
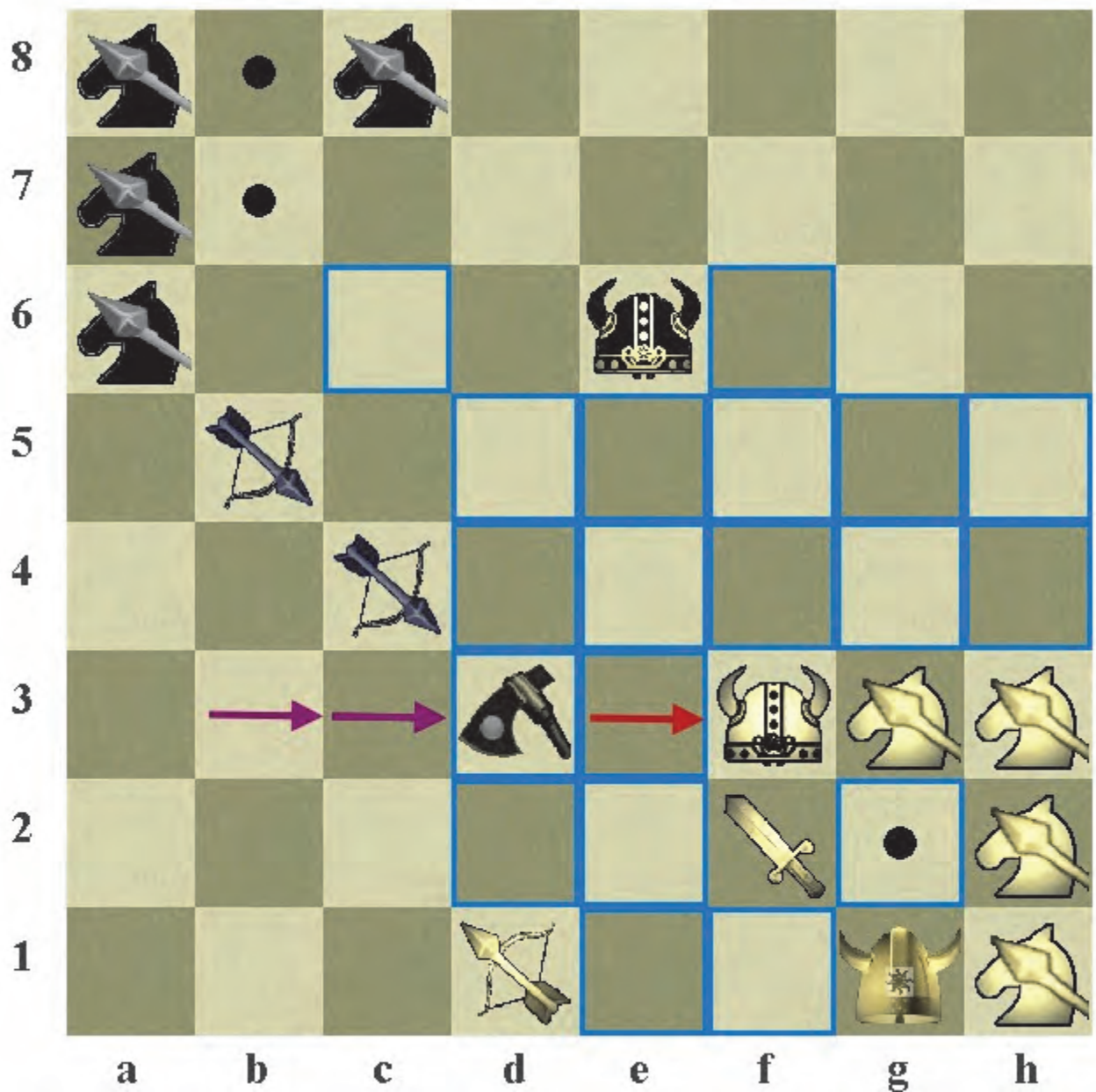
White has many options. They can play to any of the blue squares, or move a completely different piece.

White with single leader

If the white bondsman were missing, the reality changes. White's only moves would be

moving the khan to those squares shown in blue. The other squares, like F4 and F5 are protected by the black khan. And, if the khan tries to capture the black assassin, it will get eaten by the black archer at C4...
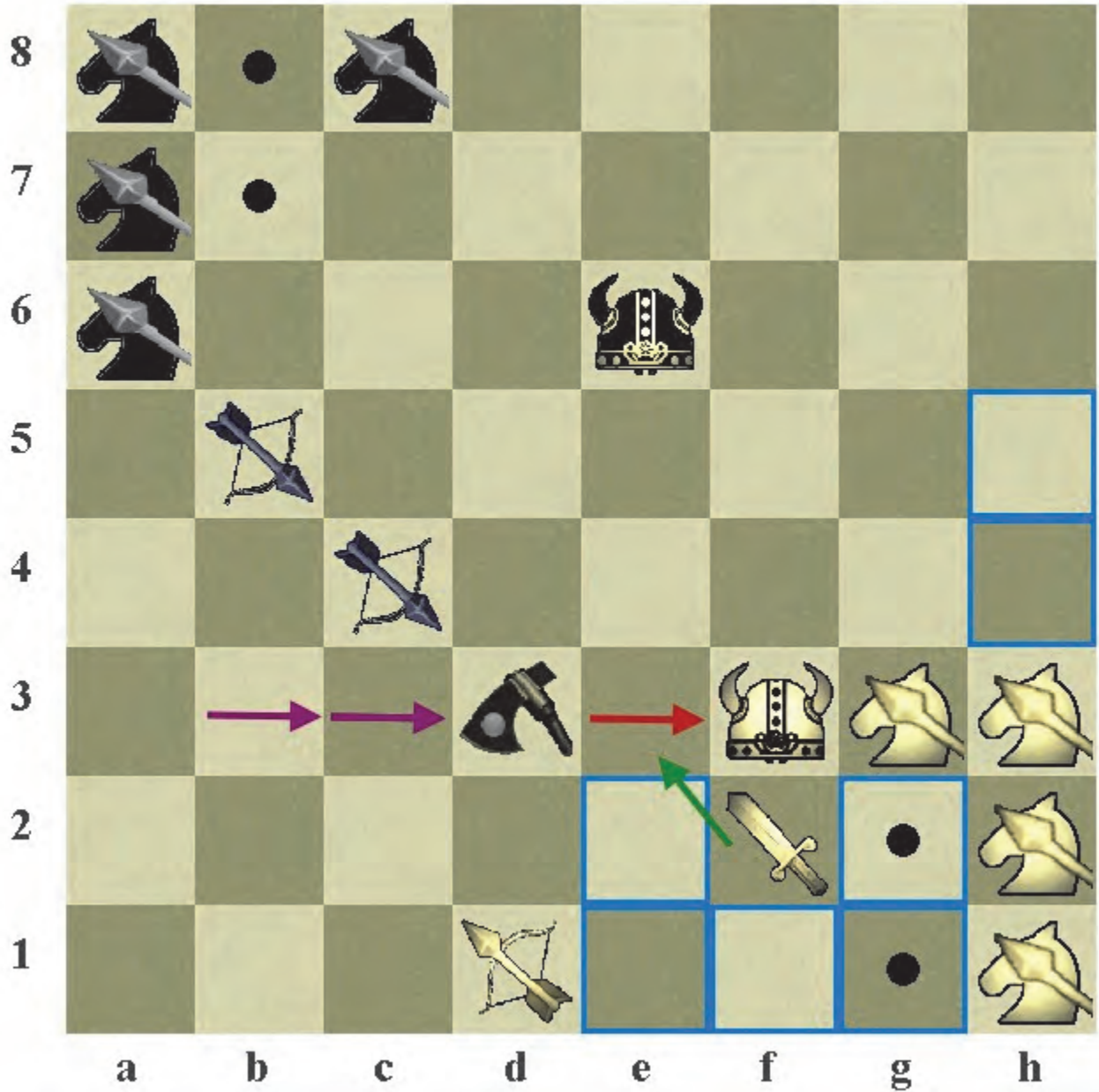
Or, the other option for white, is to block the assassin's threat with the sword (see green

arrow).

3..How to win

- **Control the centre of the board.**

- **Avoid trading higher-valued pieces for lesser ones unless you have a definite plan in mind.**

- **Plan for a few lesser ranked players to stay alive in favourable position for the end game. This way these pieces have a chance of promoting to higher ranked ones if they reach the enemy base.**

- **Try to trade away the enemy leaders. Keep multiple leaders yourself. If your opponent has a single leader and you have two leaders, you are at an advantage.**

- **Avoid allowing enemy magicians to demote your khan. If your khan has lesser mobility after being demoted, then your opponent can trap him more easily and win the game.**

  Recall is demoted to=> which can be demoted to==>

Example winning scenarios:

#1 White moves his archer from D8 to C8, thus attacking the black khan. After a long, drawn out game, black has lost in material, and is cornered at his home base. Black has nowhere to go, without being captured by enemy pieces, so must admit defeat:
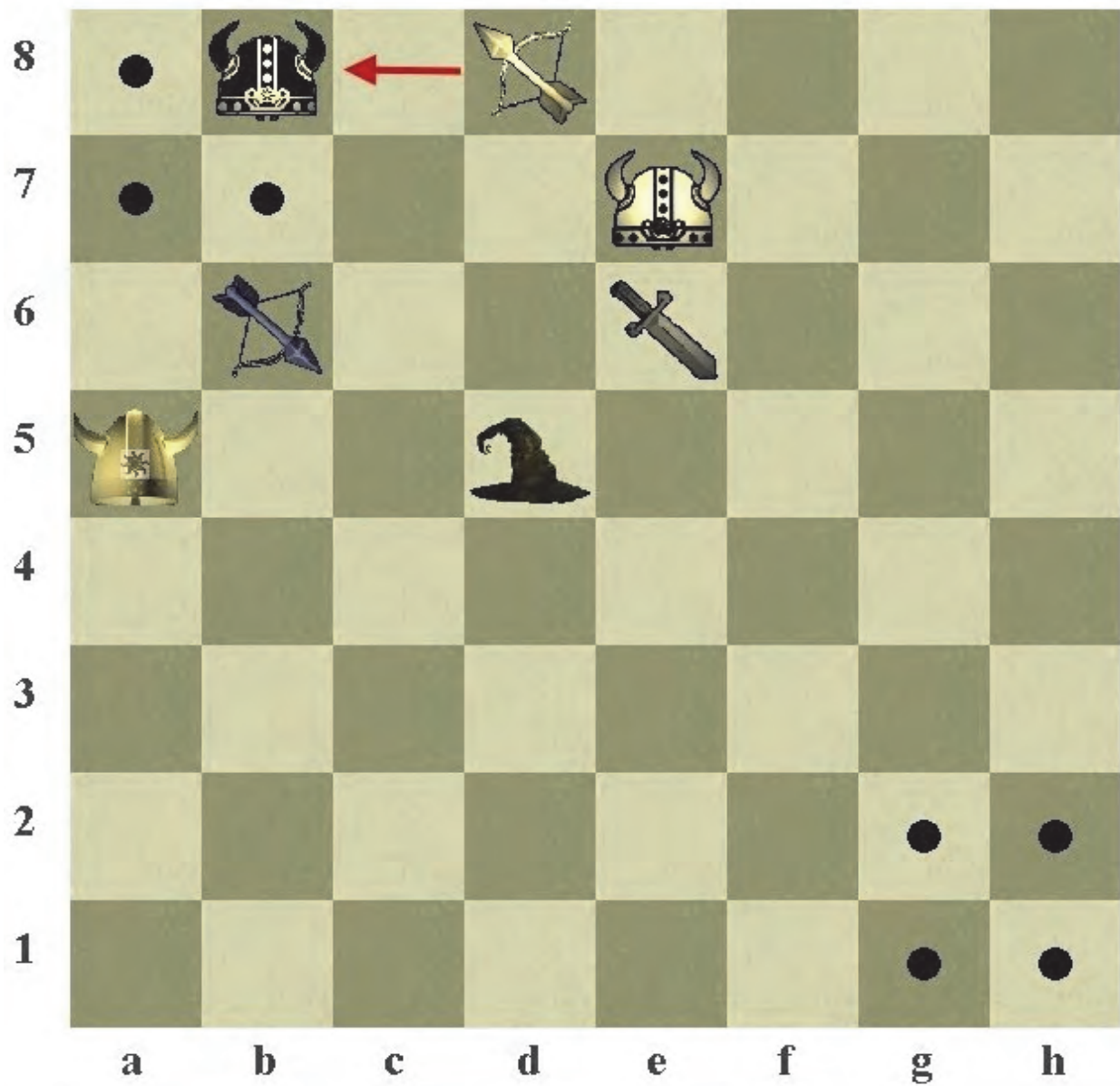
#2 In a similar scenario, white has managed to get an assassin to the enemy home base (one of squares a7,a8,b7,b8 for white). The assassin (B5->B7) has been promoted to a warrior, the next in rank. The black khan is under direct threat by the warrior and cannot move. Black loses:
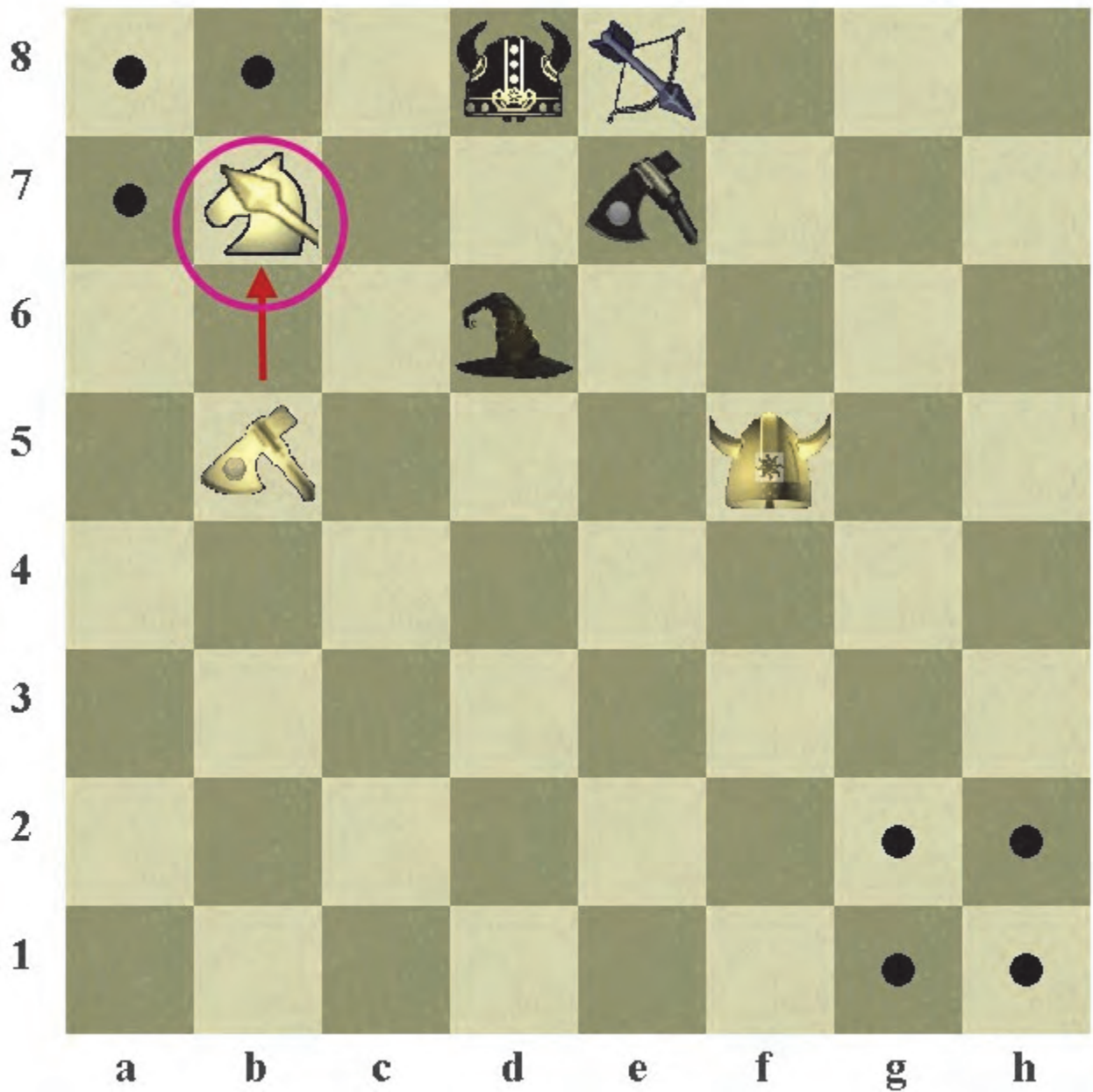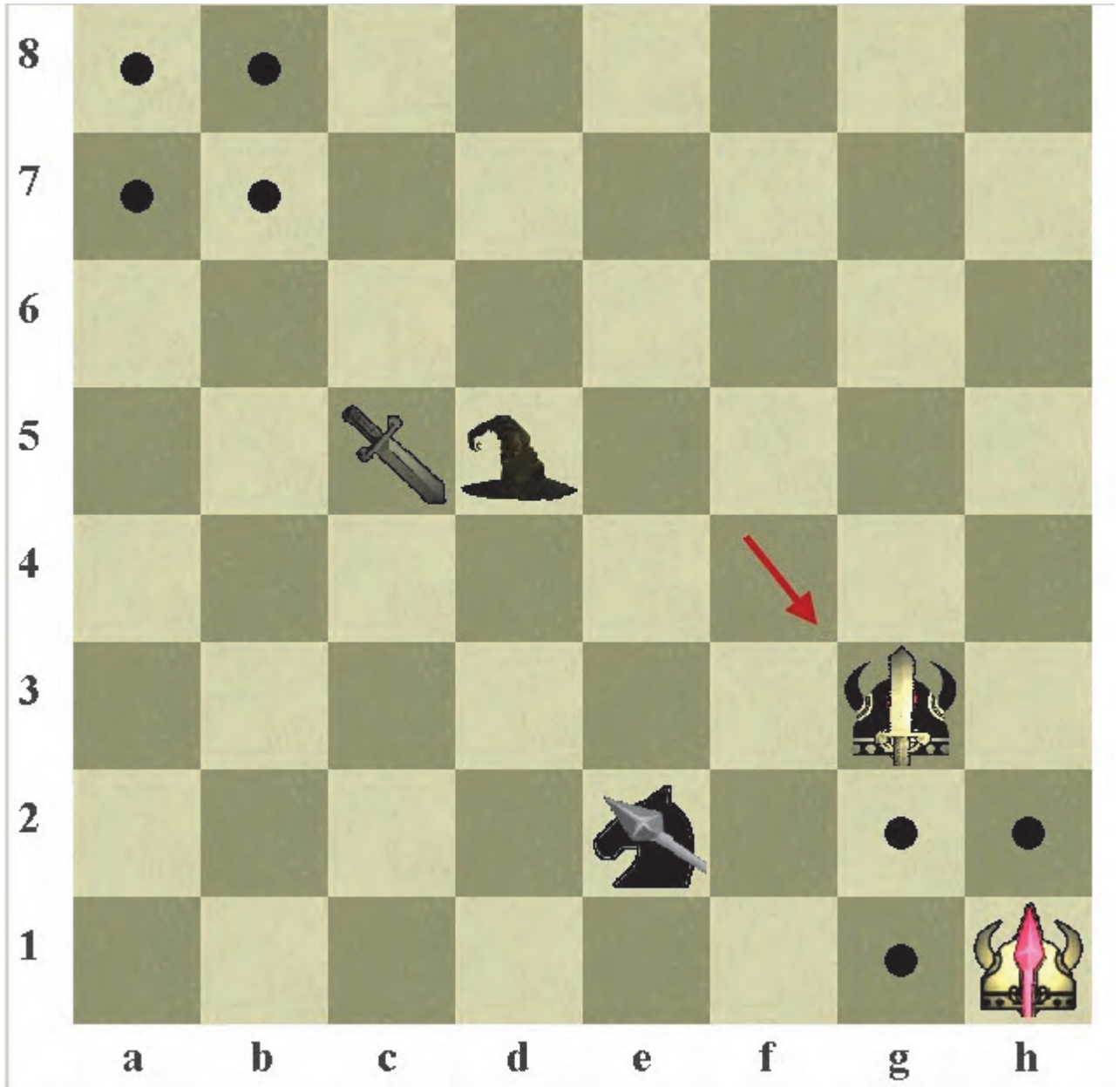
Avoid forced draw scenarios:

#3 White's khan which has been demoted by the black magician to a KHAN ARCHER,

 is now not able to move anywhere. Black moved F4 to G3. It is white's move, so the game is declared a stalemate. Black could have avoided this scenario by threatening

the khan archer with his warrior, thus winning the game.

There is another draw scenario notable to avoid: 100 moves passing with no captures. A draw is automatically declared.

4..Customize the game

There are five types of khan games: '**Basic**','**Magician**', '**Power magician**', '**Rescue General**' and '**Rescue Khan**'.

A **Basic** game is played without magician pieces.

A **Magician** game is played with a standard magician, one per side,

a **Power magician** game is played with each side having a single magician, one with extended mobility.

Siege games (Rescue General and Rescue Khan) are played with enemy Sung towers and at least one magician or power magician on each side.

Choose any of the game types by picking **Game..Players**, or **Game..Rated Players**.

The rules of any game can be also modified to taste. Select **Game..Rules** to view or edit the game's default rules:

Khan rules

Options

☑ Must capture enemy bondsmen and the khan to win ⬚ ?

☑ Promote piece on reaching enemy base ?

☐ Promote piece on capture ?

☑ Allow exchange moves ?

☐ Swords can capture mounts ?

☑ Magicians can demote khan ?

0   # of magician extended demotion squares ?

0   # of power magician extended demotion squares ?

Must capture enemy bondsmen and the khan to win...

> Option unchecked: the khan must move when he is under threat by any enemy piece(s), as in traditional chess. What is unique about 'khan' as a turn-based game, is that a tribe may have multiple leaders when this option is checked. The Khan is the main leader of the tribe but any first bondsmen can also be secondary leaders. The player may sacrifice his

Ok   Cancel

Select the check box above in red, for example, to allow Sword type pieces to capture mounted warriors: Ordinarily they can't,

because in real life a foot soldier has no chance against a mounted archer. The rule can be modified nonetheless.

Uncheck 'Magician can demote khan' to let khan know to allow all demotions as legal, except those upon the enemy leader. Also, it is possible to specify the # of additional squares a magician or a power magician may demote to (extended squares)...

Uncheck 'Must capture enemy bondsman...', to tell the game to operate in 'single leader' mode. This means Khan plays like regular chess where the khan can be put in 'check' on any threat.

Promotions, demotions, exchanges

The other rules are discussed at length in the following sections.

5..Enemy base promotions

Throughout history, the Mongols were always worried about having their base camp discovered and pillaged by enemies.

For this reason, they would always leave behind a small force to guard the camp, usually injured or older warriors and of course, women and children.

This situation is simulated in khan:

If a player manages to get a minor piece to the enemy camp (any of the 4 corner squares in enemy territory), then that piece is elevated to 'Warrior' status.

Basically the piece gains a horse and/or the weapons necessary to promote the piece to that rank.

In real life, the mongols would always leave behind extra horses and weapons, the former being their life blood.
By default, enemy base promotions are turned on.
To disable the option, go to **Game..Rules**.

Example base promotions:
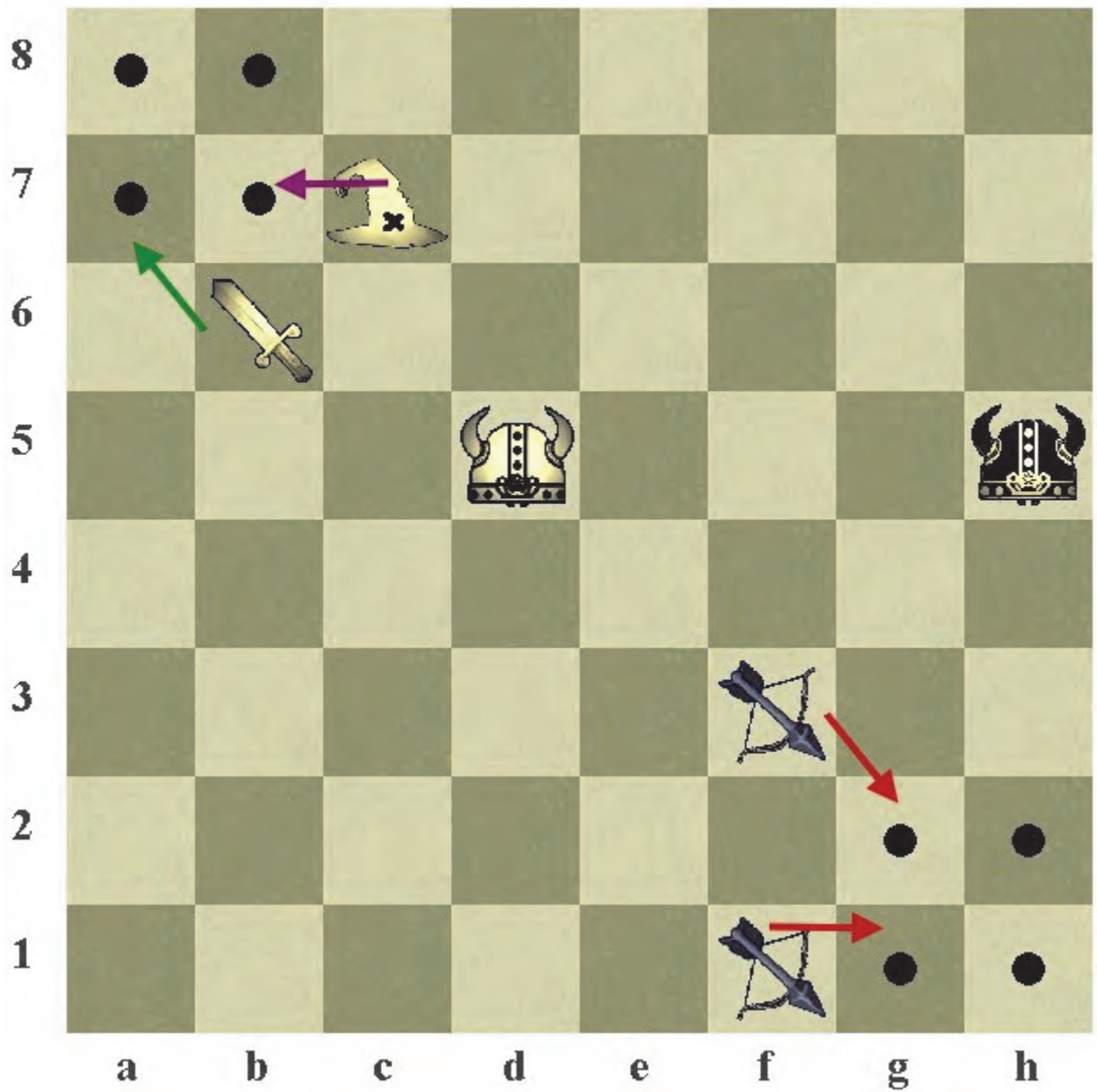
Above, there are 2 white pieces that can promote at the enemy base, and likewise 2 for black:

 promotes to
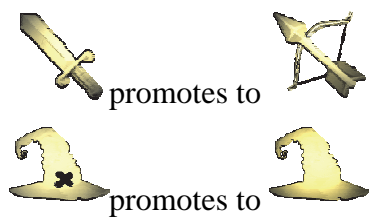
 promotes to

(* piece at C7 is a magician that has been demoted to a lesser magician)

both promote to
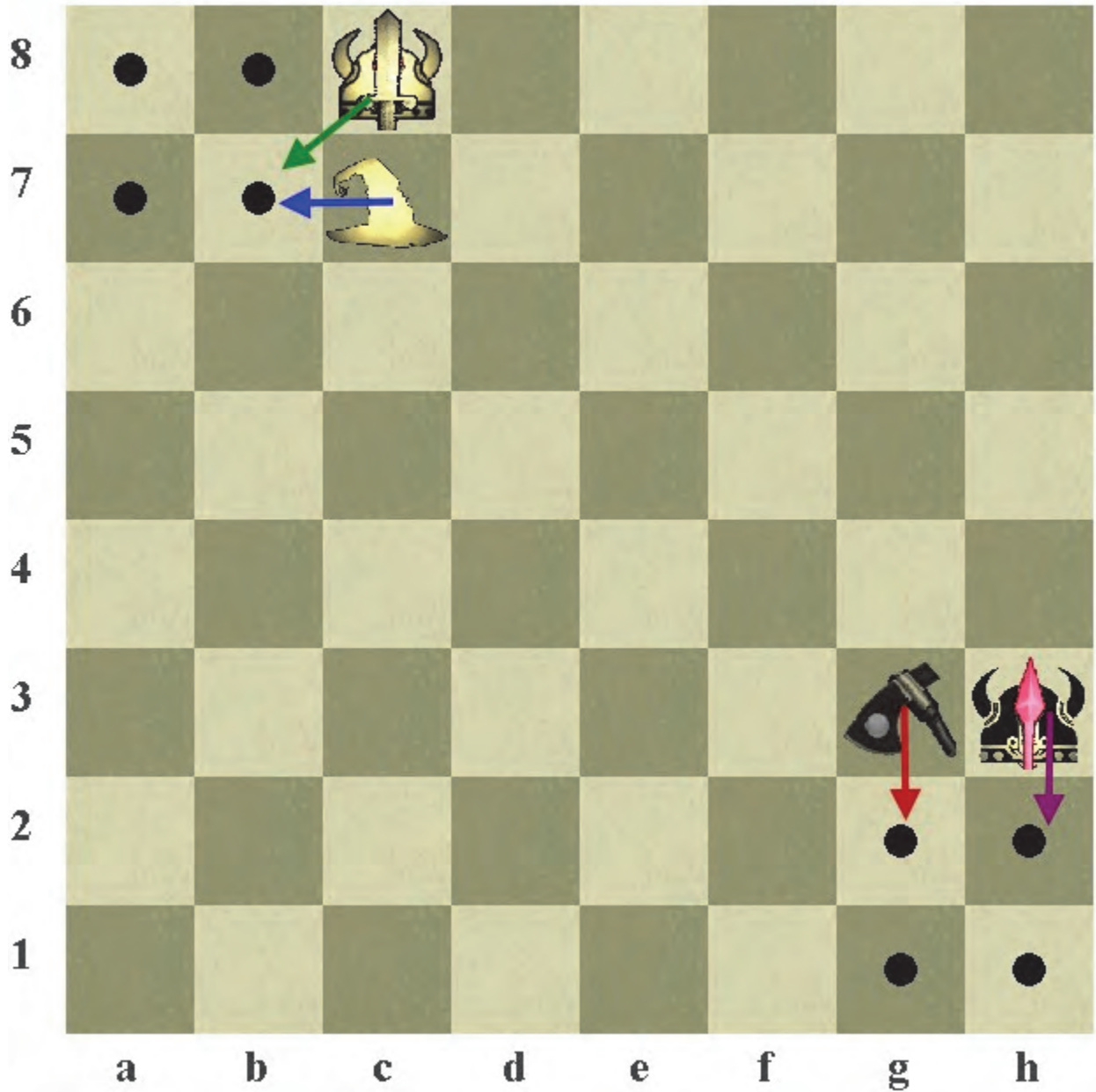
Again, two white pieces that can promote at the enemy base, and likewise 2 for black:

 promotes to [*khan sword promotes to khan archer]

 promotes to [*magician promotes to power magician]

 promotes to

 promotes to [*khan archer promotes to khan]

6..Capture promotions

In real battles, a fighter will make use of any enemy's resources the moment he defeats him. For this reason if a Swordsman captures an Archer, he would get his bow and become a bowman. Likewise, if a swordsman or Archer were to capture a Warrior, then that fighter would lay claim to his horse and become a mounted warrior himself.

This situation is simulated in khan:

Under **Game..Rules** turn the 'capture promotions' rule on to transform the game into a real-life scenario, thus applying the following capture rules:

 captures   promotes himself to

 captures   promotes himself to

 captures   promotes himself to

 captures   promotes himself to

 captures   promotes himself to

 captures   promotes himself to

 [khan sword]

 [khan archer]
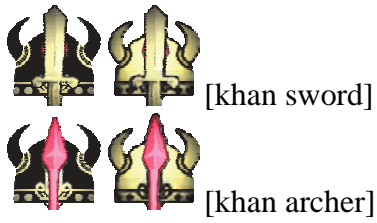
This new rule dramatically changes the landscape of the game. The strategy becomes much different. Board situations that look like sacrifices, are actually not the case.

For example, in the situation below, the white bondsman at D4 is actually not in a losing position, even though it is in direct line of fire by the black archer at D5:
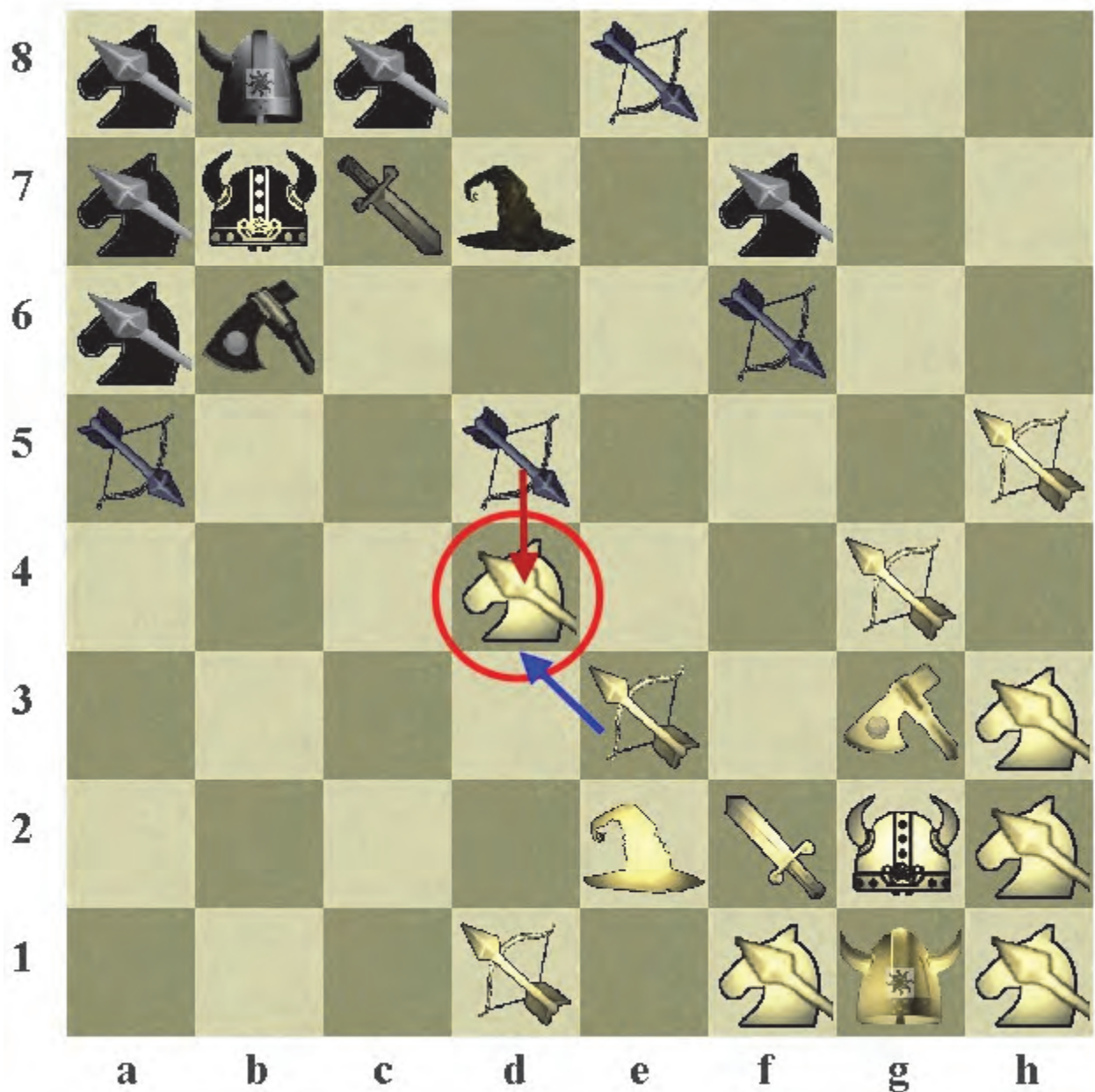
If the black archer captures the white warrior at D4, it promotes itself to a warrior.

But then the white archer also takes the new black warrior and promotes himself to a

warrior.

The net result: both sides have lost an archer and none have gained any relative material.

Example capture promotions

In the above scenario, the pieces circled in red are targets for capture promotions:

 x = [A2 x C2]

 x **=** [D4 x E3]

 x **=** [E6 x F5]

 x **=** [F5 x G6]

Summary

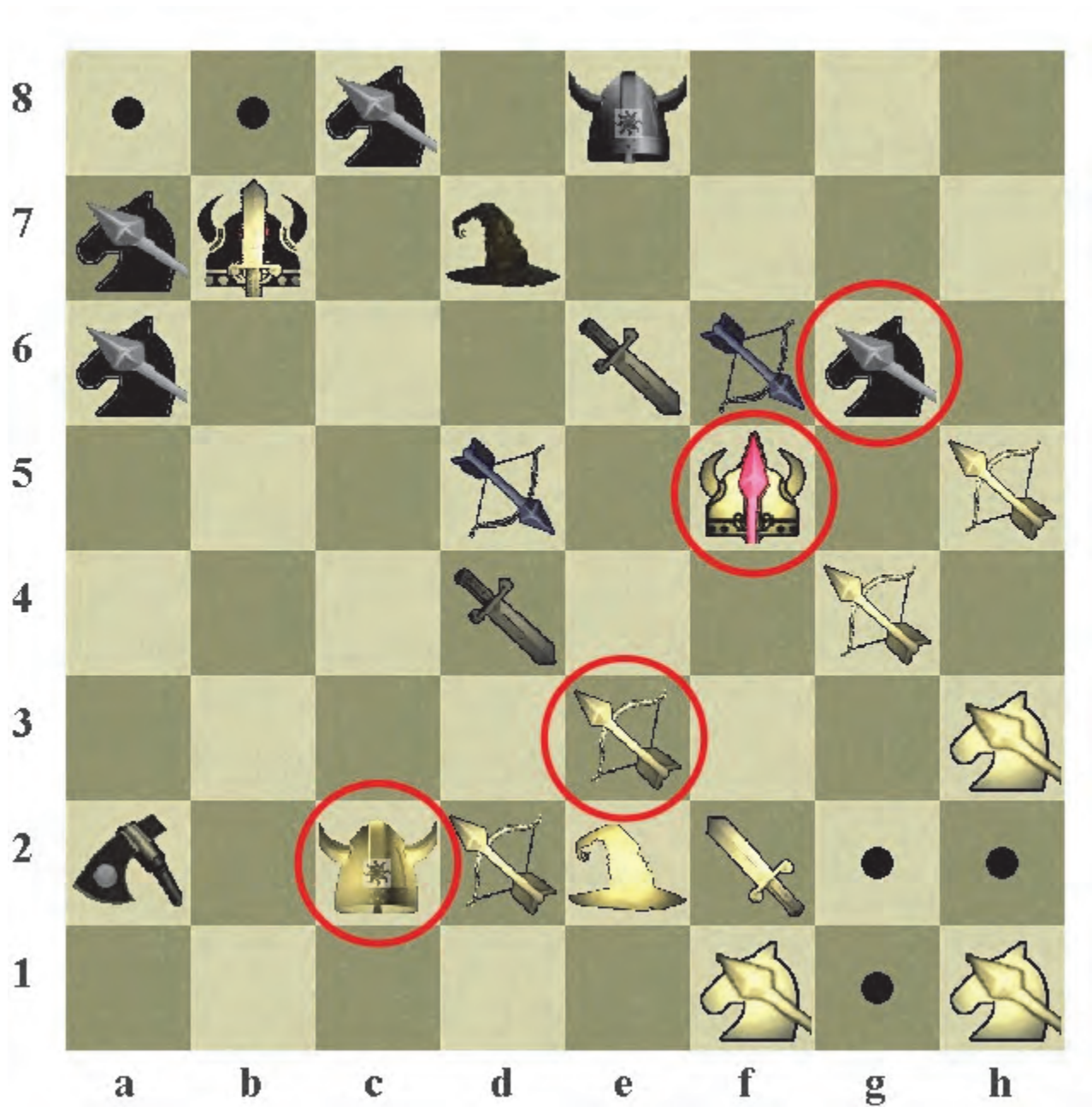The capture rules make for more complex game analysis on part of the player, but are more challenging to play. In particular, CAPTURE PROMOTION logic discourages undefended attacks by higher order pieces (like Warrior). Unsound trades (Warrior x Warrior) result in devasting losses of material, when lower order pieces like the archer promote themselves on the trade.

By default, CAPTURE PROMOTIONS are turned OFF.

7..Demotions

In the time of Ghenghis Khan, shamans, or magicians, as they were known, were links to the spirit world, responsible for enacting a variety of feats, including healing the sick or wounded, practicing primitive spell casting and trance magic to accomplish certain magical phenomena. In Khan, the magician is a tool used in icon form to manipulate the tides of war on the board.

Demotions operate on the same principles as promotions, but in reverse order, and are governed by magicians (shamans) casting spells on enemy pieces.

Provided the demotions rule is turned on under **Game..Rules**, the rules that follow apply for magicians:

 casts spell on and demotes piece to

 casts spell on and demotes piece to

casts spell on ⚔ and demotes piece to ♚

casts spell on ♚ and demotes piece to ⚔
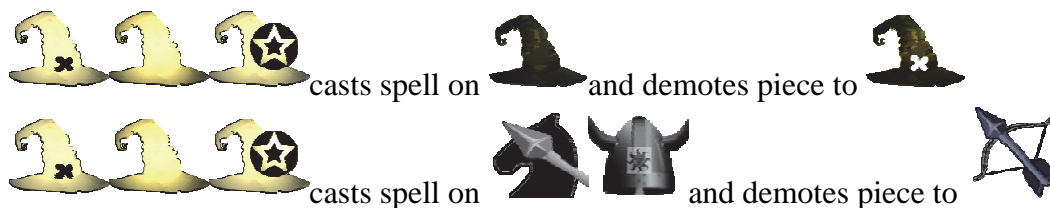
*The last two khan demotion rules are only in effect if 'magician can demote khan' open is set under **Game..Rules**.

Example demotion scenarios
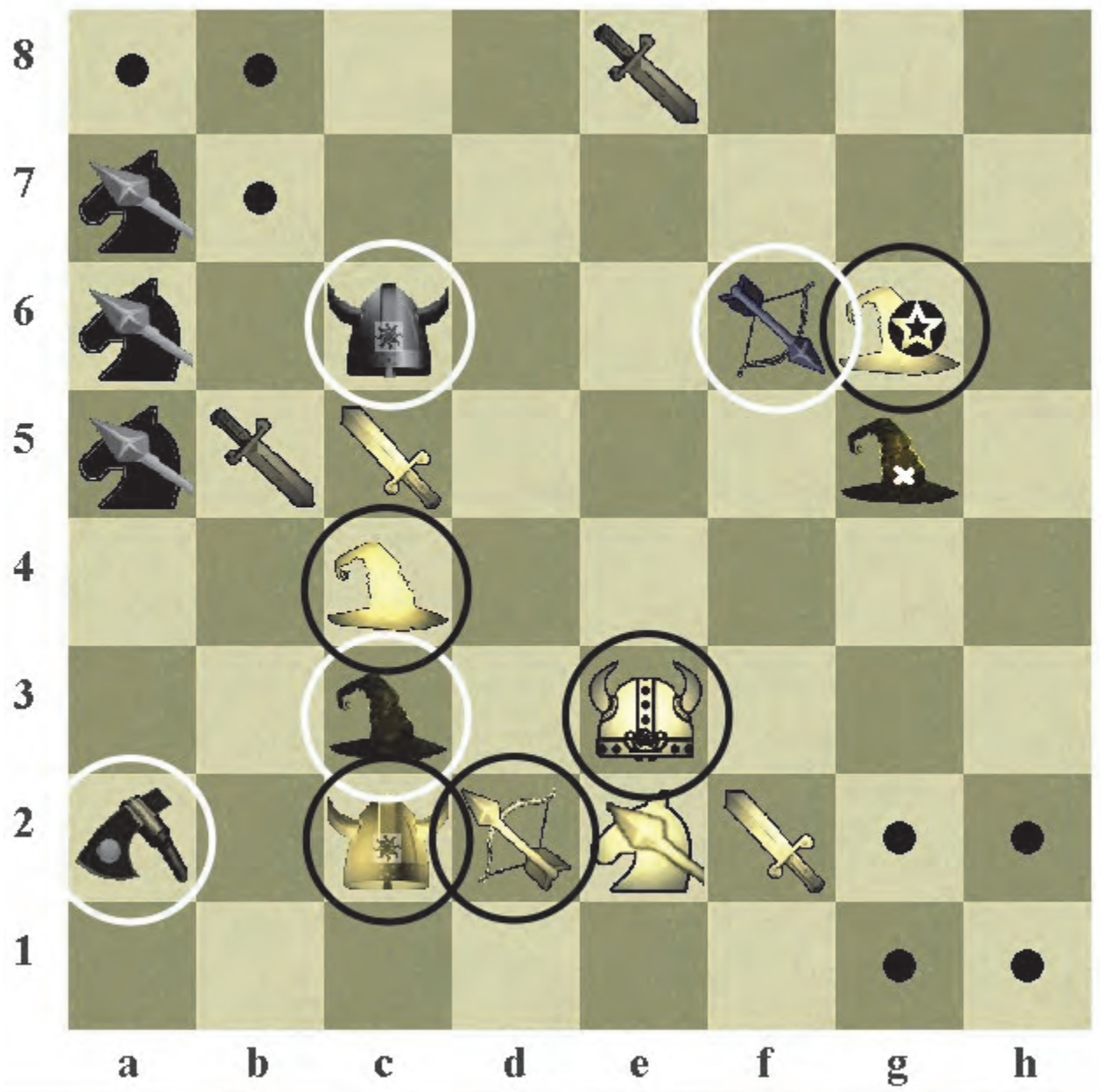
The white circles above denote pieces that black magicians can demote.
The black circles denote pieces that the white magicians can demote.

Recall the rules for magicians:

MAGICIAN RULE: Magicians cannot kill enemy pieces, only demote them to lower rank. So the lowest ranked piece, cannot be demoted, in this case SWORD. Notice

that even though the white sword at E8 is within the reach of the power magician at G6, the sword cannot be demoted. Similarly, for the lowest ranking black magician at G5, even though it is within the reach of the power magician at G6, it cannot be demoted any lower.

MAGICIAN RULE: If a magician (M) is at square 'x', then he can physically move to any of the BLUE squares, provided they are UNOCCUPIED, or, he can cast spells on enemies residing on any of the blue OR red squares. After casting his spell he does not move from his position at 'X'.
Additional rules for power magicians and low magicians:

Power magicians are magicians on horses, graced with the same moving principles as regular magicians except they enjoy the range of mounted warriors to unoccupied squares.

Low magicians are magicians that have been demoted to lower caste. They have the same moving principles as regular magicians except they can only cast spells up to 1 square, not 2.
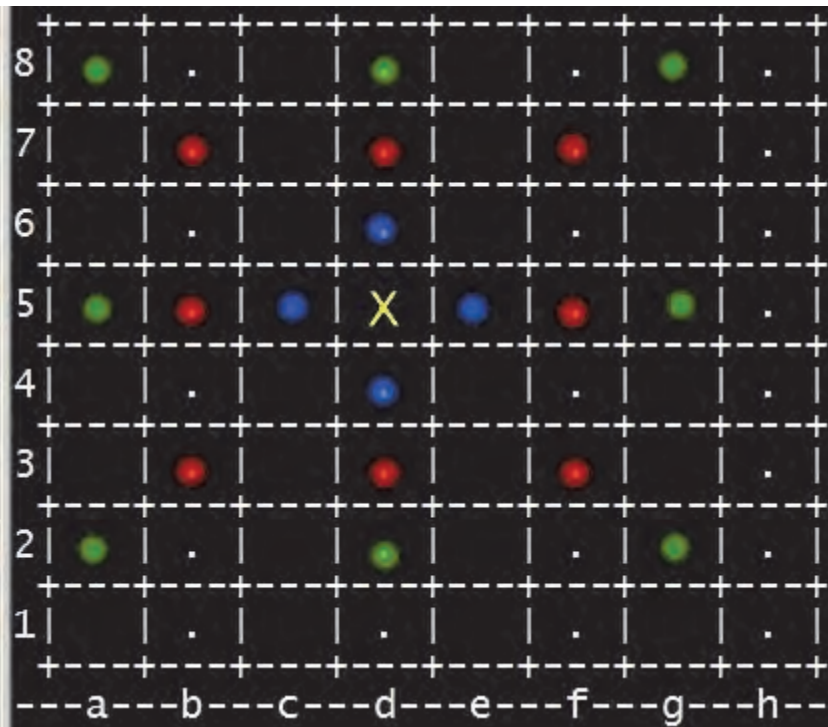
Applying these rules we arrive at the summary of magician demotions for the sample board:

 x = [C4 x A2]

 x = [C4 x C6]

 x = [C4 x C3]

 x = [G6 x F6]

 x = [C3 x C4]

 x = [C3 x C2]

 x = [C3 x D2]

 x = [C3 x E3]

 x = [G5 x G6]
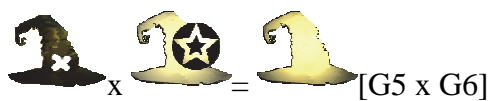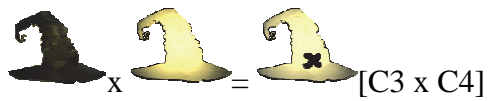
Magician vulnerability

Notice that magicians are vulnerable on the adjacent diagonals. Magicians cannot physically move there or demote a piece that resides there:

 x [D2 x C3]

 x [B5 x C4]

They can also be 'hooked' by warriors, sneaking through the net of their spell zone:

 x [E2 x C3]

 x [A5 x C4]

8. . Exchange moves

Sometimes it is advantageous for one piece to pass on its horse to an adjacent piece. A magician would have quadruple the mobility and be able to cast spells at a greater distance over a few moves. Also, if the Khan gets demoted to a Khan archer or Khan sword, then that piece could promote itself back to full value by exchanging with an adjacent Warrior, Bondsman or Archer. Of course, the Warrior or Archer gets demoted; such is the price for the exchange.

In long range strategy, it is almost always advantageous to promote a khan back to its highest value rank, which reduces the chance of an easy capture by the enemy. You lose a warrior type piece, which may be crucial in offense or defense, so there is a tradeoff...

In the opening board scenario, there are a variety of exchanges that can take place, provided the 'Exchange' rules is set under **Game..Rules**
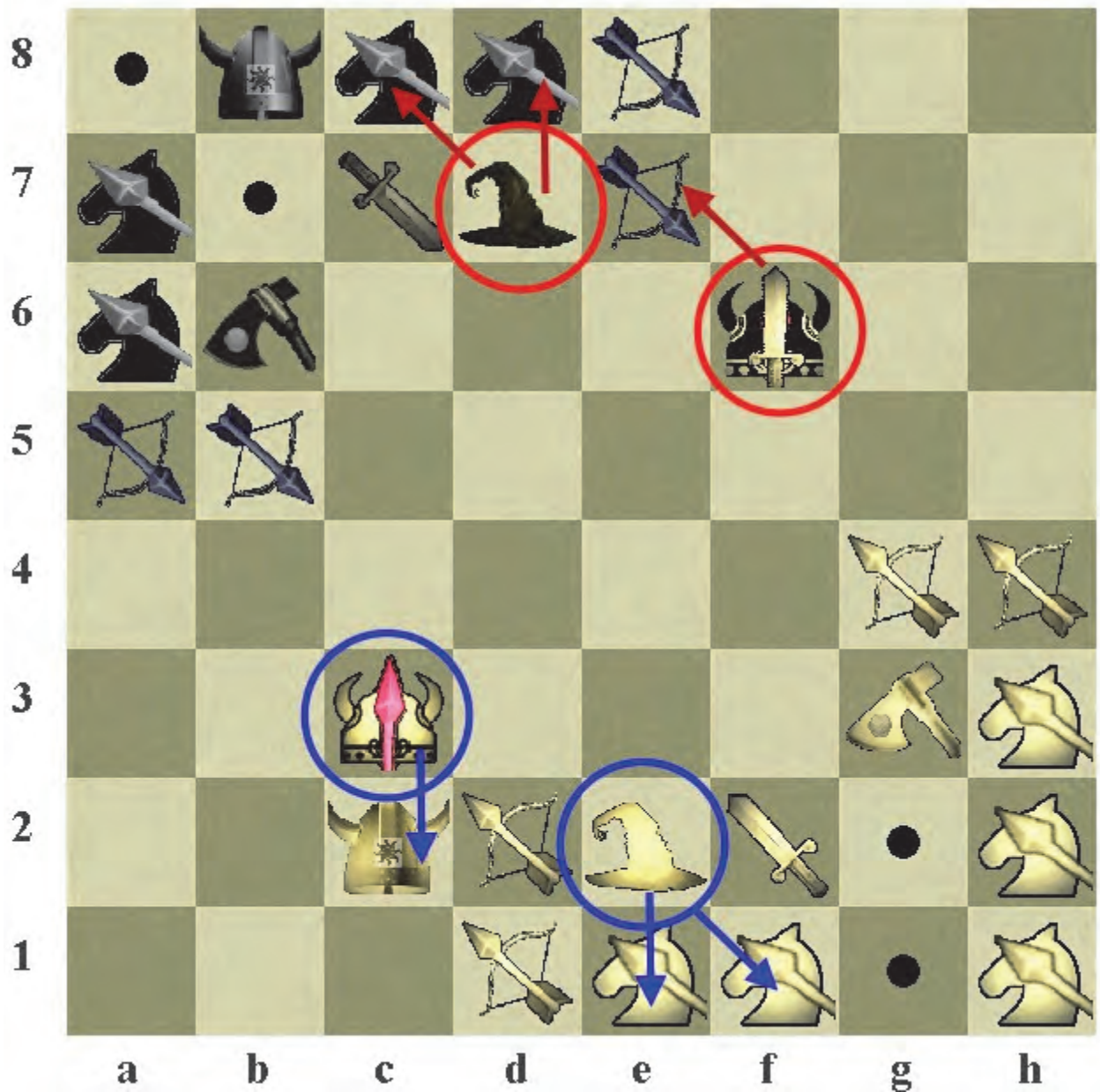
Exchange moves can be made by dragging the piece of interest over one of its own color. In the above example, that would be the white and black magicians and the white and black khans, which can 'borrow' horses from their neighbour to increase their own mobility. (See the blue-circled pieces for white, and the red-circled pieces for black.)

Note: the pieces in question do not change position, they only change piece value, so the following would describe all the possible exchanges:

 exchanges with and promotes to and demotes the exchange piece

to [E2 to E1]

 exchanges with and promotes to and demotes the exchange piece

to [E2 to F1]

 exchanges with and promotes to and demotes the exchange piece
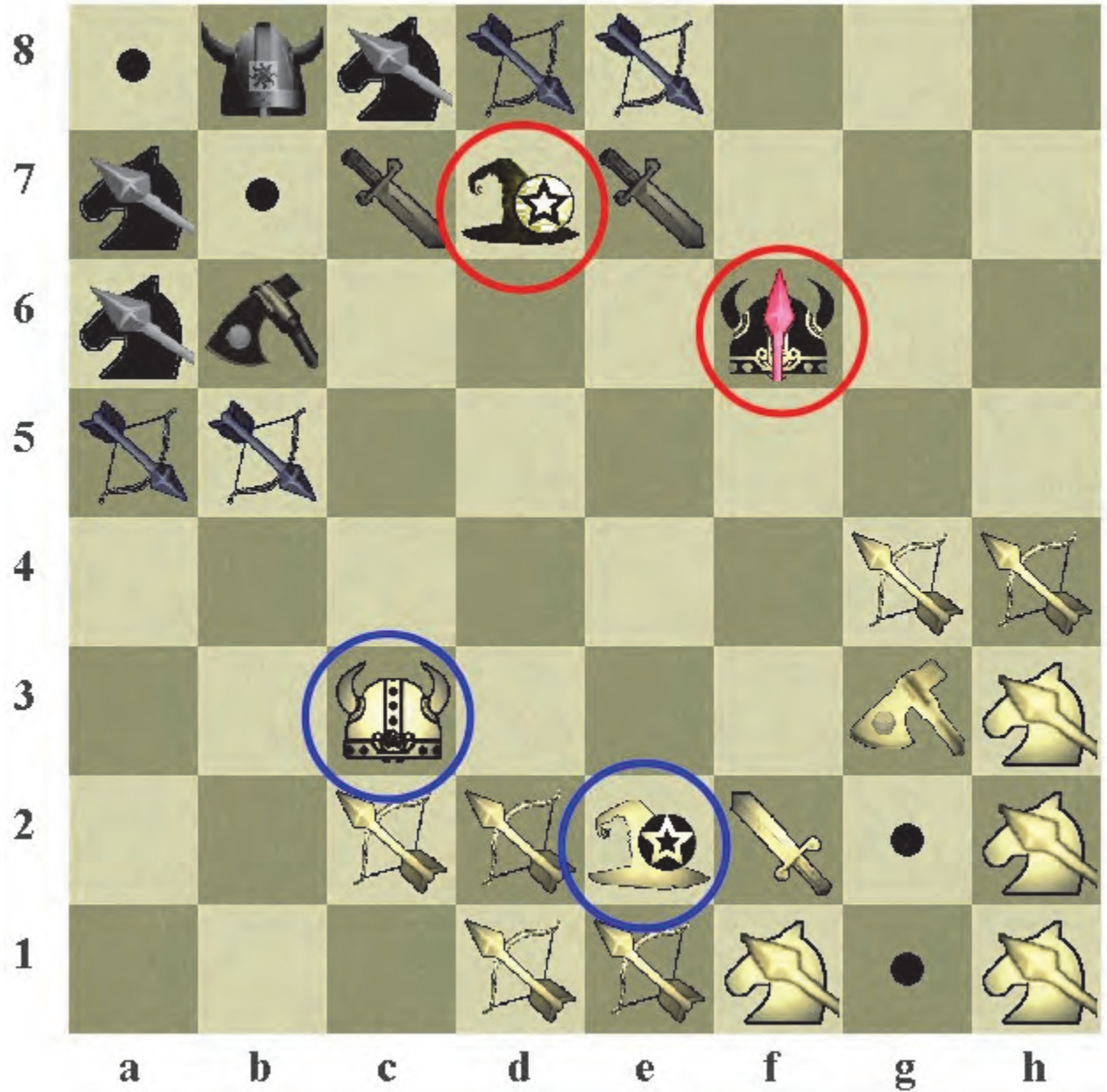
to [D7 to C8]

 exchanges with and promotes to and demotes the exchange piece

to [D7 to D8]

 exchanges with and promotes to and demotes the exchange piece

to [C3 to C2]

 exchanges with and promotes to and demotes the exchange piece
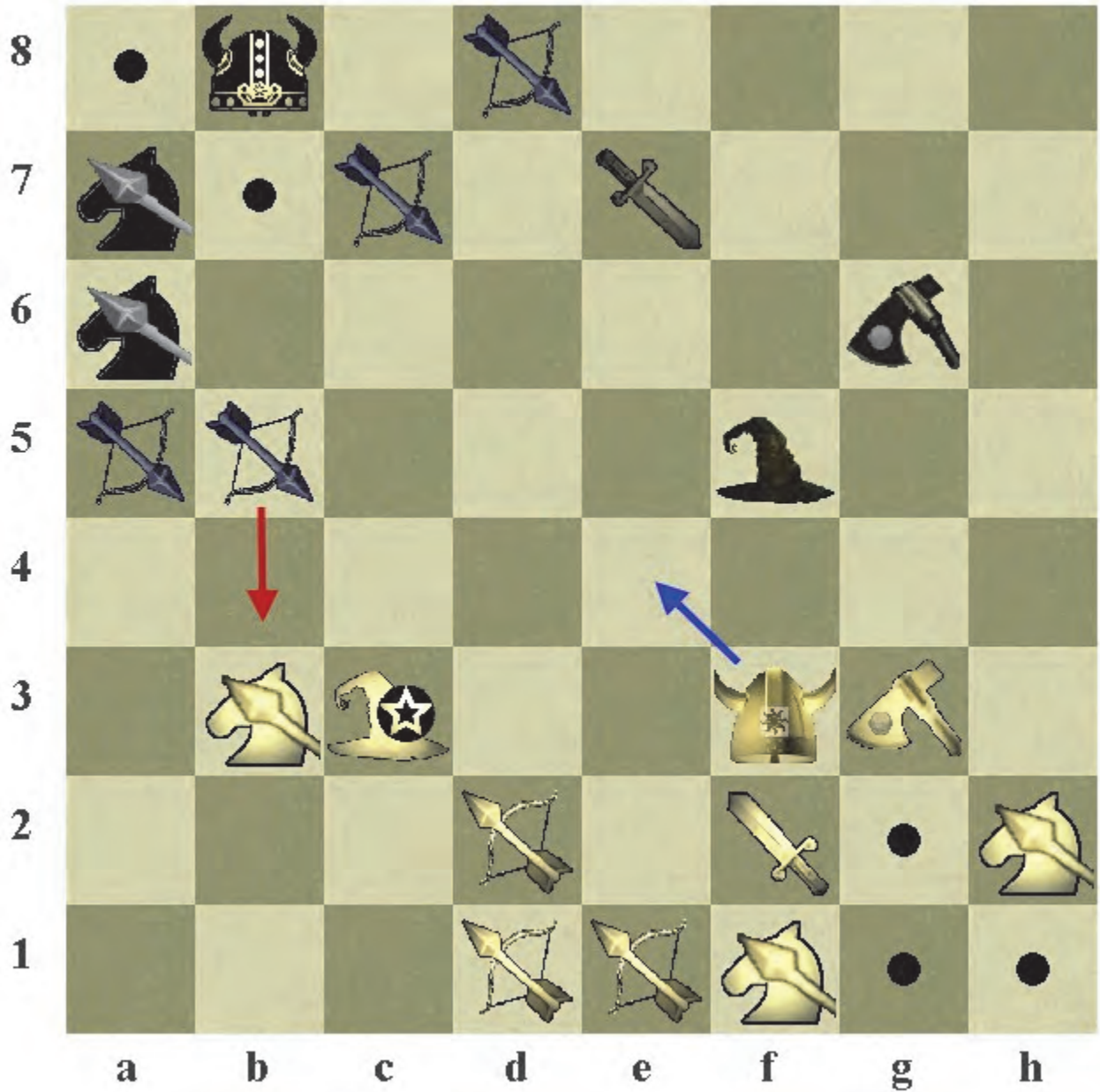
to [F6 to E7]

Resultant board

If all the black and white magician and khan exchanges moves were made, the board would look like:

9.. Advanced moves

Double attack:

Black moves archer at B5 to B4, and simultaneously attacks the white warrior at B3 and the white power magician at C3.

One must fall, because both can't move out of the way at once, nor can either capture the archer, double protected by archer at A5 and warrior at A6.

Skewer:

White moves the bondsman to E4 above and skewers the black magician at F5 and the black assassin at G6. If black moves the magician, the assassin falls to the bondsman. If black leaves the magician, the bondsman captures it on the next move. An impossible scenario, as there is no black piece in range to protect the magician.

Sacrifices:

Giving up a piece to gain a positional advantage or a win, is a powerful tactic. Below, black has only to capture the white archer at D2 to win:
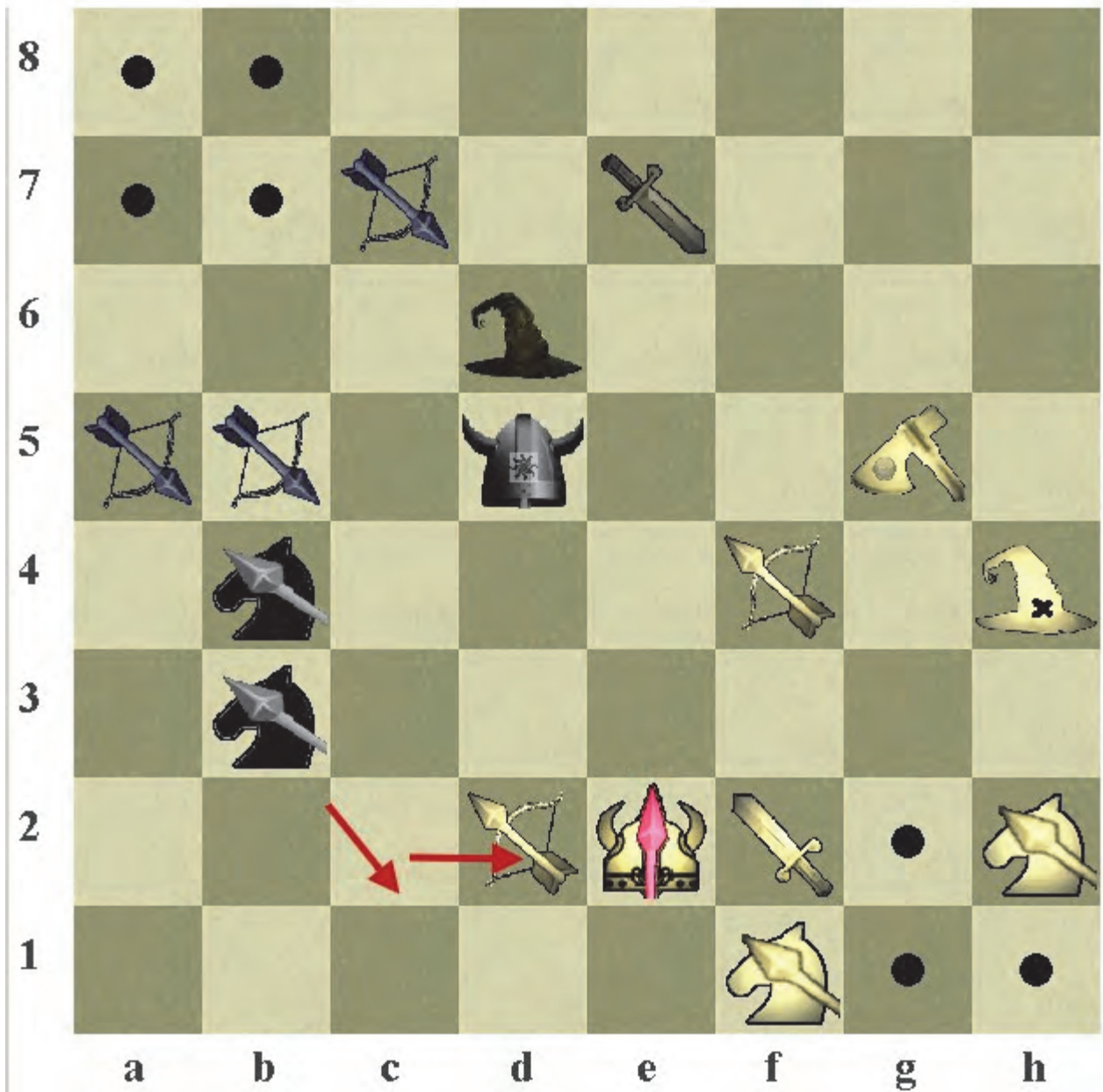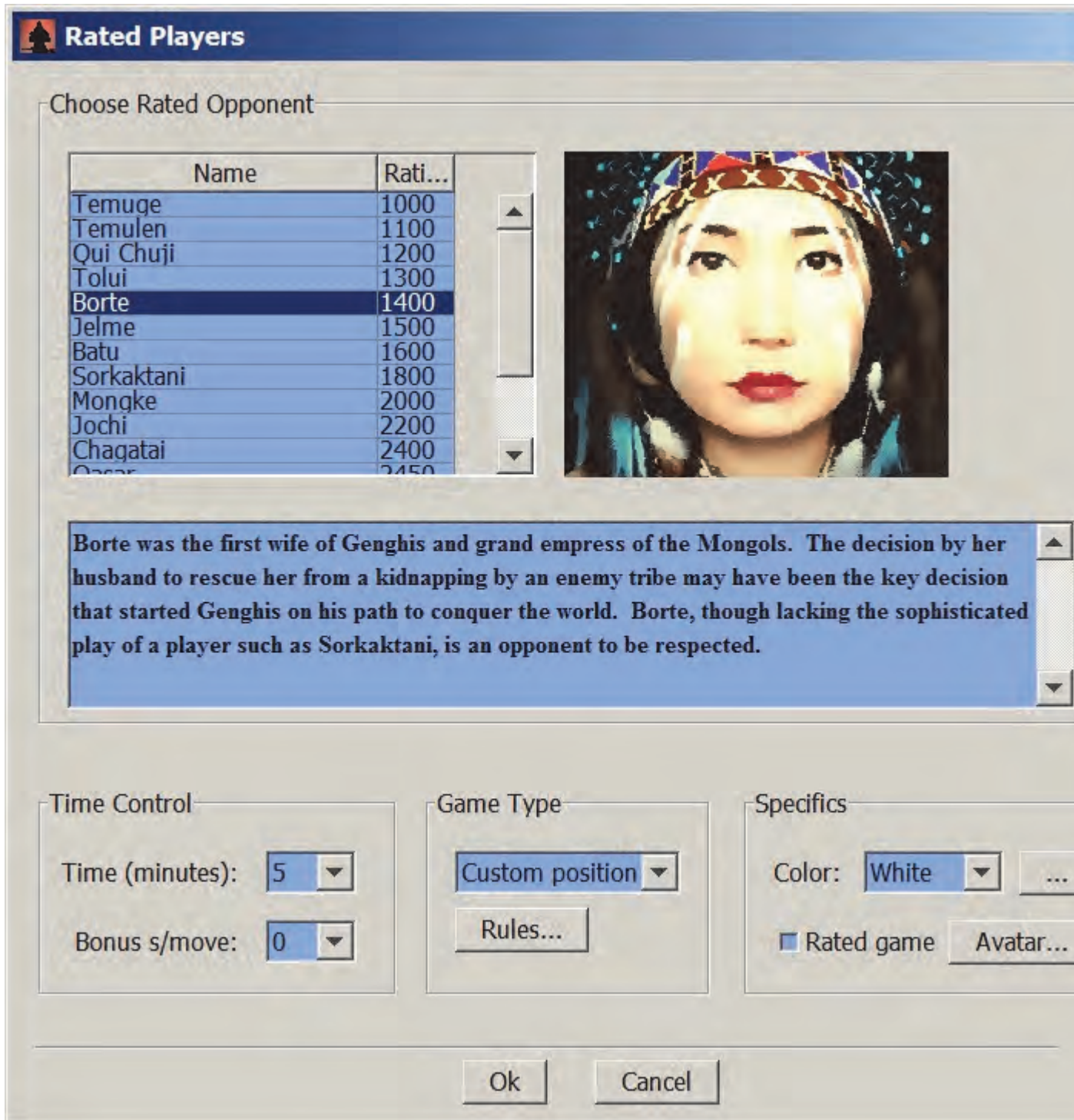
If white recaptures F1-> D2, black answers by pushing D5 -> D2 and wins the game, as the white khan-archer at E2 has limited mobility (1 square in each direction), and cannot escape the Bondsman's attack swath. White loses.

10..Skill settings

Picking skill levels

The easiest way to pick a skill level in Conqueror is **Game..Rated Players**. Choose the ELO rating of your opponent, plus other options then select OK:


Rated Players

Choose Rated Opponent

Name	Rati...
Temuge	1000
Temulen	1100
Qui Chuji	1200
Tolui	1300
Borte	1400
Jelme	1500
Batu	1600
Sorkaktani	1800
Mongke	2000
Jochi	2200
Chagatai	2400
Qasar	2450

Borte was the first wife of Genghis and grand empress of the Mongols. The decision by her husband to rescue her from a kidnapping by an enemy tribe may have been the key decision that started Genghis on his path to conquer the world. Borte, though lacking the sophisticated play of a player such as Sorkaktani, is an opponent to be respected.

Time Control

Time (minutes): 5

Bonus s/move: 0

Game Type

Custom position

Rules...

Specifics

Color: White ...

☐ Rated game   Avatar...

Ok   Cancel

Custom time controls

You can also choose custom **Time Controls** by selecting **Game..Players**:
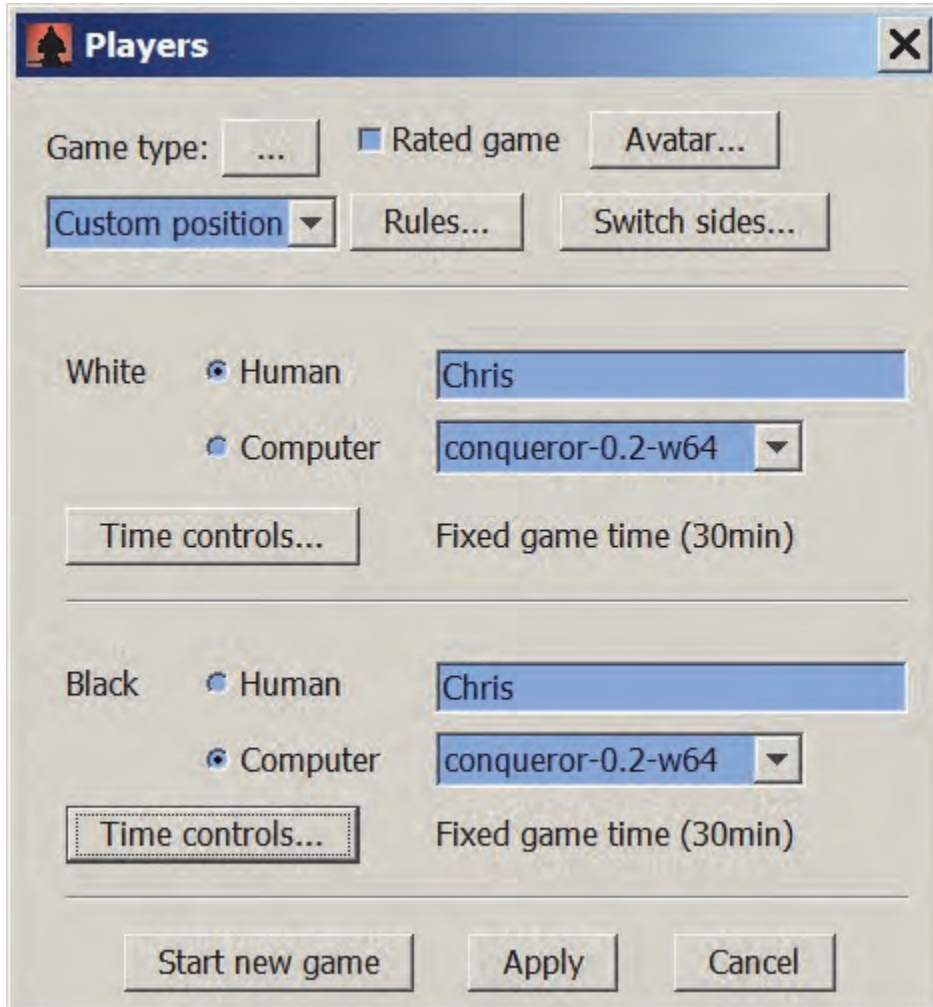
Click the time controls button and choose **'Fixed depth', 'Time per move', Blitz, Tournament,** etc, as desired for black and white. For example, fixed depth search at 4 half moves, sets the opponent to look no more than 4 moves ahead: 2 for white and 2 for black. This is useful for specifying a custom skill level:
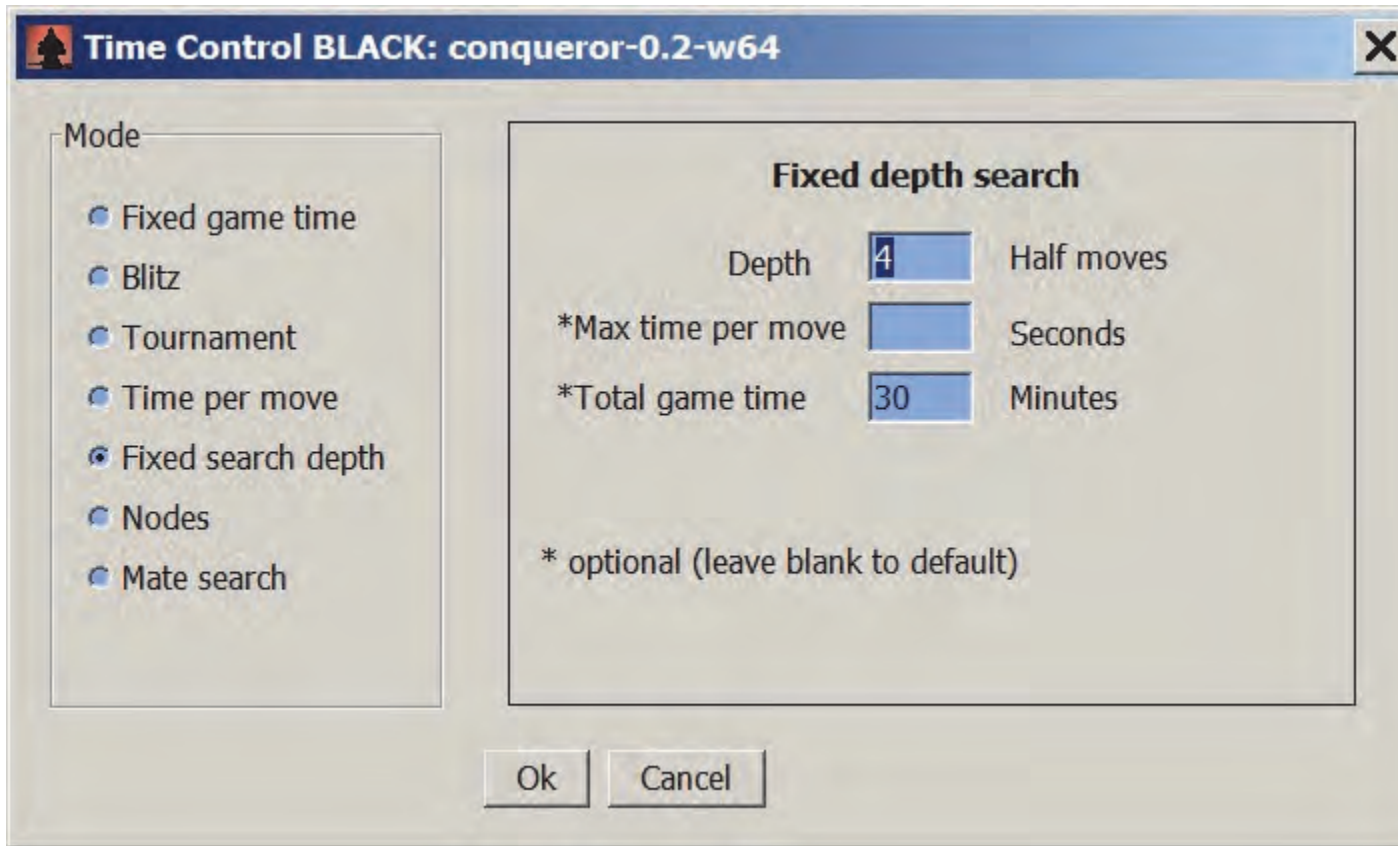
Setting a handicap

You can also specify a handicap for an opponent, by choosing a Custom Game option. After selecting **Game..Players**, click the triple dots [**...**] beside 'Game Type'. In the dialog that pops up, select the piece handicaps for each side. For example, in the settings below, black is obliged to play without a magician, thus making it easier for white to win.
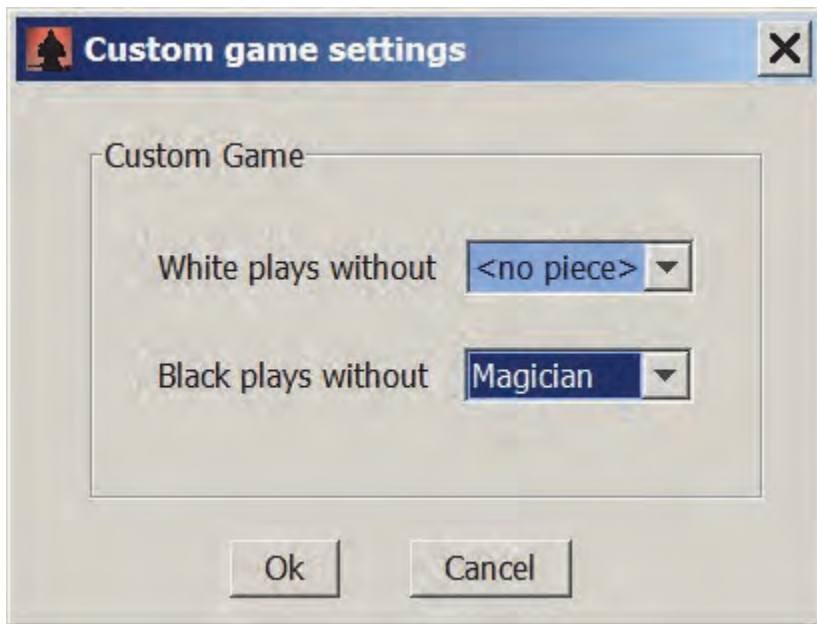
Playing engine against engine games

Choose **Game..Players**. Set both player types to "Computer". Set the time controls and handicaps for each side, then select "Start new game". This is useful for studying various modes of play.

If you are unfamiliar with the rules of the game, you can watch the engines play each other and learn from their tactics. Also, in terms of rated play, it is worthwhile to study the engine's style of play, so you know what you are up against when you do decide to go up against the computer.

Playing rated games against the computer

Conqueror has a built in ranking system using ELO as the measure. If you play a rated game (select the **'rated'** option under **Game..Players** or **Game..Rated Players**), your ranking will go up or down based on the result of each game.
(Note: Player ELO starts out around 1500.)

To ensure a level playing ground, the only clock settings that are available in rated mode are:

- Fixed Game Time
- Tournament
- or Blitz

The clock must be shared between opponents. Unequal or varied clocks are not allowed: for example, Player plays Fixed game time of 30 minutes and computer plays Tournament clock of 5 minutes.

11..Khan Siege 1: Object of the game

Siege warfare was heavily in use in the time of Kublai Khan (mid-late 13th century AD)

In the early days of his rise, Kublai was commissioned by his brother Mongke, the then leader of the Mongol Empire, to carve out an empire in the ripe Sung Territory (Northern China). Enlisted as part of the overall vanguard was Uryankhadai, the son of the famous general Subutai.

Khan Siege rescue general picks up from this historical event of 1253. The Sung have captured Uryankhadai and imprisoned him in a remote stronghold. Your mission is to liberate Uryankhadai and bring him back to a safe haven, one of the healing gers, governed by a resident Mongol shaman.

Your enemy, however, is not only the Sung, but the Mongol tribe stationed opposite the Sung tower. They wait for Uryankhadai's liberation, competing for the privilege of his knowledge and skill in battle.

Khan siege is the next game level after Khan conqueror. It uses all the piece movements and rules of Khan. This initial board shows the Sung tower and the archers' range as they fire from the enemy tower:
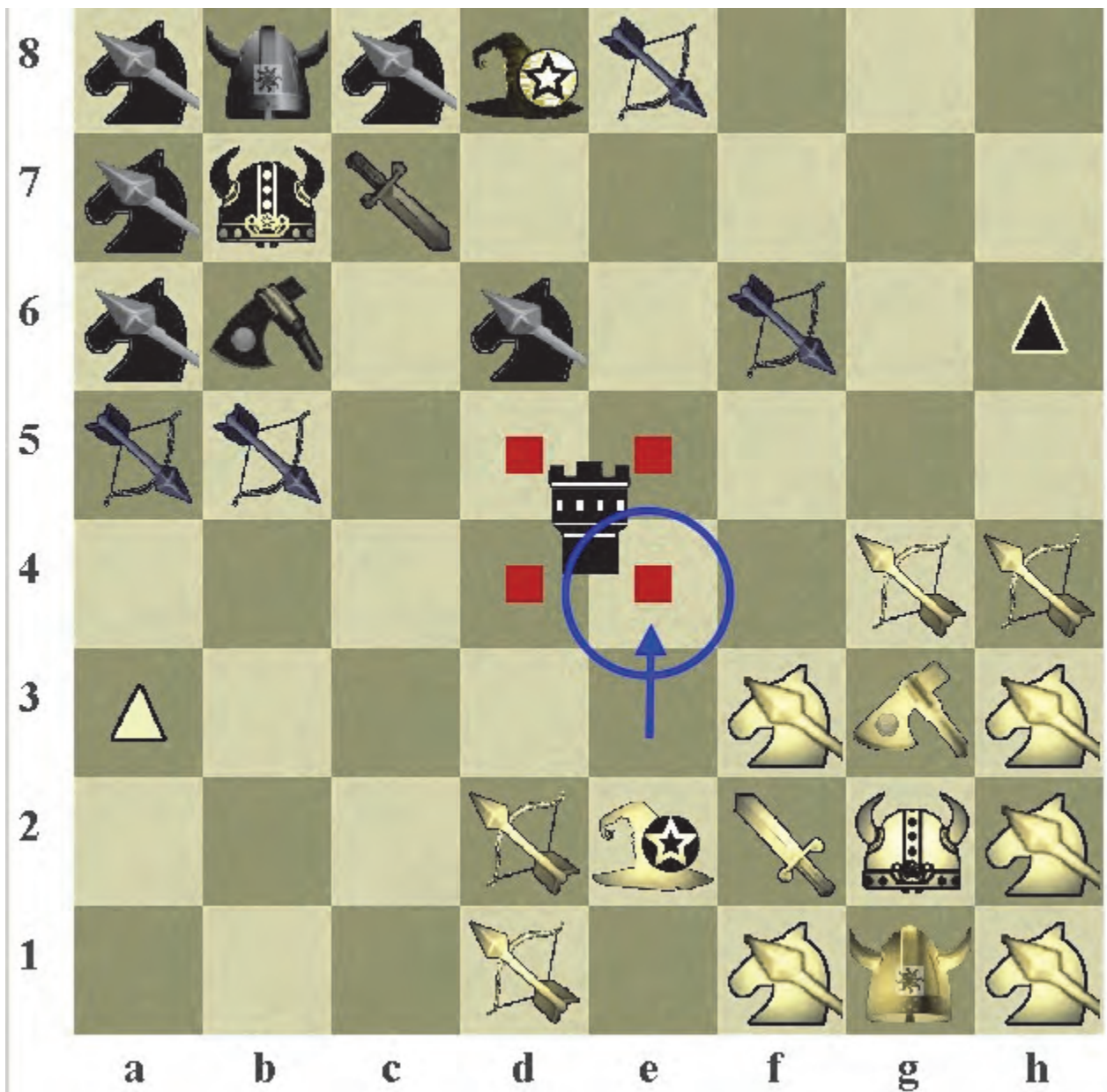
Opening board : rescue general

(Choosing **Game..Players**..Game type..Rescue General **Start new game** will select the siege 1 game for play):
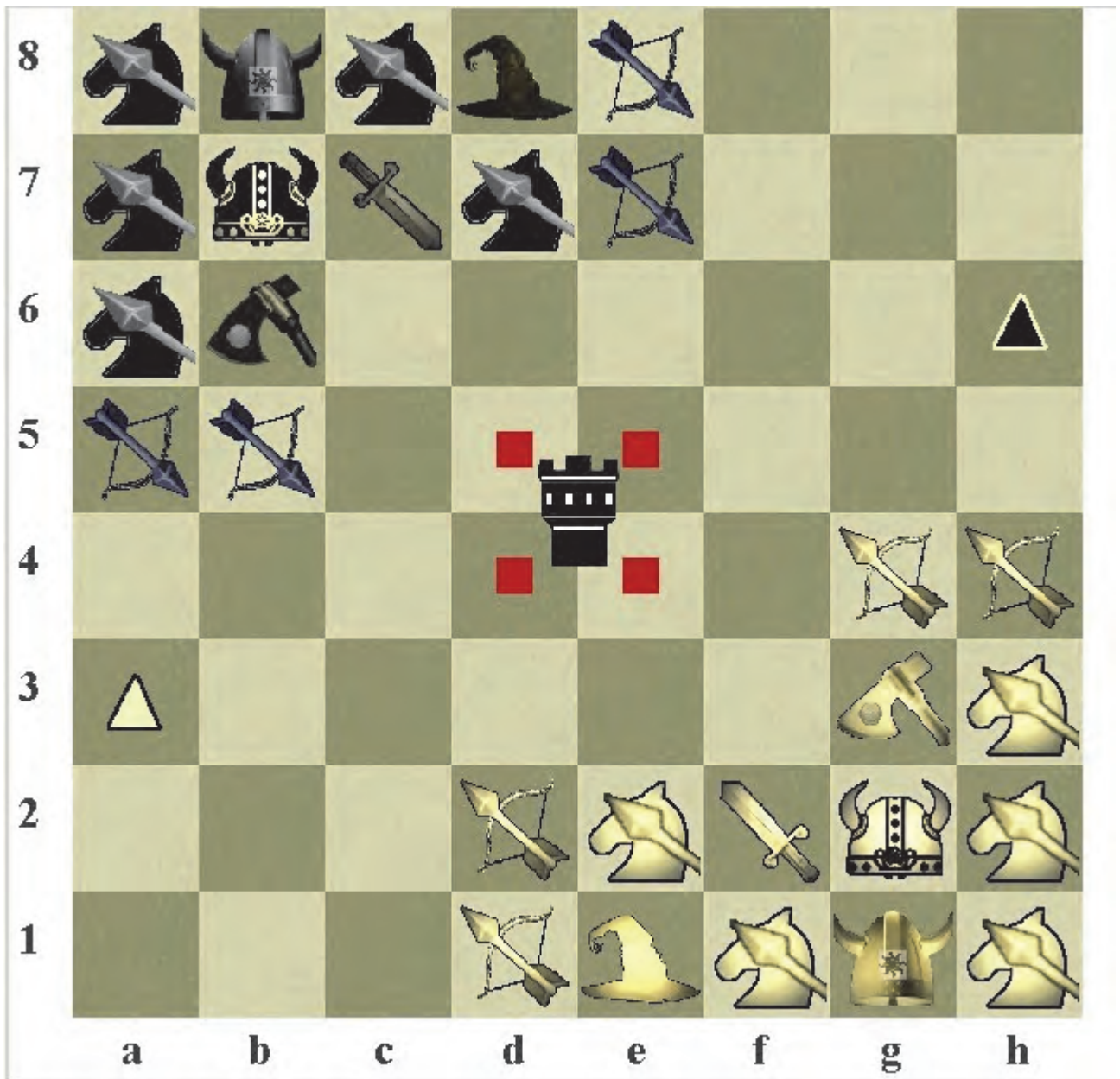
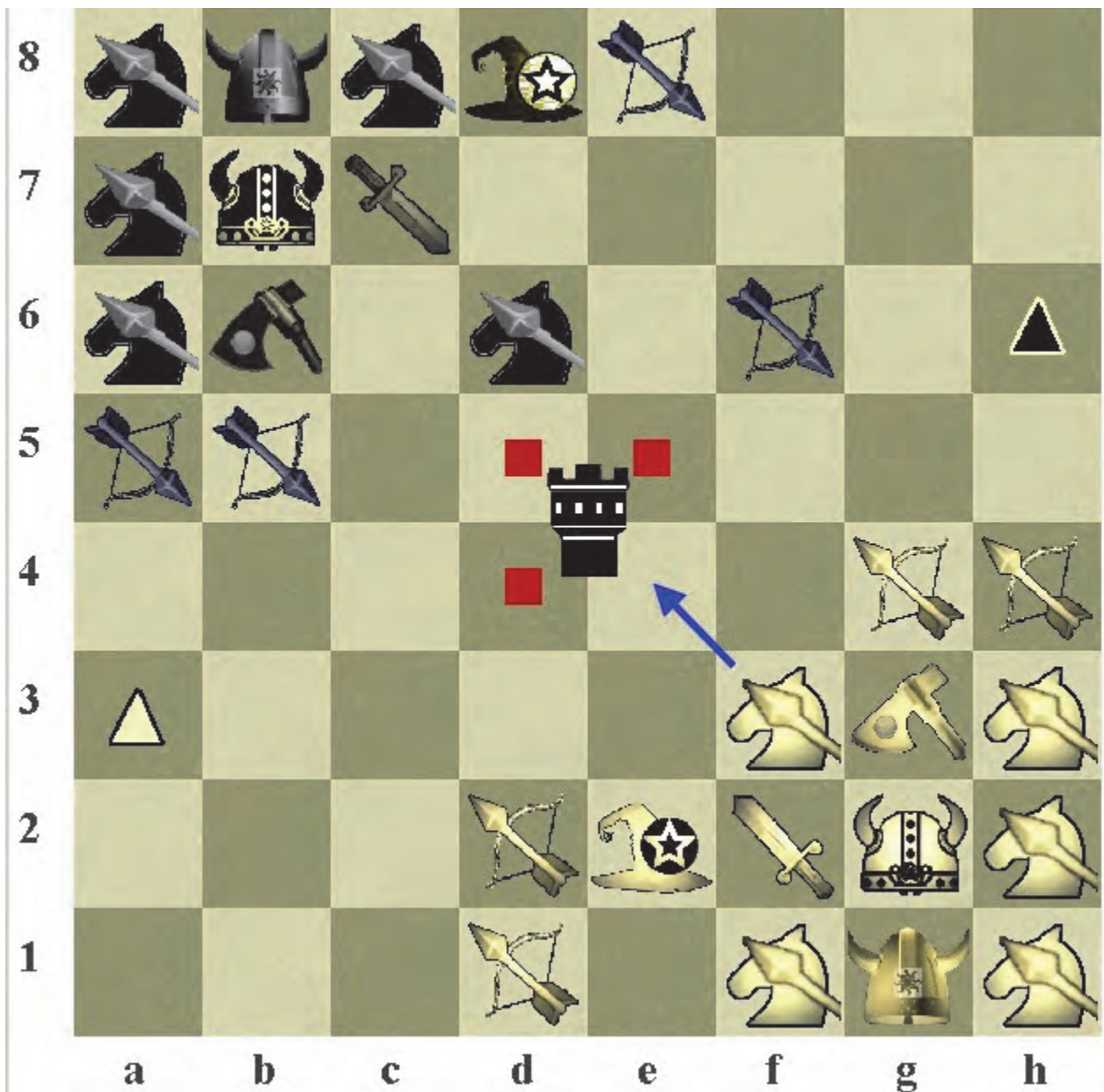# Strategy: Undermine the tower first

Develop your pieces to put a magician within spell casting range of any of the archer-manned red tower squares:

Rescue the prisoner

Secure the captive with a piece within range of the unmanned tower square. Choose a piece of the highest mobility:

Transport the captive to safety

It suffices to manoeuvre your pieces such to get the captive to the winning square, in this case, A3. For black, it is H6.

Note that the winning squares are configurable under **Game..Setup position**

 C1 -> A3 wins. The white warrior, holding the captive (in green), brings him to the healing ger at A3.
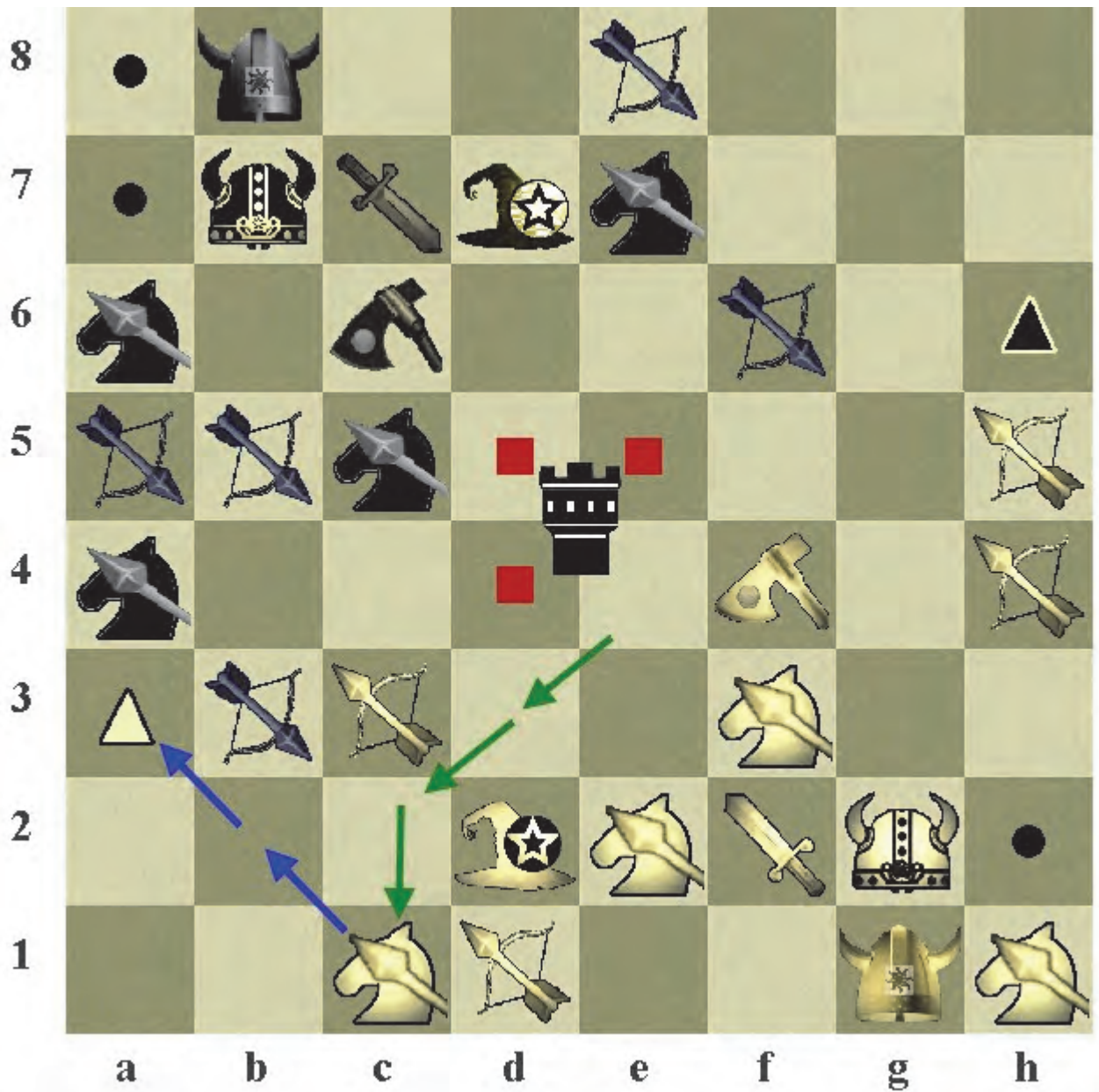
Of course, it's not so easy to do this in a game, against a skilled opponent rather hard.

Here, black has played unoptimally, allowed white to acquire the captive, and also left the winning square A3 unchallenged.

Siege exchanges

Pieces that have rescued the captive from the tower may either attempt to gain the winning position, or pass on the captive to a better mobile piece to gain the winning square(s).

Below, we see black's archer has broken into the tower and managed to secure the captive. He sits at E7 (the green circle denotes that he holds the captive).

He can pass on the captive to the black khan. The khan can ride on horseback to H6 to win the game on the next move:

This feature can be controlled under the **Game..Rules**..Siege menu.

Walking into the enemy tower

Any piece other than a magician that tries to breach the tower will die:

at F3 or at D3, if they move into RED archer armed section of the tower, they die.

Similarly, for black pieces:

at D6 or at F6, if they move into RED archer armed section of the tower, they die.
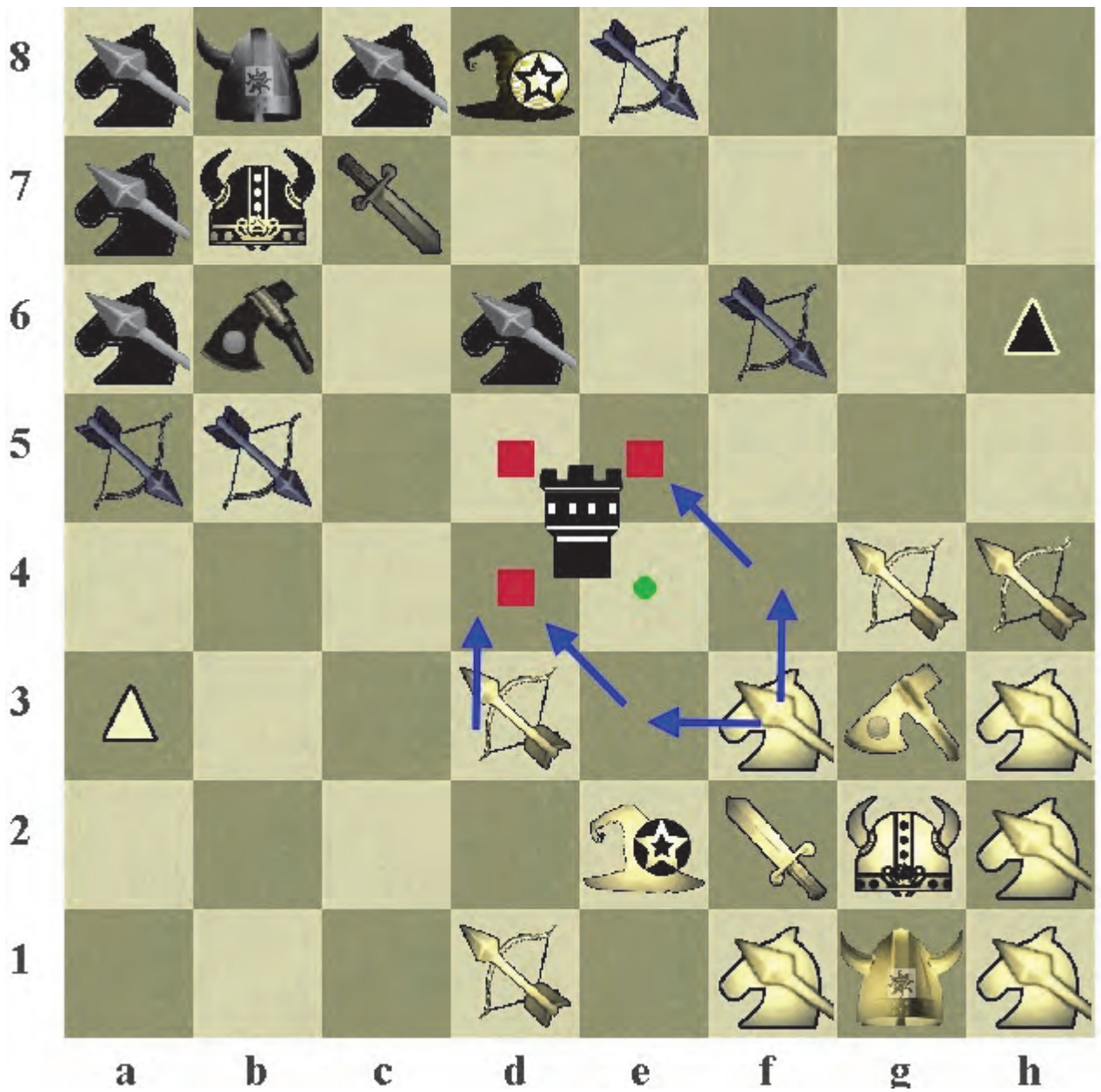
Legend:

△ Win square for white: white brings the captive here and wins

▲ Win square for black: black brings the captive here and wins

■ The black squares denote winning squares for black and white (H6 and A3 respectively)

■ The red squares denote the tower kill zone. Anything venturing here dies.

The green circle denotes which piece is carrying the captive.

Black circles denote home base squares.

12..Khan Siege 2: Object of the game

Siege warfare was heavily in use in the time of Kublai Khan (mid-late 13th century AD)

In the early days of his rise, Kublai was a prime target for kidnapping and sabotage. In retrospect, it is amazing that he eluded catastrophe to a ripe old age. In this Mongol simulation, however, Kublai has been captured and imprisoned in an enemy tower, under governship of the Sung army of Northern China--enemies of the Mongols. Similarly, the Sung have captured a rival Mongol tribe's khan, Ariq Boke, Kublai's nemesis. Ariq Boke is kept in the opposite tower (black or white), depending on which side you are playing.

Khan Siege rescue khan picks up from historical possibilities that might have occurred in the middle 13th century. The Sung have captured your khan. Your job, playing white or black, is to rescue the khan from the tower. You must bring him back to a safe haven, one of the healing gers governed by the resident Mongol shaman. At this point, your khan becomes part of your army again, and helps you to crush your enemy, the warring Mongol tribe...

The enemy army waits for liberation of your khan, hoping to capture him and destroy him, as well as liberating their own leader from the opposite tower and defeating you on the open battlefield.

The best strategist wins...

*Khan siege rescue khan uses all the piece movements and rules of Khan.

The following initial board shows the Sung towers and the archers' range as they fire from the enemy tower:

Opening board : rescue khan

(Choosing **Game..Players**..Game type..Rescue Khan **Start new game** will select the siege 2 game for play):

Note the absence of the khans on both sides. Each khan has been captured and imprisoned in the white and black towers respectively. Tribes are led by their respective first bondsman, at G1 and B8 respectively.

The white and black triangles at A1 and H8 denote the healing gers where each khan must be taken to recover from their ordeal in captivity.

If you are playing white, you bring your white khan to square A1. If you are playing black, you bring your black khan to square H8.

If you are playing white you might also want to thwart black's attempt to rescue his khan and transport him to H8.
Likewise, if you are playing black, you will want to thwart white's attempt to rescue his khan and transport him to A1.

So goes the struggle...

Strategy: Undermine the tower first

Develop your pieces to put a magician within spell casting range of any of the archer-manned red tower squares

White wants to let his power magician cast a spell from F5 to H5
Black wants to let his power magician cast a spell from C5 to A3:
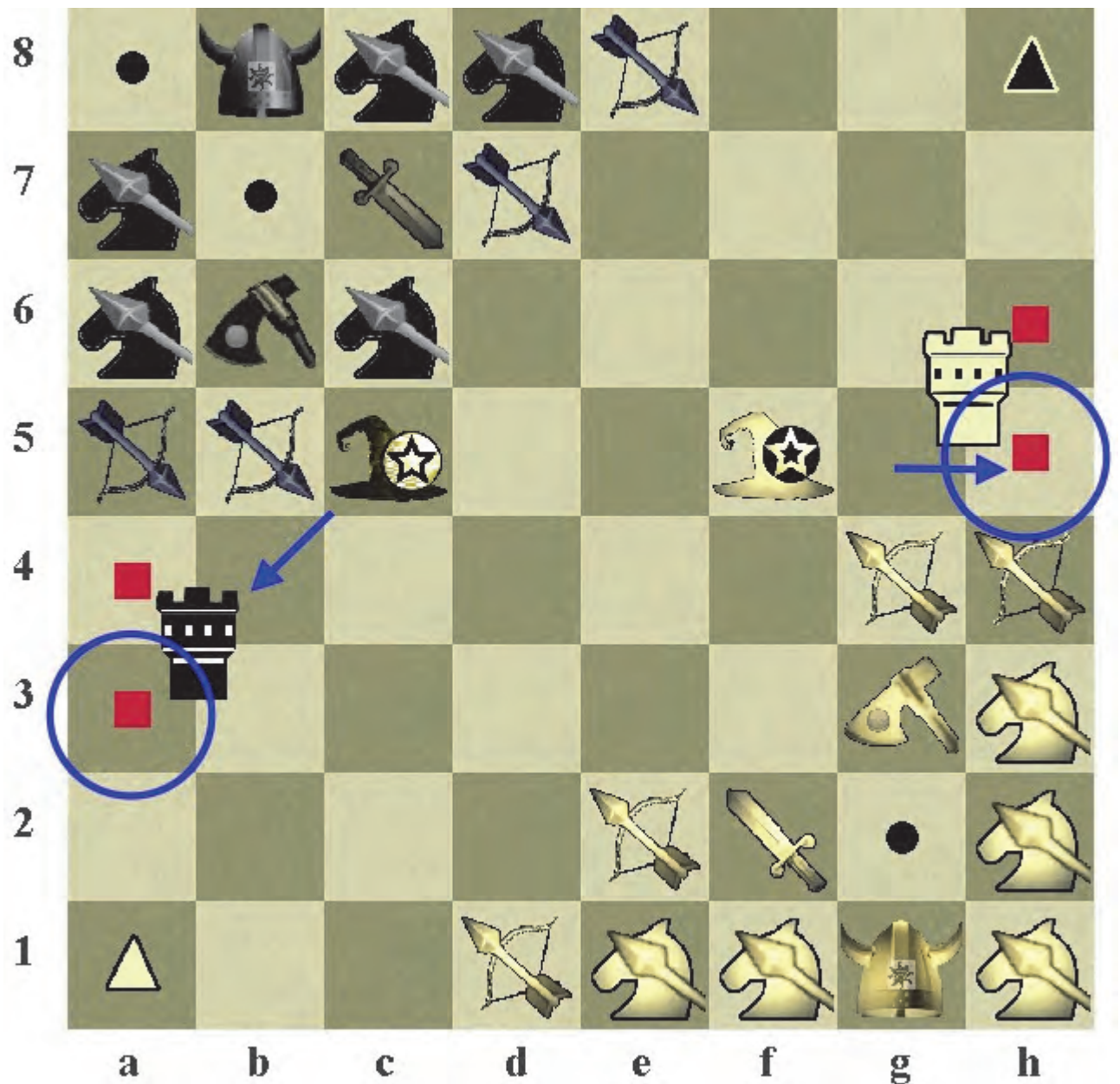
Rescue the prisoner

Once a pickup square has been established, move a piece to the vulnerable area of the tower and 'pickup' your khan. Choose a piece of the highest mobility.

For white, this would be the Warrior moving from F4 to H5
For black, this would be the Power magician moving from C3 to A3
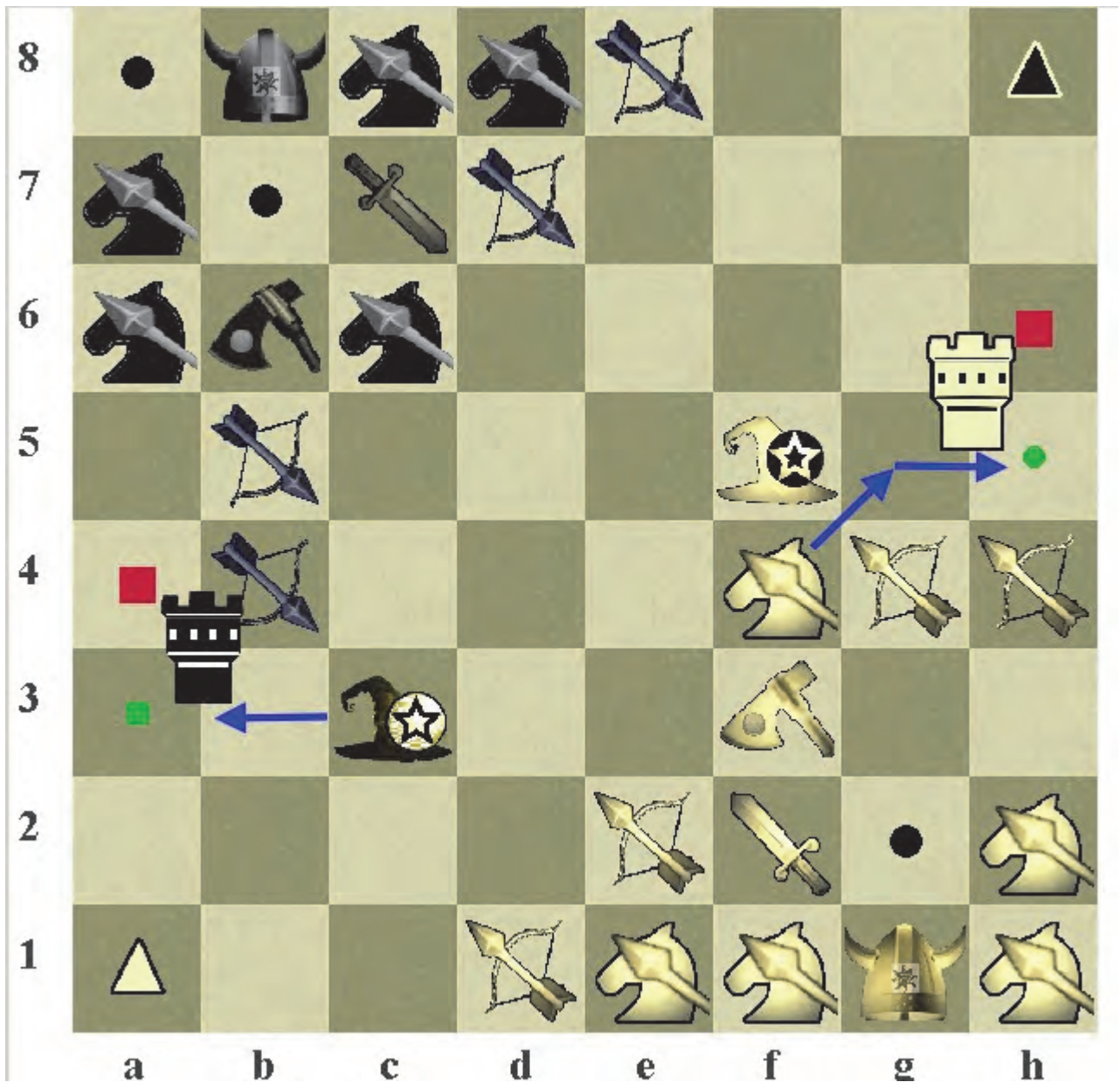
Transport the captive to safety

It suffices to manoeuvre your pieces such to get the captive to the dropoff square, in this case, A1 for white, and H8 for black.
Note that the dropoff squares are configurable under **Game..Setup position**

In this simplified example, you can see some obvious routes to get the captives to their respective safe havens.
Of course, in a real game, this may take many moves, and via unobvious routes, but for

the purposes for an example, this depiction suffices:

B2 -> A1 drops off the white khan. The white warrior, holding the white captive (green circle), brings the khan to the healing ger at A1.

F7 -> H8 drops off the black khan. The black power magician, holding the black captive (green square), brings the khan to the healing ger at H8.

Release the captive

After having moved the captive to A1 for WHITE and/or H8 for black, the player need only move the same piece *away* from the dropoff square to release the healed khan. This is depicted by black and white moves below:

A1 -> C2 releases the white khan which manifests itself at A1.

H8 -> H7 releases the black khan which manifests itself at H8.
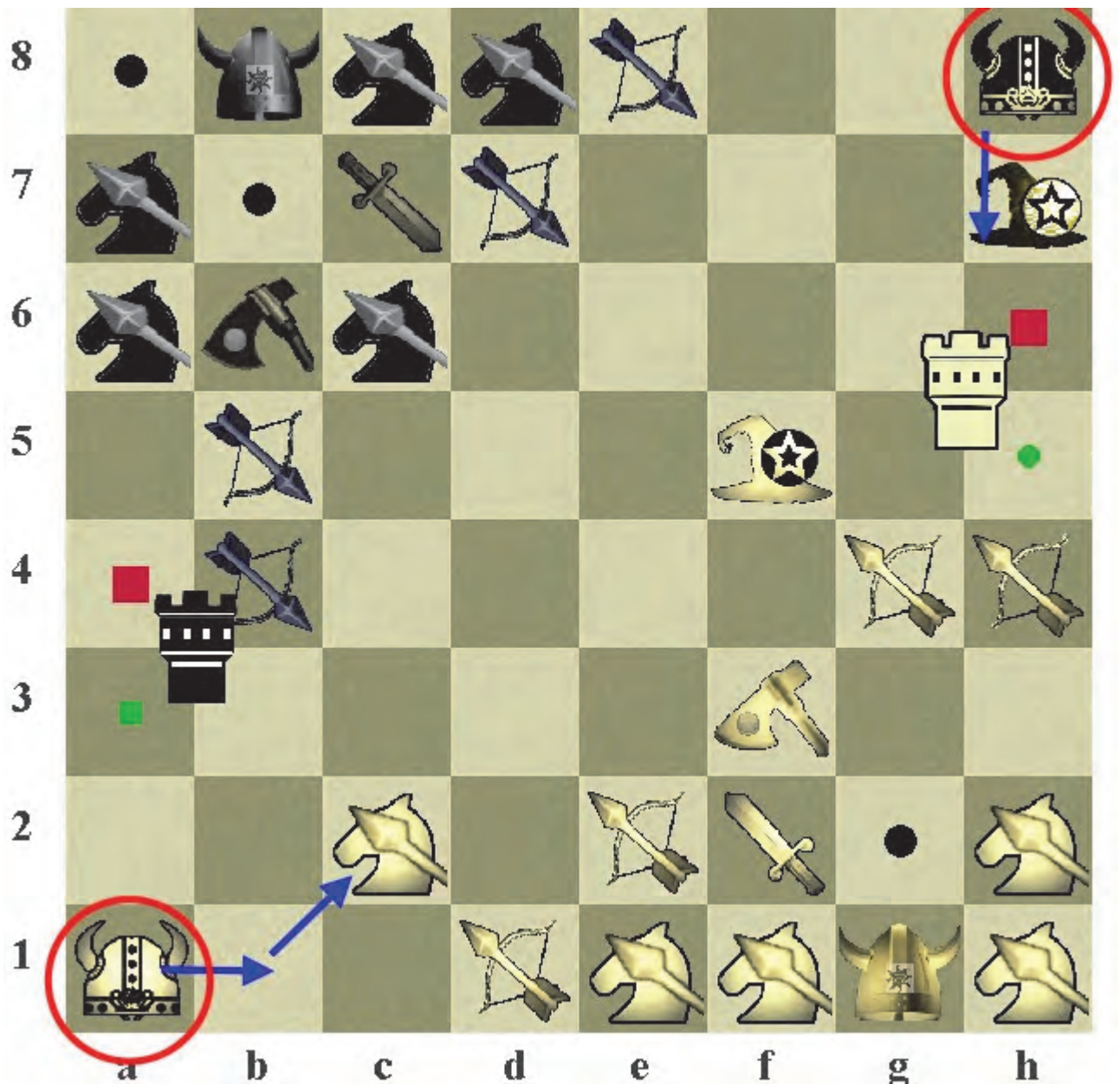
Picking up an enemy captive

It is possible to pick up the enemy captive as shown in the board below. This is a tactical move, which prevents your enemy from acquiring his own khan himself. You can 'guard' the enemy captive throughout the game, even kill the captive by deliberately walking into an armed tower square. Of course, you sacrifice your own piece.

It is important to take care, because if you unwittingly move this enemy captive to a dropoff square (A1 for WHITE, H8 for black) the enemy khan will manifest and this will

likely lose you the game.

 B3 -> A3 White archer picks up the black captive khan at A1

 F6 -> H5 Black warrior picks up the white captive khan at H5
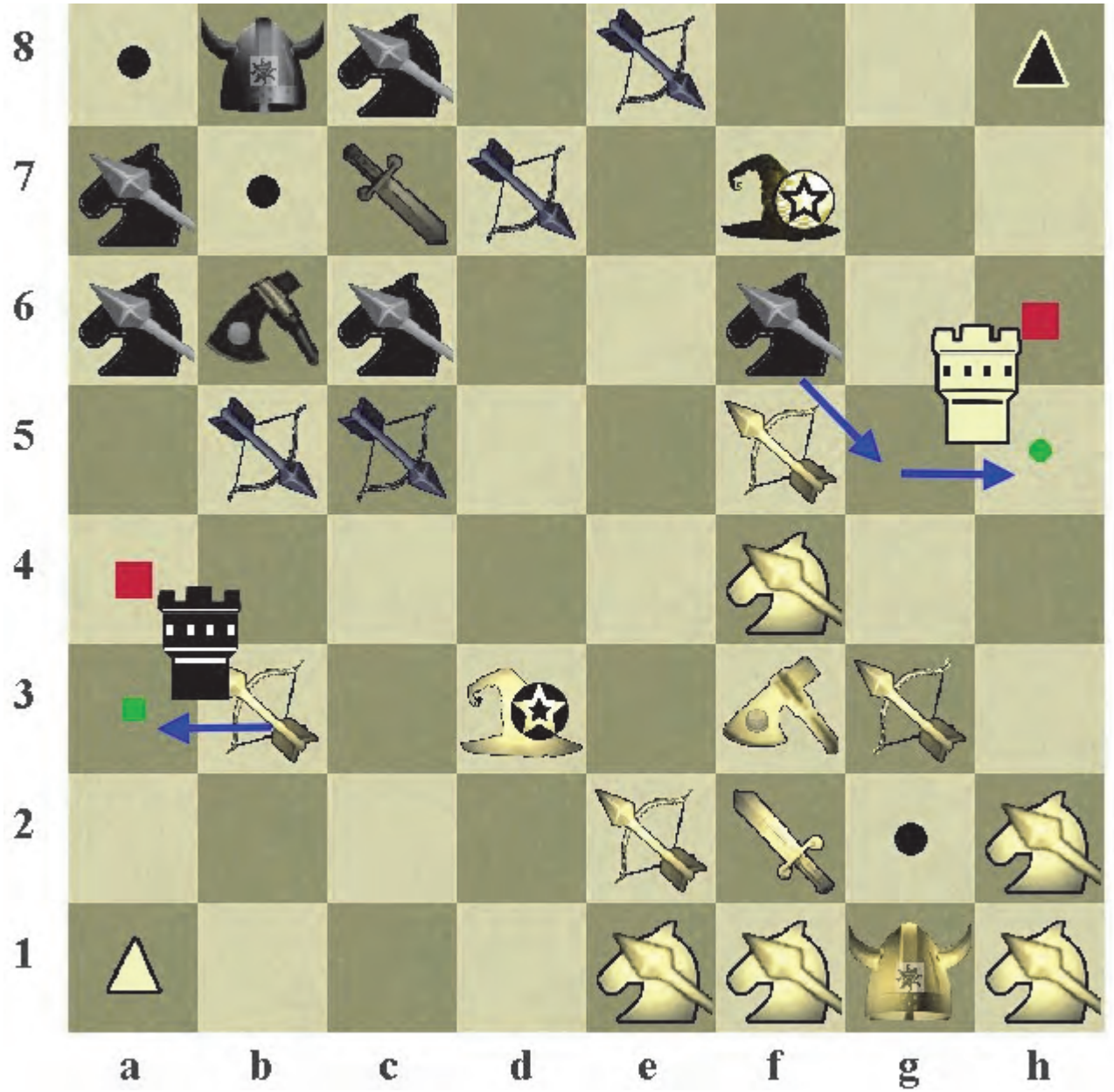
Capturing an enemy captive

Interesting game play can result from capturing an enemy captive in the battlefield. Specific rules apply.

Rule 1: If a piece holding its own captive captures a piece holding its own captive, the enemy captive dies

White warrior captures the black archer and keeps its own captive while killing the enemy captive:
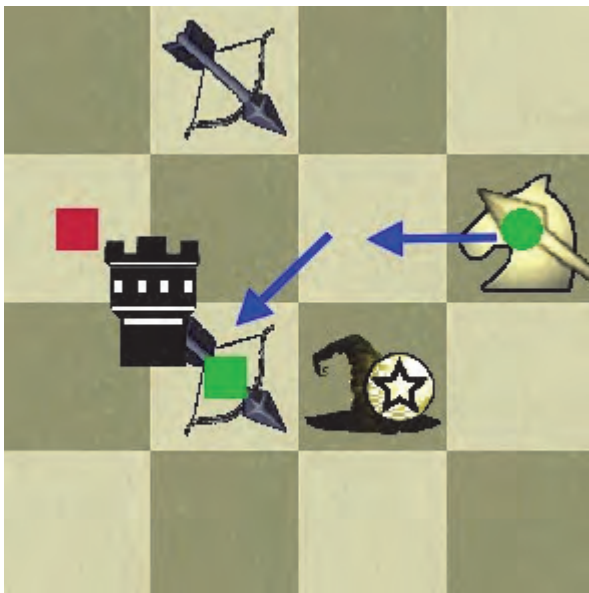
aftermath=>
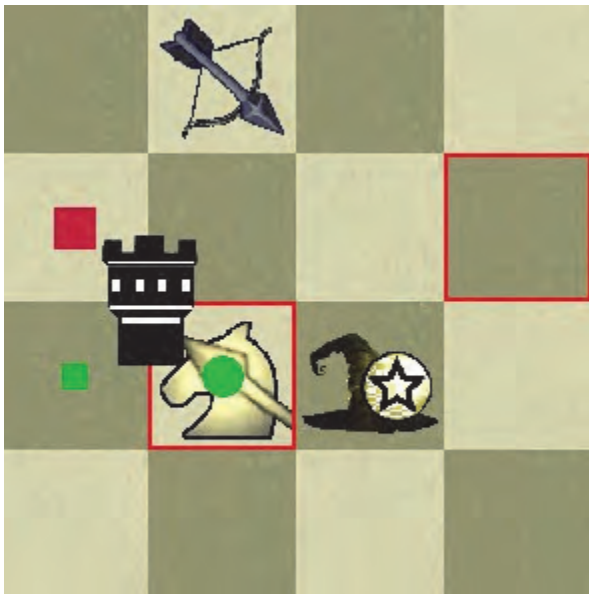
Rule 2: If a piece holding the enemy captive captures a piece holding its enemy captive, the capturing piece acquires its own captive while letting the enemy captive die that it was holding

Black warrior captures the white archer and acquires its own captive while killing the enemy captive
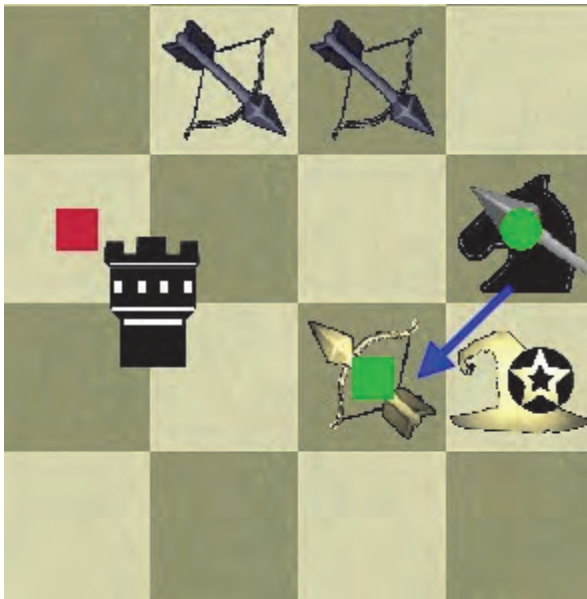
aftermath=>
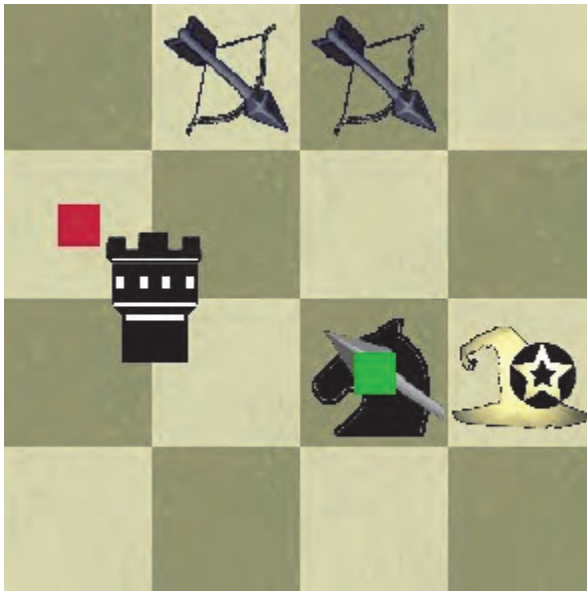
Siege transfer

A piece can pass on the captive to any adjacent friendly piece. The piece may be holding its own khan or the enemy khan:

The white archer at E2 can pass the white khan to any of the adjacent pieces at D1, D2, D3

The black power magician at C5 can pass the black khan to any of the adjacent pieces at B6, D5
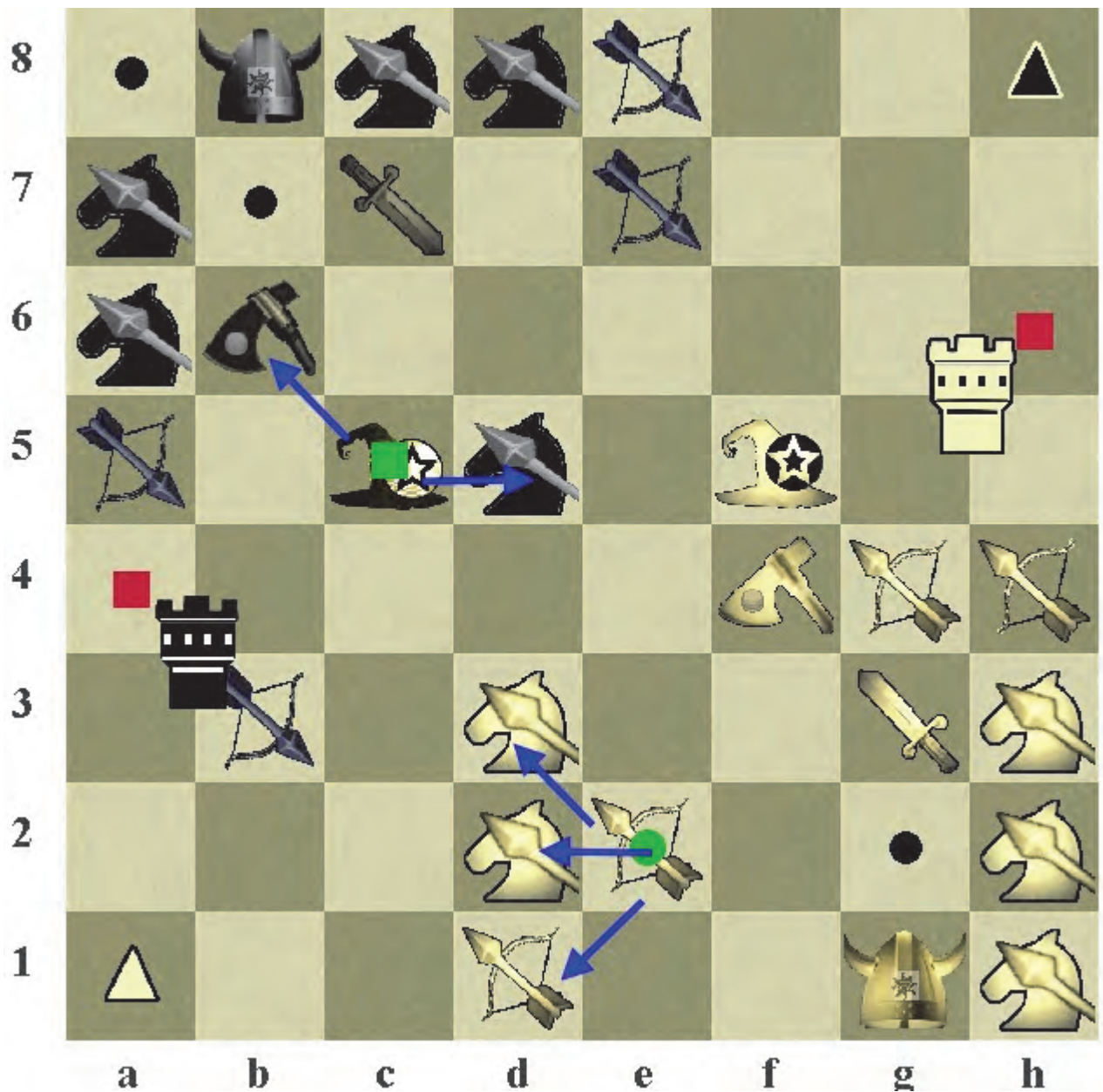
Walking into the enemy tower

Any piece other than a magician that tries to breach a tower will die:

 at G4 or at G7, if they move into RED archer armed section of the tower, they die.

at A6 or at G5, if they move into RED archer armed section of the tower, they die.
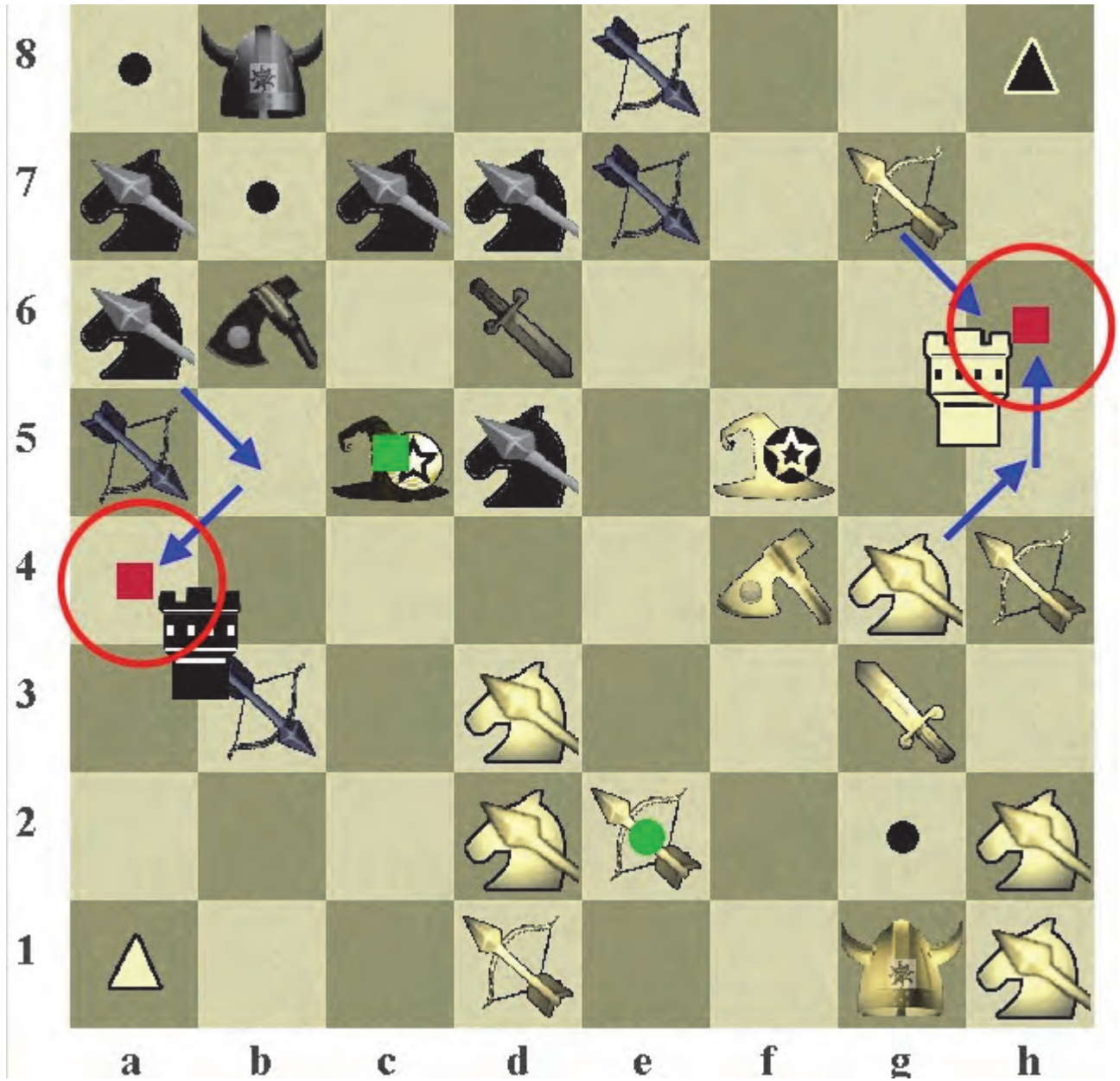
Legend:

Khan dropoff square for white
Khan dropoff square for black

■ The red squares denote the tower kill zone. Anything venturing here dies.

● The green circle denotes that the piece is carrying the white khan.

■ The green square denotes that the piece is carrying the black khan.

● Black circles denote home base squares.