

HELLO AND WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color
(When printing only black: Pieces and some fields have to be colored!)

CHECKLIST "ZILLO": (Contents for 4 players)

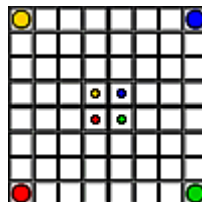
- **checklist & game rules (5 pages)**
- **game board part 1 (1 page)**
- **game board part 2 (1 page)**
- **game board part 3 (1 page)**
- **game board part 4 (1 page)**
- **cards, pieces (3 pages)**
- **smaller game board (2 pages)**

ZILLO- CONTENTS:

- Cut out the **4 game board parts** and stick them separately on thick cardboard or thin wood.
(You will twist and shift the 4 parts in the course of the game!)
- Cut out the **cards**, stick them on thick paper/cardboard or on playing cards (with the same back).
- **Pieces:** you need 3 pieces in 4 different colors,
they have to fit on a field and be moved across the fields.
e.g.: legobricks, merels/chequers with colored stickers, colored wooden pieces,....
Ideal case: you can put the pieces on top of each other!
"Emergency" case: take 'normal' gaming pieces (and move them at one go),
or stick our printable pieces on very thick cardboard!
- **ZILLO:** the Zillo-piece just has to be different to all other pieces!
Use ANY object. It has to fit on a field and be moved across the fields

ZILLO - PREPARING THE GAME:

- **GAMEBOARD:** – Place the 4 parts like this:



- Each player receives **3 CATCHERS** (pieces) of one color and places them on their startfield.
(bigger colored field in the corners of the board)
2 players: start on diagonally opposite corners.
- **ZILLO:** Chose a start-player (the youngest, the tallest,...)
The Zillo starts on the smaller colored field with the start-player color.
- **CARDS:** the start-player shuffles all cards and deals them out:
4 players: each player receives 6 cards.
3 players: each player receives 8 cards.
2 players: each player receives 8 cards.
Place the rest of the cards face down as a pile on the table.
- Hold your cards so other players cannot see them.

ZILLO - OBJECT OF THE GAME:

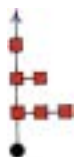
Catch the Zillo!

You can move your Catchers, the Zillo or the Gameboard – depending on the card you play!
Winner is: who first catches the Zillo with one or more of her/his catchers!

For moving and catching the Zillo, there are various cards:



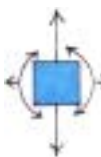
12 Catcher-Cards: Catcher/s move/s



4 Zillo-Cards: Zillo moves



4 Wild-cards: Zillo moves



4 Shift-cards: a part of the gameboard is twisted/shifted

(The colors on the cards have no special meaning)

ZILLO - COURSE AND RULES OF THE GAME

Start-player: chose any of your cards, place it face up on the table (so all other players can see it) and make your move.

Proceed clockwise: next player: play card – make move – next player...

Put the played cards face down as a pile on the table.
(Don't have a look at the played cards in the pile!)

CARDS AND MOVES:

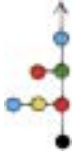
- Move horizontally and vertically only, never diagonally.
- You may 'jump' over other pieces (Catchers and Zillo).
- Catchers from different players on one field: not allowed.
- You mustn't 'pass' and 'do nothing'.

CATCHER-CARD:

Catcher/s move/s **3 SPACES** in the **direction** the card shows.
You have to move **EXACTLY 3 SPACES!**

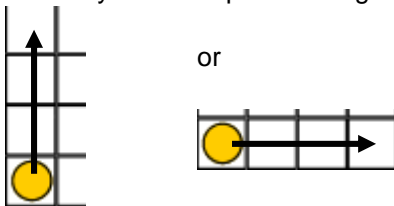
DIRECTION:

Example:

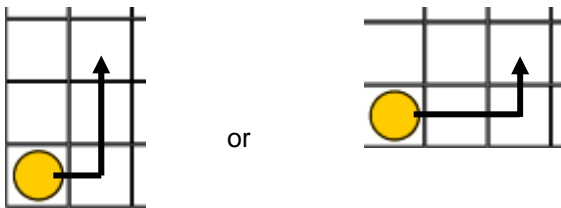


The black spot is the position of the Catcher/s.
(Tip: hold the card near your piece, so it's easier to see the allowed moves)

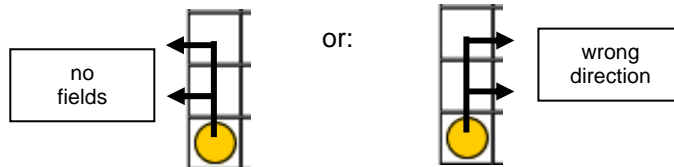
You may move 3 spaces straight ahead. e.g.:



You may 'turn' (but only in the direction the card shows!). e.g.:



NOT possible: e.g.:



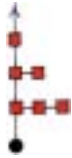
MORE CATCHERS:

- You may split up your catchers (e.g. you move with one catcher and leave the other 2 on their field) but you cannot split your 3 moves! Either move with one catcher or 2 or all 3 at one go! (2 or 3 catchers on top of each other are like ONE piece)
- If your catchers split up in the course of the game, you may move on top of your own catcher/s again.

CAPTURING OPPONENT'S CATCHERS:

- If your Catcher (no matter if one or 2 or 3) lands on an opponent's Catcher (no matter if one or 2 or 3), the captured Catcher returns to its start-field.
(Keep in mind that this could also be an advantage for your opponent! Depending on how close the Zillo is!)
- If there is a Catcher of a 'third' player on the captured player's start-field: the Catcher of the 'third' player also returns to its start-field!
- You cannot move to and capture an opponent's Catcher on its own start-field.
- It's not allowed to capture your own Catcher (in order to get to your own start-field).
- If the ZILLO stands on an opponent's start-field, you must not capture this opponent's Catcher/s.

ZILLO-CARD:



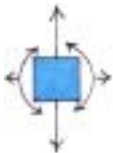
- The Zillo moves **EXACTLY 3 SPACES** in the direction the card shows.
- Same rules as Catcher/s.
 - The Zillo may capture opponent's Catcher/s, but not your own Catcher/s.
 - Don't move on your own Catcher/s with the Zillo.

WILD-CARD:



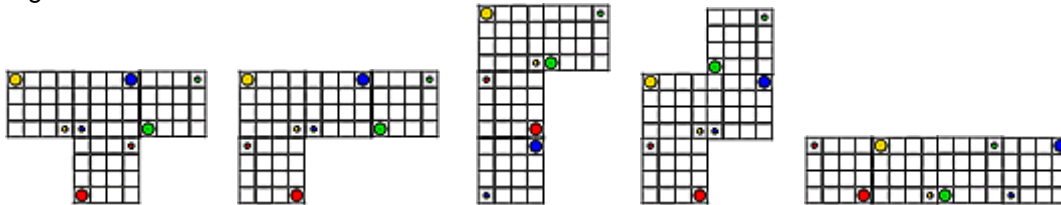
- The **ZILLO** may move 1 space or 2 or 3 spaces in any direction/s!
- Move only horizontally and vertically.
 - Don't move 'for- and backwards' on the same fields in one move.

SHIFT-CARD:

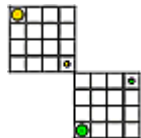


- ONE** gameboard part is shifted and/or twisted!
- You may only twist and not shift.
 - The piece stay on their fields!

The shifted part always has to "connect" to another part!!!
e.g.:



NOT possible:



ZILLO - END OF THE GAME

CATCHING THE ZILLO:

- The Zillo is caught when your own Catcher (1 or 2 or 3) lands **exactly** on the Zillo!.
! Not the Zillo on the Catcher !
! Catch the Zillo exactly with your 3 moves! ! Mind the right direction!

The winner gets points (write them down):

If you caught the Zillo with a single Catcher:	1 point
a piece of 2 Catchers	2 points
a piece of 3 Catchers	3 points

ALL CARDS PLAYED – NO ONE CAUGHT THE ZILLO:

3 or 4 players:

- Gameboard-parts and pieces stay.
- The start-player takes the cards, shuffles them and places them face-down as a pile on the table.
- The start-player takes the top card from the pile, places it face-up on the table and makes the move.
- If the start-player didn't catch the Zillo: place the played card face-down on the table (not on the pile).
The next player (clockwise): takes the top card from the pile,
- The game ends when a player caught the Zillo!

2 players:

- When all cards were played: start-player takes top card from the pile,..... (see 3 or 4 players)

NEW GAME

When a player caught the Zillo, write down the points and start a new game:

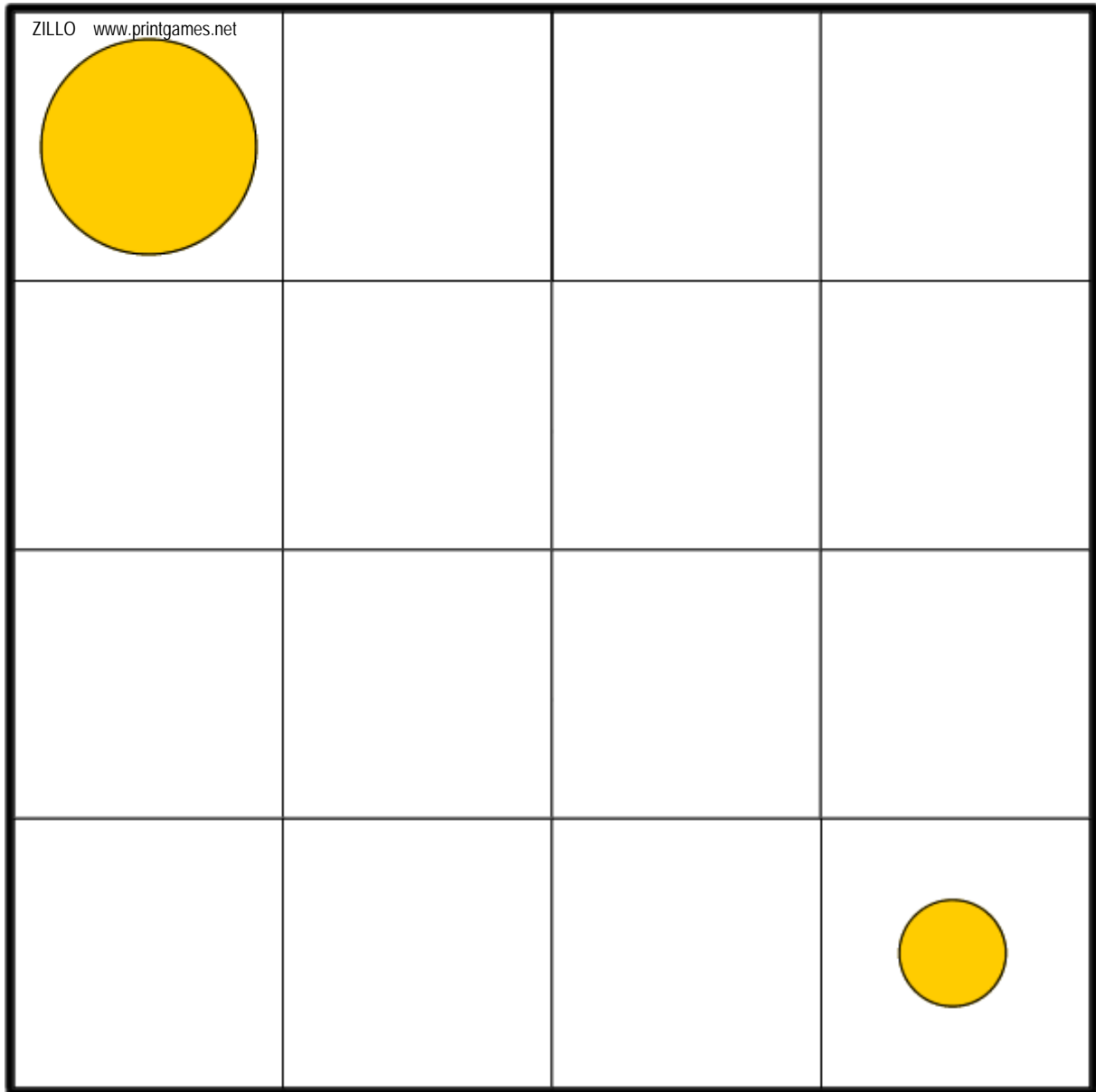
- New start-player is the one sitting left to the previous start-player.
- Place the gameboard and pieces like at the start of the game (see page 1: preparing the game).
- Shuffle & deal cards,.....

ZILLO MASTER is: who reaches 4 points!

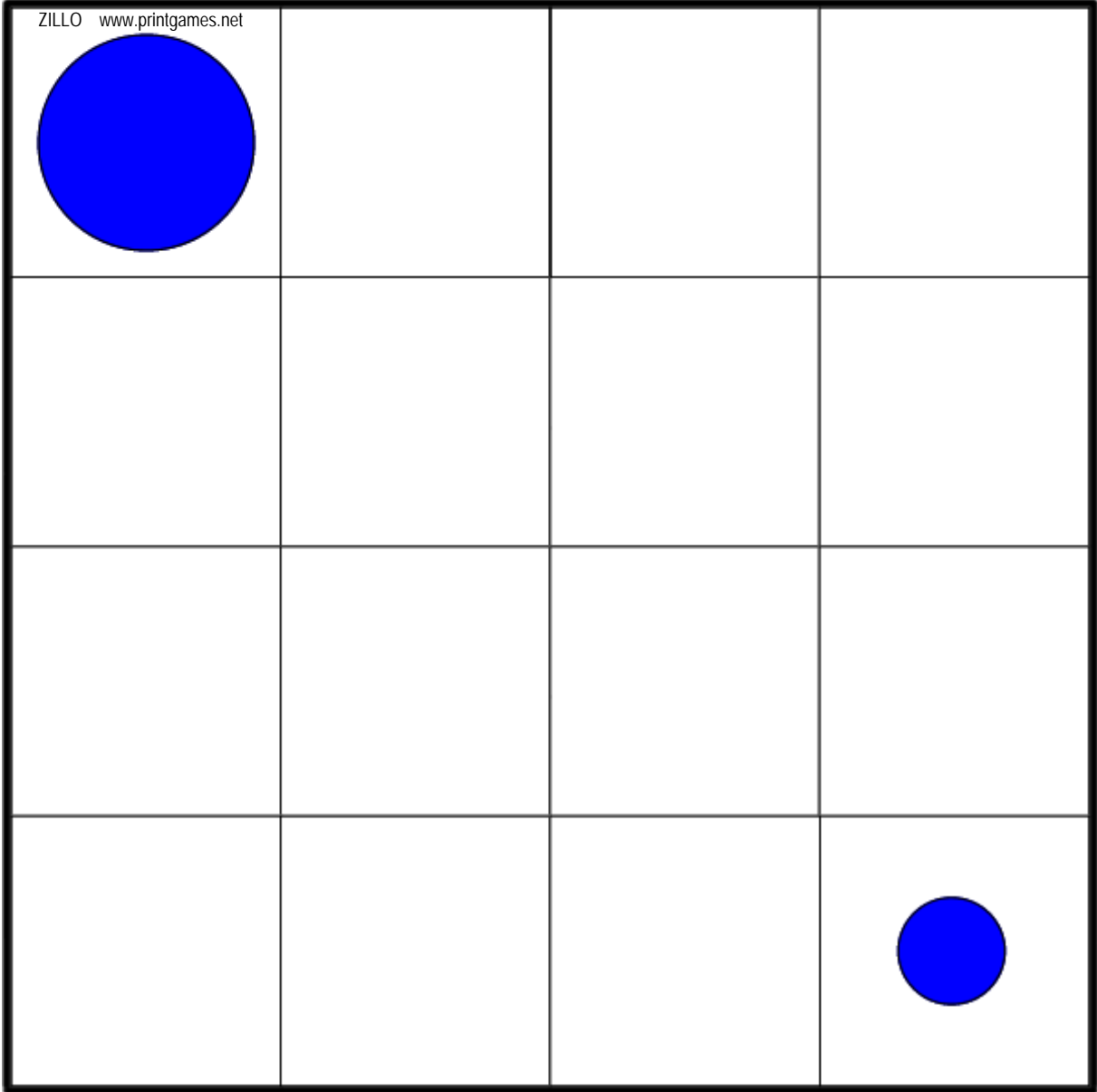
Hints and advice:

- 'Splitting' Catchers:
Good: more chances to catch the Zillo
Bad: less points.
- Be careful when you want to capture opponent's pieces, that the opponent isn't happy about it ;-)
- Play your cards well!
You can catch the Zillo only if you have a Catcher-card. But with Catcher-cards you cannot move the Zillo...
- You may get closer to winning if you remember the cards that have already been played!
- **Don't confer and discuss what to do!**
(Look at the opponent's pieces. Maybe you can stop someone from winning.
Or you trust another player to stop a winning opponent...)

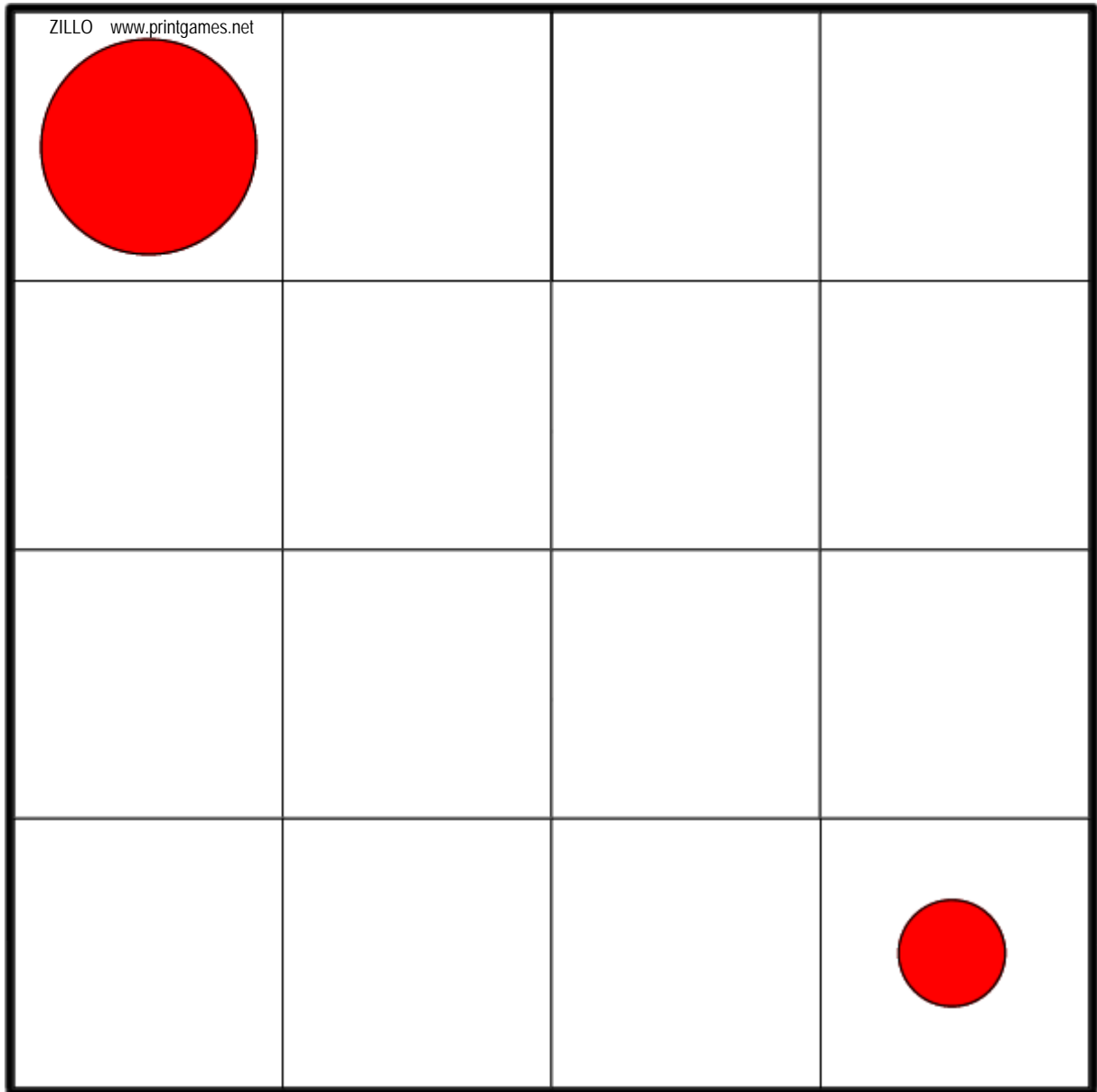
Game board part 1



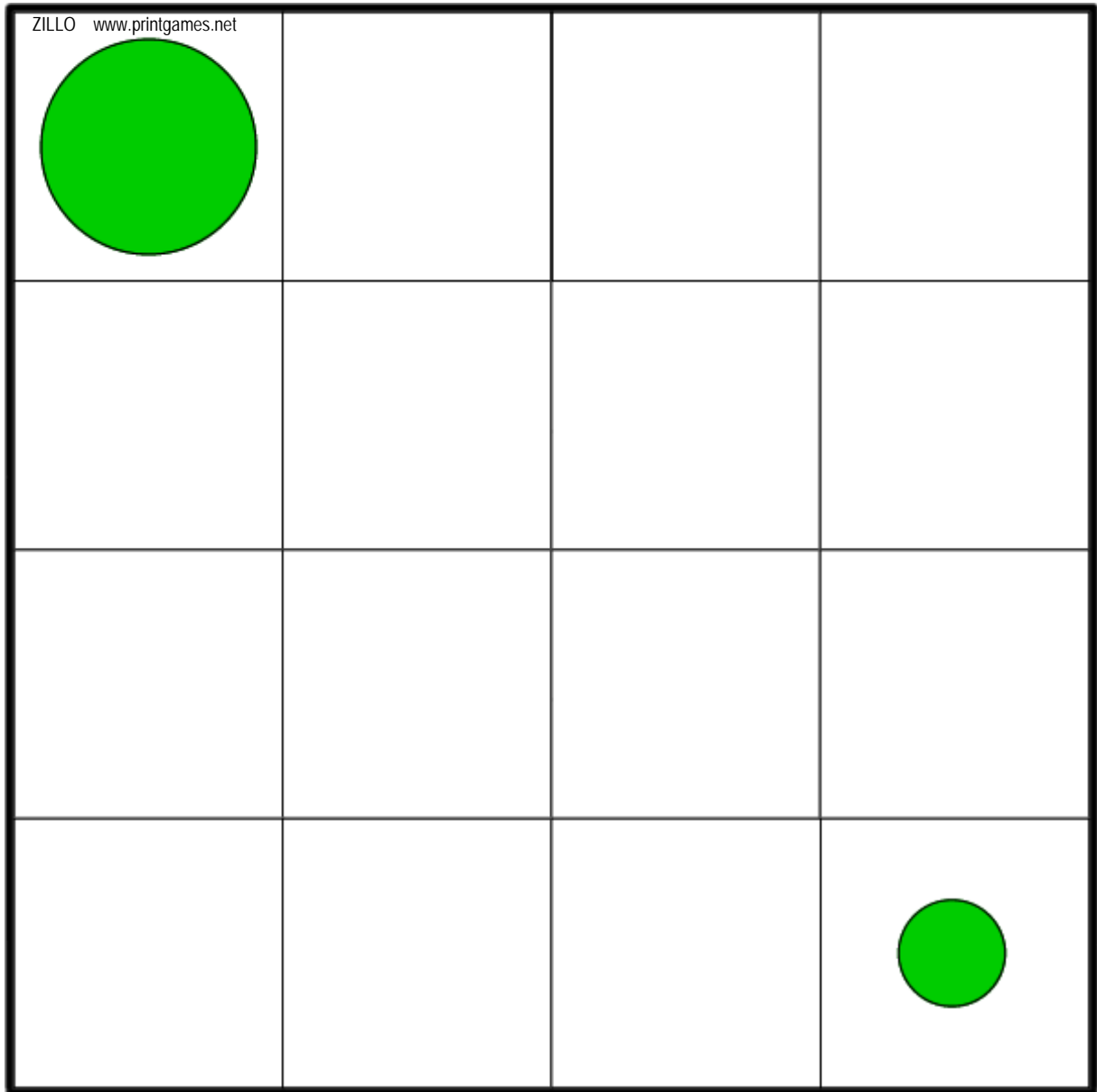
Game board part 2



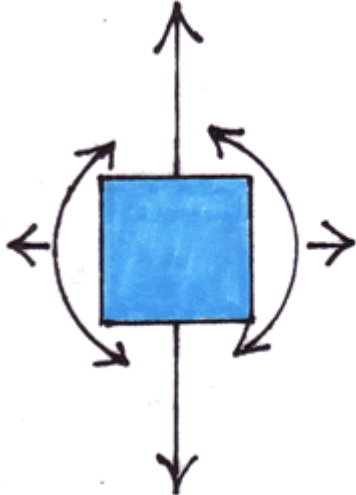
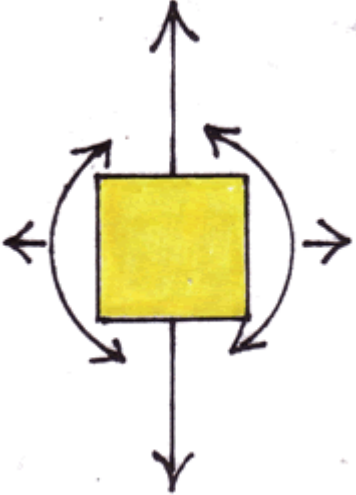
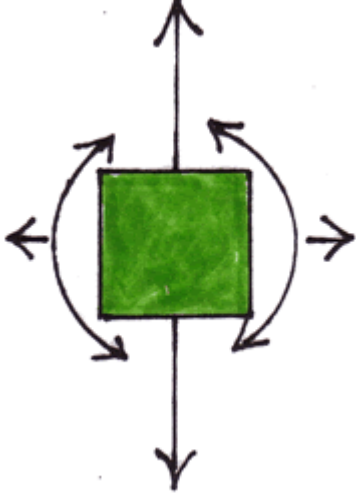
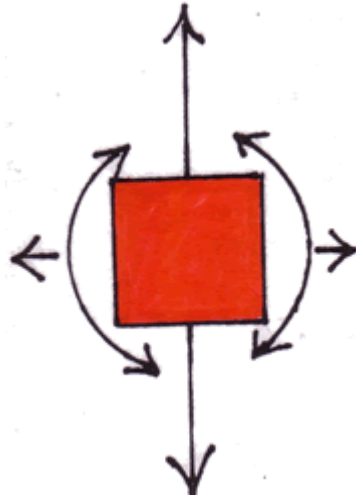




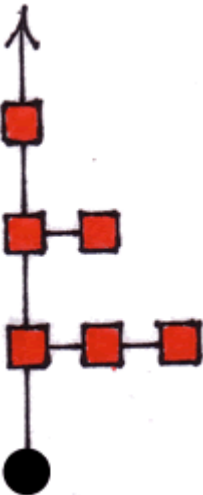
Game board part 3:



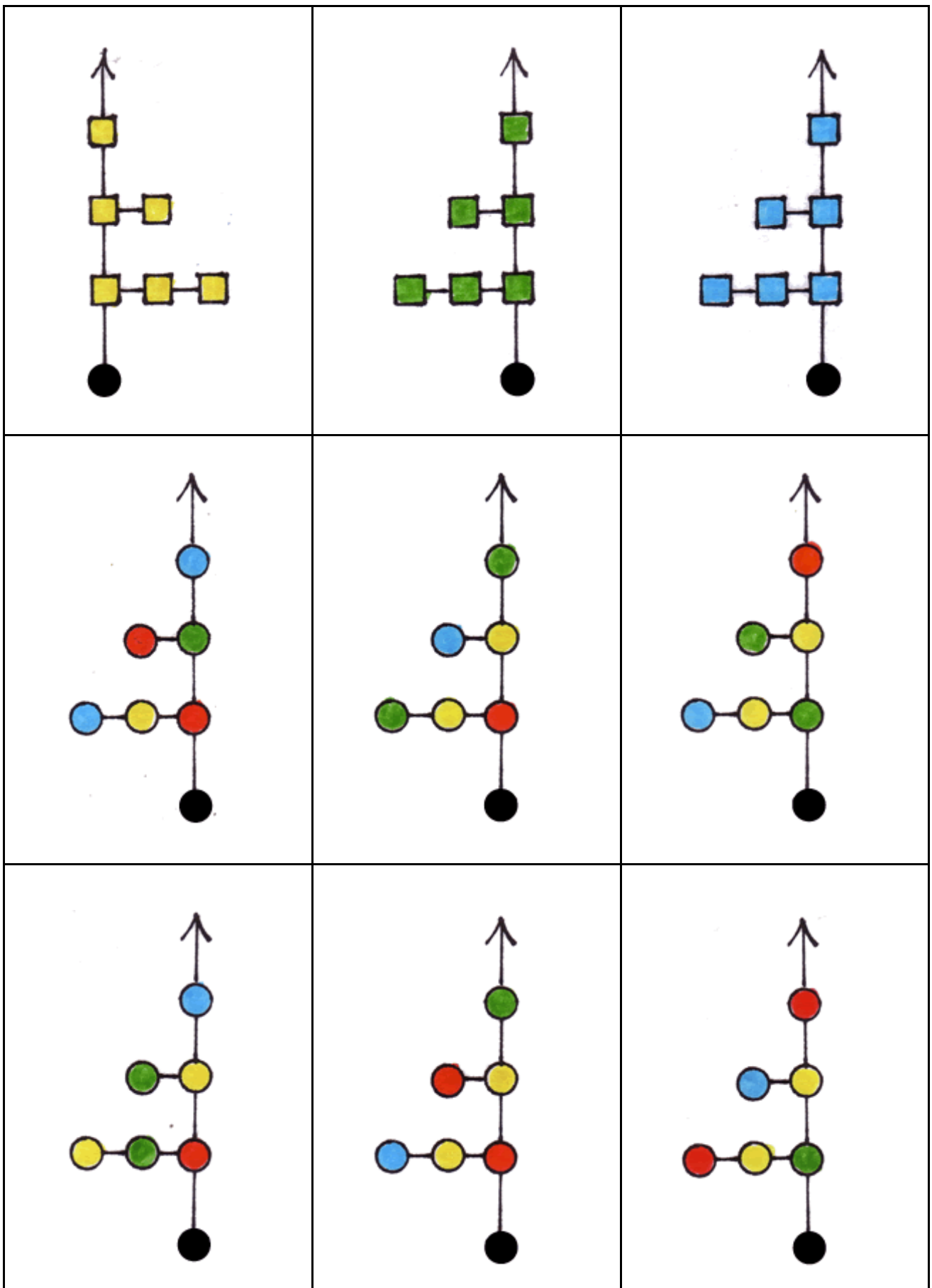
Game board part 4:



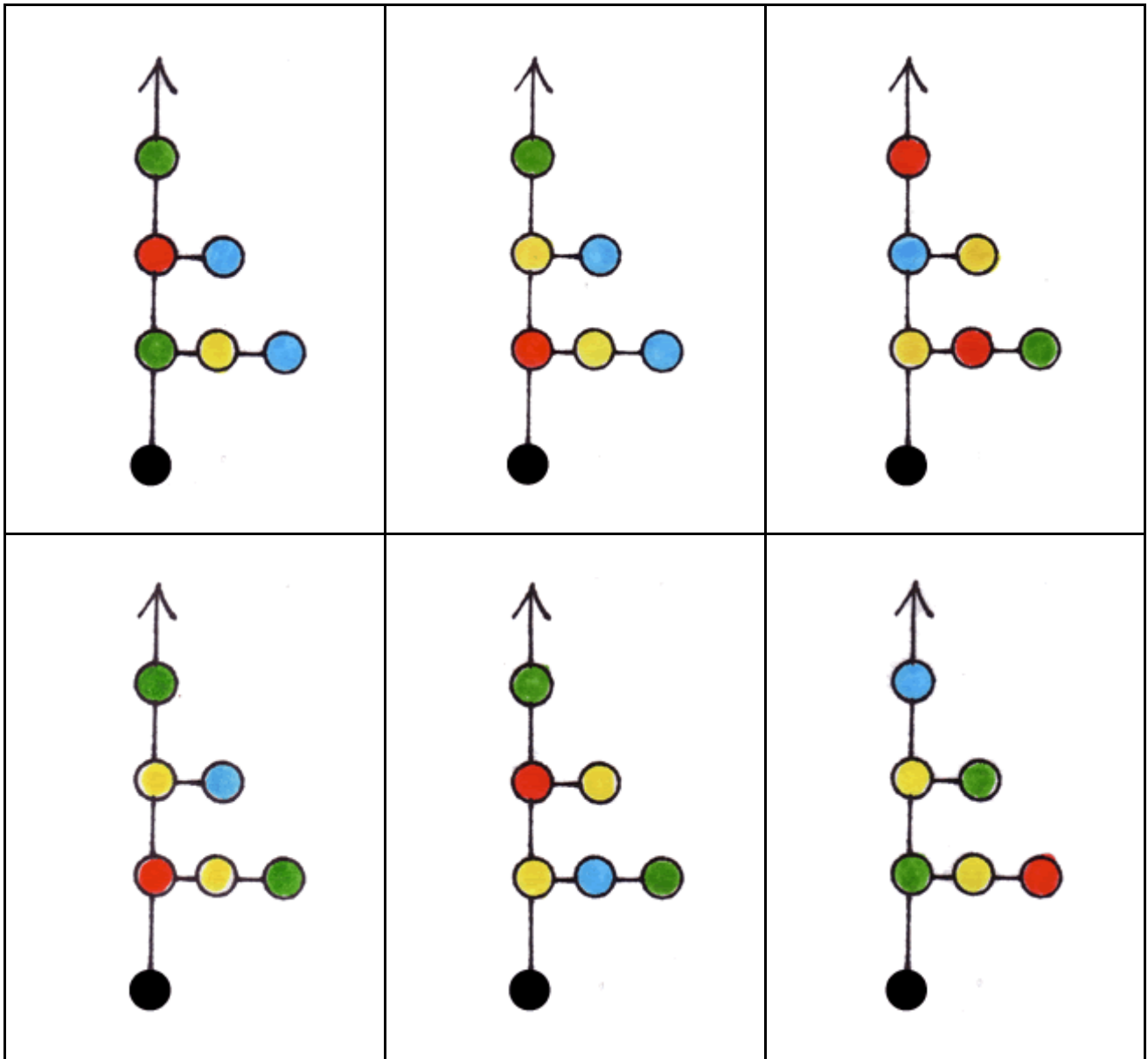
Cards:

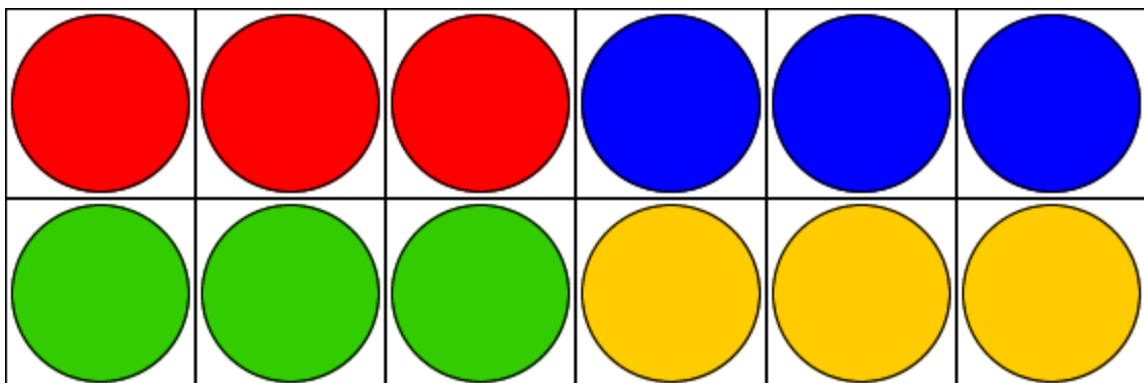
Cards:



Cards:

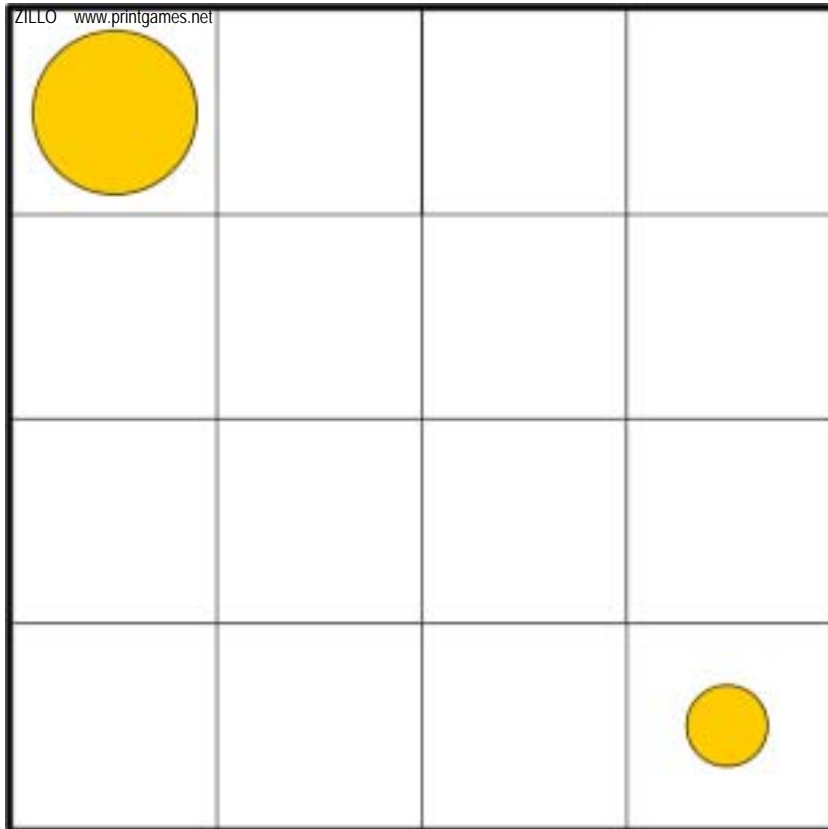
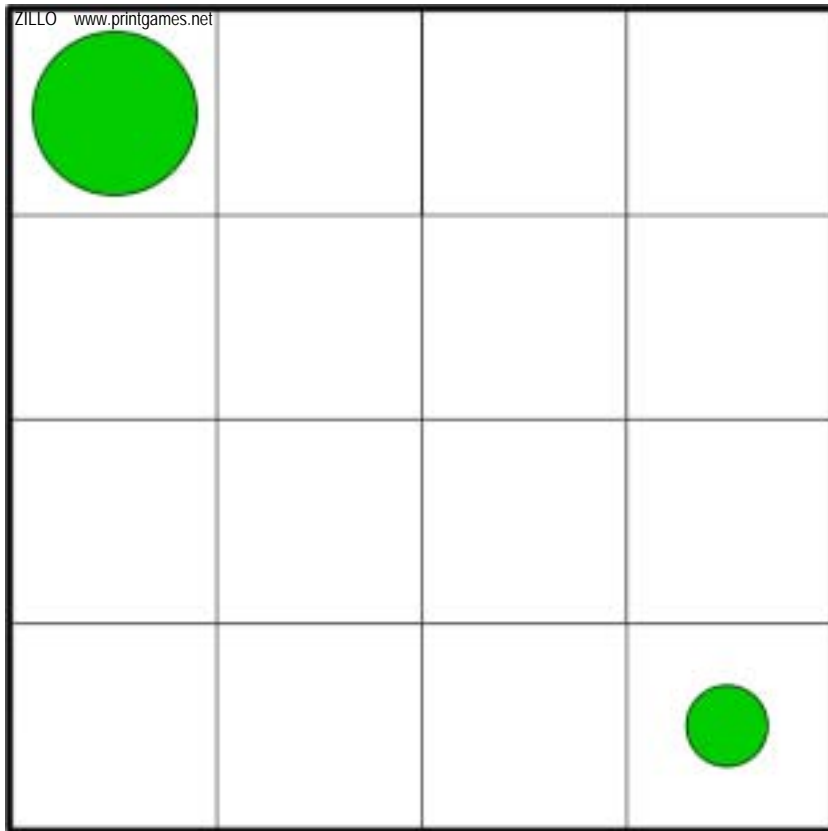


Catchers: if you don't have any other pieces (see page 1), put these on very thick cardboard or wood:



FINISHED! Thank you for using our services. **HAVE FUN!**

Smaller version of the gameboard:



Smaller version of the gameboard:

