

ZIG



Rules Game

Little kind creatures have invaded the planet and when four of them gather together, they trigger off some strange symptoms on human beings ... It looks as if some victims have been losing all control of themselves, either visible in strange moves or strange words such as Zig ??! Zag ??!
Watch out! The most affected patients have even shown complete crisis of laughter that lead to excesses of good mood!

Materials

- 93 game cards : 64 «Characters» cards,
- 17 «Special» cards,
- 12 «Constraints» cards.
- 1 score pad.

Number of players

4 or 6 players in teams of 2.
Possible variants for 2 or 3 players.





Aim of the Game

The aim of the game is to gather 4 cards with one common feature (ZIG) or 2 common features (ZAG). Nevertheless, once you have succeeded, you have to be as smart as ever in order to transmit the information to your teammate without drawing the attention of the other players. Once he gets the hint, your teammate is on duty to declare ZIG or ZAG.

Set Up

To start a level 1 round, you have to take off the cards +1, -1 and CONSTRAINTS from the card deck. Then, you have to make up teams of 2 players, and you leave only one Joker by team in the deck. Thus, you have to agree with your teammate on two different discreet signs :

- one to warn your teammate that you have a ZIG
- and another one to warn him that you have a ZAG in your hands.

 **These signs can only be changed between two rounds.**
you are not allowed to change the signs during a round! 

The players have to sit on each side of a table. Each player has to face his teammate in a diagonal line. Therefore, your teammate is sitting next to his opponents. Every player will be dealt 4 cards and the other cards represent the draw pile.

 **You can never have more than 4 cards in your hands!** 

Playing the Game

A game is composed of several rounds. Each round is made of hands. During each lead, one card from the pile is dealt to each player. Every player leaves the card upside down in front of him. In order to take the new card, the player has to discard one of his cards either by laying one of his cards face up on the centre of the table (*Game Mat*) or by using a “Special” card .

! It is strictly forbidden to take one card from the Game Mat until the player has not taken his own upside down card! **!**

Then, all at the same time, the players can take and switch their cards with the ones that are on the Game Mat. Only one card can be discarded at once but the switch can be repeated as many times as needed.

When there are no more cards on the Game Mat or that no one wants to switch anymore, the Game Mat cards are thrown away to **the Bin**, face up next to the pile. Then it's time for the second lead to start and so on, until someone declares something.

The Cards

«Characters» cards :

Each «character» card can be considered according to 3 features

- 1 Element character: Water, Earth, Air or Fire.
- 1 Color character: Blue, Yellow, Green or Pink.
- 1 accessory : sunglasses, cocktail, suitcase or no accessory.

There are small icons in the corner of the game cards in order to check faster the features of the card.



« Special » cards :

- Jokers : It allows players to change any creature card. You use it exactly the same way as a creature card.



Use 1 Joker by team of 2. You can add one Joker to speed up the game.

- STOP : It allows blocking an opponent. This card should be placed in front of the concerned player (limited to 2 by player), you can play it any time. STOP stay until the end of the round (except if a Z is played !).



Your opponent can't regroup creatures according to character.



Your opponent can't regroup creatures according to accessories.



Your opponent can't regroup creatures according to landscape.

⚠ Obviously, a STOP cancels any corresponding ZIG or ZAG in case of a declaration or a BLOCK. ⚠

Situation with a STOP :



- Powers : it allows doing a special action. You may also discard this card but be careful to consequences !!

Some cards have an immediate effect (purple one) : Don't forget to throw away your « Powers » cards once used.



Card theft

It allows to steal a card at random in opponent's game cards. Until the next round, the opponent may play only with 3 cards in hands. Just before the next round, he will pick up a fourth card.



Game swap

Obliges a player (teammate or opponent) to swap his game cards with the owner of this special card.



Z

It allows to cancel effect of the following special cards of your game or teammate game : STOP (even if the card is there since several), card theft, game watch and game swap.

Other cards have a delayed effect (purple ones with black borders and clocks): These cards are upside down but placed in front of the player. They will all have to be played between two rounds.



Cards' Master

Cards' master watches cards of the deck. Then, he chooses who will receive each card. The round will follow as usual.



10 Seconds

The one who plays this card stops the individual cards distribution before a round. These cards are placed face up in the table center and the player has 10 seconds to do any changes he wants in his game cards. An out loud countdown is done by other players.



Game watch

It allows to watch the game of any players (teammate or opponent).

IMPORTANT: if 2 cards are not played during the same round because it's contradictory, it's the first one announced which is played, the other one is thrown away and can't be kept for the next round ! All « Powers » cards should be announced (either by their names - for cards with immediate effect, or simply by announcing that you play a power - for card with delayed effect). They are to be played in the order of announcement.



If you can't complete the game with cards on gale. players draw a card.



What to do next ?

Once a player has 4 cards with 1 common feature, he can do the hint for « ZIG » to his partner or teammate.

He can :

- Shout ZIG !
- Wait and realise also a ZIG in order to shout DOUBLE-ZIG !
- Try to realise a ZAG in order to do a ZIG-ZAG !

When one player has 4 cards with two common features, he can do the hint for the ZAG to his teammate.

He can :

- Shout ZAG !
- Wait and realise also a ZAG in order to shout DOUBLE-ZAG !
- Try to realise a ZIG in order to do ZIG-ZAG !

We verify declaration by showing cards. If declaration is confirmed, the team ticks its scorecard and the round is over. In case of mistake, even partial, players who have done the mistake change their cards and the round resumes.



Declarations

In every round, the goal is to make a declaration: ZIG, ZAG, DOUBLE-ZIG or ZIG-ZAG, in order to complete entirely the scorecard.

Two possible cases :

- If the declaration is correct, the team may tick the scorecard, and the contract is fulfilled.
- If declaration is failed, **players of concerned team** throw away their cards and draw 4 new cards. The set will continue without any change for opponent.

The round ends when one of the teams does a correct declaration. So, cards are collected, talon is formed again and cards are redistributed for a new round.

 **PARTICULAR CASE :**
if a team does **DOUBLE-ZAG**, they may tick
the box of their choice on the scorecard! 

The BLOCKS

When you suspect a team to have 4 cards forming a combination (whatever it is !), you may announce : BLOCK !

Two team members should present 2 cards without any common characteristics. If they succeed, you failed the BLOCK. On contrary, the BLOCK is confirmed.

 **Failed BLOCKS are limited !!!** 
(see the scorecard)

When a BLOCK is confirmed, the counter team should change their cards and prepare a new declaration.

When a BLOCK is failed, the player who made a failed BLOCK should change his cards and prepare a new declaration.

STRATEGIC ADVICES:
be careful not to keep a ZIG in your hands
when you try to do a ZAG. you may be blocked !!

End of game conditions

Game will end once one of the teams completes entirely is scorecard. For faster games, you can play only one level. You can also decide to use more or less special cards/Jokers for special game.

Level 2 : Constraints cards

When you decide to play on level 2 or on level 3, every player receives at the beginning a constraint card, hidden to the other players.



It's time to define a constraint : you will choose, at random and without seeing your card a number between 1 and 12. Then, each player checks on his card which constraint match with his chosen number. In order to validate announcements on level 2, you need to realise different combinations taking care of the imposed constraint.

At the end of the set, all players change their constraint card and choose a new number between 1 and 12. On level 2, two more special cards will be added to the game.



+1 : it allows to change your constraint card with the constraint of the above number. For instance, the defined constraint at the beginning of the round is 7, it becomes 8 for the player who placed this card.



-1 : it allows to change your constraint card with the constraint of the below number. For instance, the defined constraint at the beginning of the round is 7, it becomes 6 for the player who placed this card.

These cards (purple one) have an immediate effect. You will put the special card over the constraint card to prove, when checking, that the combination corresponds to the constraint !

Advises to start

It's better to play only on level 1 (without constraint) for the first time. A second game may be done only on level 2 (with constraints cards and adding special cards +1 and -1).

Finally, when you master the two first levels, you could try the level 3 !

Level 3 : for experts only !

Level 3 corresponds simply to level 1 and level 2 played at the same time... It's your choice to do a combination matching or not your constraint! However, when checking, if one of the two teammates realised a combination with constraint and the other did not, the constraint can't be validated! The two players should apply the constraint in order to tick a level 2 box !

It's not necessary to announce if your combination is a level 1 or 2 combination, we verify directly. If the announcement is wrong, players of the team concerned throw their cards away and draw 4 new cards. The set continues without any change for the opponent team and for constraints cards !

Players may talk to decide which combination will be realised according to their scorecard...other players should try to stop them !

Downloads

You can download and print from our website news scorecards for all your games...

You will also find the game's rules in different languages and some variants for two and three players.

So join us on : www.elementsditions.com/zigzag

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