

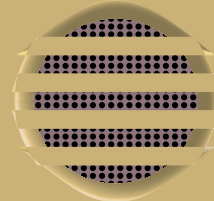
Zorgl-Zilla

ゲ " キングオブザリング"
ムシステムに基づいて!

ゴルゴアイランドプロダクションズ



残りの建物



Choose your
Monster



あなたの怪獣
を選択してください

.. Watch out for Kenney... Ken

- Target: Power Plant -



Move

移動する



Attack

攻撃

STUDIO
PERNO



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A game board and examples of special monsters are available at the end of the file!

Credits

Rules by Studio Perno

Based on the "Rois du Ring" (King of the Ring) rules by Chien Sauvage.

Playtesting of "Rois du Ring" by DragonTigre, Le Manchot, Gilel, Walktapus, Gloranthan Army, PKP, Banana Tyrant.

English version of "Rois du Ring" by Banana Tyrant

Layout, illustrations and translation by Jakar Nilson

Presentation of the game

Zorgl-Zilla is yet another (the Nth) game derived from the fabulous “Kings of the Ring” by Chien Sauvage. One day, men will worship Chien Sauvage. Women will offer themselves, naked, to his whims and Nicolas Sarkozy (or whomever is next, whatever) will call him before making an important decision.

In the meantime, we can say that a lot of people will have created funny rules (including, for example, CrocoNounours, Super Dungeon Plunder, Bloody Ball or King of the Hill - yes, all these games are mine. So?) from his game. Unpretentious games made only to make you laugh.

I hope this one will be part of it.

So. What is it about?

In **Zorgl-Zilla**, you play a giant Zorgl with only one desire: to destroy Golgoville! Unfortunately, another giant Zorgl, controlled by an adversary, is in the city. He too wants to destroy the city.

Your city!

So you will have to give your all, not to save the city, but to demolish more of it than your opponent. Or your opponents since it is perfectly possible to face up to 4 giant Zorgls in **Zorgl-Zilla**!

It is also possible to play as other types of giant monsters (dinosaurs, robots, Cthulhu larvae...) but it is less funny and you would make Banana Tyrant sad.

What to expect

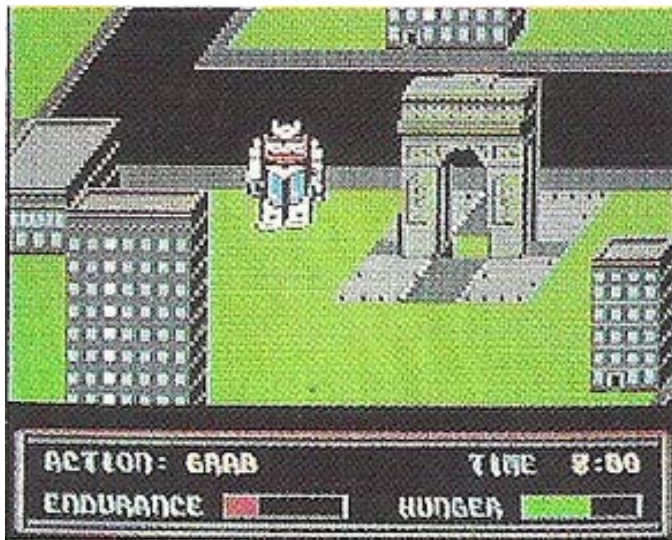


What you will need to play

Equipment required

To play **Zorgl-Zilla**, you will need the following equipment:

- 1 giant monster miniature per player (4 maximum therefore, preferably zorgls).
- 1 set of 54 classic playing cards.
- Something to represent buildings. Each building must be composed of 4 removable floors (or at least 4 removable elements). A 4-floor building must be approximately the size of a monster. Alternatively, you can use solid buildings and put 4 floor tokens on them which will be used in place of removable floors or even represent the buildings by simple dice whose faces indicate the number of floors. In this case, remove the building from the game board when you remove the last floor token.

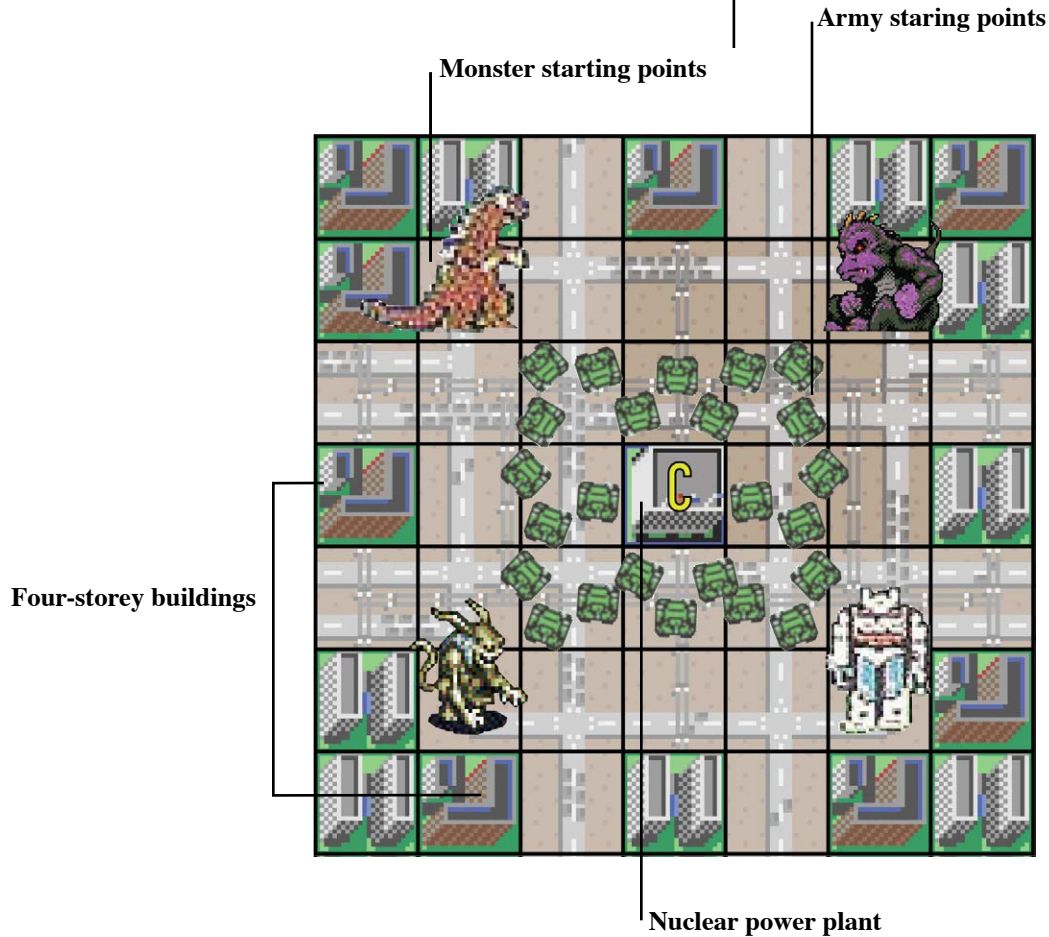


- A nuclear power plant (or any equivalent building) counting (in every respect) as an 8-floor building.
- 8 miniatures (or tokens) representing the army (tanks, soldiers on stands...) If you wish, you can however do without the army's assistance. They are not essential.

A square game board with 49 square boxes (7 x 7) representing the city. The size of the tiles must be sufficient to accommodate a monster, a building or the power plant. You can of course make your own board or simply print the one that is generously provided. At the start of the game, the game board is arranged as follows:

GAME MANUAL

In the example above, an “X” represents a box occupied by a 4-floor building, a “C” represents the box occupied by the nuclear power plant, an “A” represents a box occupied by the army and an “M” the starting point of a monster. All the other boxes remain empty.



The size of the boxes on your board will therefore determine the scale of the buildings and miniatures to be used. If you use the printable sheet available at the end of this file, you can simply use 28mm figures as giant monsters. Have I mentioned the possibility of using zorgl miniatures?

Where to put everything

Setting up the game

Each player chooses their monster and their starting point on the map. With 2 monsters, they will start opposite each other. With 3 monsters, one of the slots will remain empty. If necessary, randomly determine the starting point of each monster by drawing a card, according to the methods of your choice.

Once the monsters are in place, determine which monster will play first. In a game with 3 monsters, one of them will be opposite from the empty space and is therefore flanked by two opponents. To compensate for this disadvantage, this monster will automatically play first. With 2 or 4 monsters, randomly determine the monster playing first by drawing a card, according to the methods of your choice.

Once the playing order is determined, the other monsters will play clockwise (using their starting points as a reference). This playing order is now unchanged until the end of the game.

Finally, shuffle the deck of cards and distribute 5 cards to each player.

The first turn can begin.

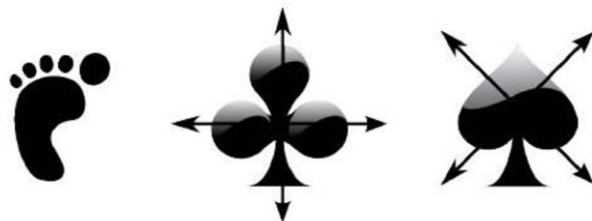
Sequence of a monster's game turn

During their turn, a player will play 3 to 5 cards from his hand (the player must play at least three cards). Cards are played one after the other and their effects are resolved immediately. When the player can no longer or no longer wants to play cards, he draws enough to end with a 5-card hand. This ends the monster's turn and the next monster can play.

The possible actions depend on the cards played. Any regular of the "Kings of the Ring" will be right at home here.

If a black card is played, the monster must be moved. The monster can only move one box, regardless of the card played. The monster can only move to an empty box (free of any other monster or any building; the army is ignored at this stage of the rules). If the card is a "spade", it moves diagonally and if it is a "club", in a straight line (horizontal or vertical).

If movement is completely impossible (because there are no empty accessible boxes), the card is simply ignored and the monster stands still (the player **must** stamp their feet).



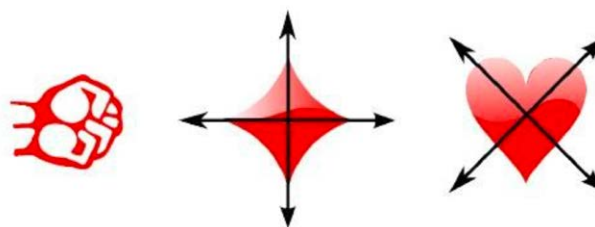
Starting your turn

Mouvement (black cards)

Attack (red cards)

If a red card is played, the monster must attack. The monster attacks only one box, regardless of the card played. The monster can only attack a box occupied by another monster, not a building or the army! If the card is a “heart”, the attack is made diagonally if it is a “diamond” and in a straight line (horizontal or vertical).

If the attack is completely impossible (because no accessible box is occupied by a monster), the card is simply ignored and the monster howls with rage (the player **must** utter a howl of rage).



Joker

If the player plays a joker, he can freely choose the color that it represents. A joker always counts as an ordinary card, never as a face and therefore cannot trigger special powers (see below).

He can therefore attack or move into any adjacent box.

Illustration from
Blogurizine n°3

The preceding illustrations, also found on the reference sheet, should allow you to clearly see the relationships between the color of a card and the action taken and the direction associated with it.

Attack resolution

A monster has just been attacked by one of its opponents. What happens? There are 2 possibilities.

- If possible, the monster is simply pushed back one box, opposite from the attacking monster. To do this, the box just behind the attacked monster must be free. The attacking monster must pursue its opponent by occupying the box which has just been freed.

- If the box behind the attacked monster is occupied, a distinction must be made between the different possible cases.
 - If this means the monster will move off the game board, it is simply blocked by something located outside the battlefield. No monster moves and nothing else happens.

 - If the recoil box is occupied by a building (building or nuclear power plant), it loses a floor that goes into the attacking monster's victory pile. No monster moves unless the building is completely destroyed in the attack. In this case, the attack victim moves back as normal and the attacker must pursue it.

 - If the recoil box is occupied by another monster, things get complicated. The monster having to retreat now launches an attack against the monster blocking its way. This attack is resolved normally. If the monster can retreat, it frees up space for its attacker who can retreat from the consequences of the initial attack. If the monster is itself blocked by the edge of the battlefield, no movement takes place. If the monster is blocked by a building, it loses not 1 but 2 floors, all won by the original monster that attacked (COMBO!) Finally, if the backward movement of the second monster is blocked by a third monster, we start over again. In this case, if the monster is blocked by a building, it will lose 3 floors, all won by the original monster that attacked (MEGA-COMBO!) In all cases, the monster at the origin of the attack should pursue if possible.

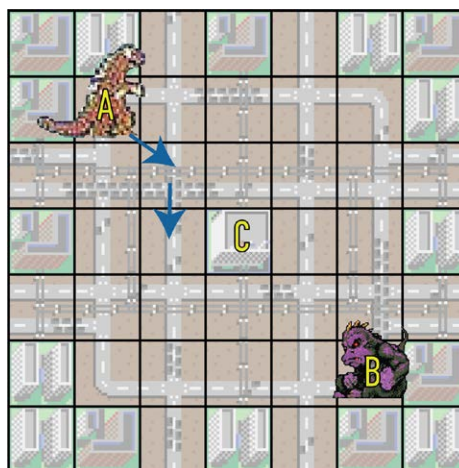
Combat steps

Game examples

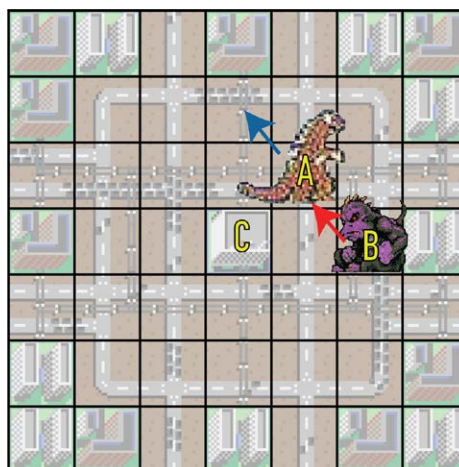
If a building loses its last floor, it is completely destroyed and the box it occupied becomes a simple empty box.

If a building has to lose more floors than it has left, the extra destroyed floors are simply ignored.

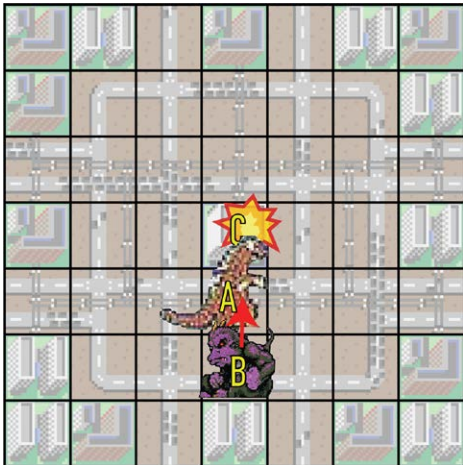
If all this seems complicated to you, here are a few examples that should clarify things...



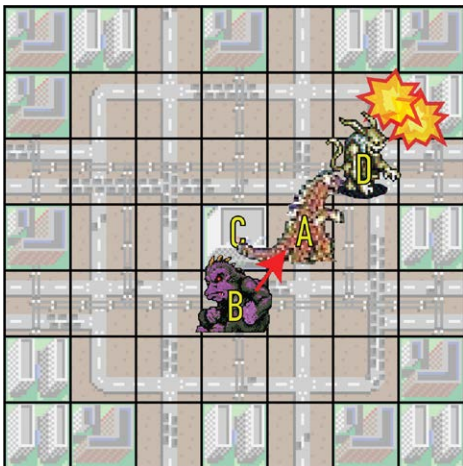
Monster A plays first. He plays a spade, a club and a heart. He thus moves as indicated below and utters a howl of rage.



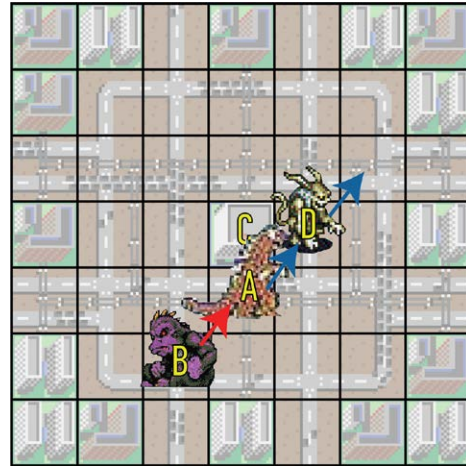
Monster B attacks Monster A. Monster A can back away pursued by Monster B.



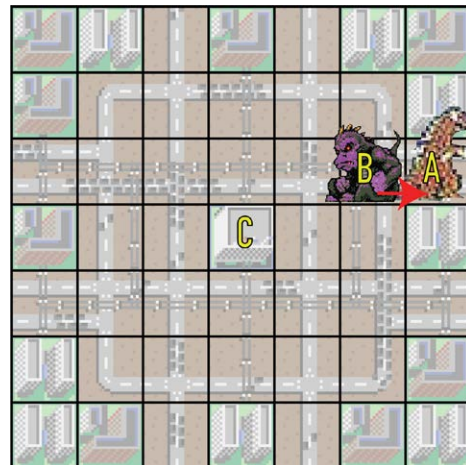
B attacks A which is pushed back against the power plant. It therefore loses a floor which B snatches. No monster moves unless the power plant is destroyed by the attack.



Monster B then redoes the same attack. It pushes 2 monsters into the building and therefore wins up to 2 floors: COMBO! If the building is destroyed, all 3 monsters move one box.



Monster B attacks A who moves back into D's box who itself moves back since the box behind it is free. B therefore pursues A.



B attacks A which is on the edge of the map. Nothing happens!

Special powers

When a player plays a face card (jack, queen or king), the monster then benefits from a special power (if they wish, they can consider this card as an ordinary card). When a player plays an ace, they can choose to play it as a jack, a queen or a king (your choice). The color of the ace does not change, however.

Note that jokers count as ordinary cards and therefore do not provide special powers.

The nature of the special power depends on the color of the card and the nature of the face. The color of the card continues to determine the direction in which the attack or movement can take place. Thus, a queen of hearts can only be used to attack an enemy diagonally for example.

Black cards improve the movement of the monster.

- **JACKS : BLITZ MOVE.** The monster moves with dazzling speed which stupefies its adversaries. It can move 2 times in a row.
- **QUEENS : BURROWING MONSTER.** The monster buries itself in the ground and comes out a few blocks away. He can move 3 boxes (maximum), completely ignoring any monster, the army or buildings in his path. The exit box must however be empty (or occupied by the army, which kinda amounts to the same).
- **KINGS : GIGANTIC LEAP.** The monster jumps or flies off (or teleports...) It can move to any empty box (or one occupied by the army) on the game board (without any movement restrictions).

Hidden talents

Black cards



Red cards



Red cards are devastating attacks!

- **JACKS : FRENZY.** The monster, its lips drooling, is seized with an uncontrollable rage. It can attack 2 times in a row.
- **QUEENS : THROW.** The monster grabs its opponent and throws it violently. The attack is resolved normally, but the victim is pushed back one box in a direction of the attacker's choice (instead of necessarily pushing him into the box opposite the attacker). The attacker can also choose to throw its target into the same box it occupies. It must, at the same time, pursue its victim by occupying the box where it comes from, this then amounts to the two monsters exchanging positions.
- **KINGS : SHAKING.** The monster grabs its opponent and shakes it in all directions against the surrounding buildings. The attacked monster is not moved, but all buildings adjacent to it are damaged and lose one floor.

The army intervenes

At the start of the game, you can choose to involve the Golgo Island Defense Army (you can also do without it).

For this, you need to have 8 army units. An army unit can be represented by a tank miniature or by a stand of soldiers. The nature of the miniatures does not matter. We will consider that a tank is just as (in)efficient as a group of soldiers. Each unit occupies a box. At the start of the game, deploy an army unit in each box adjacent to the nuclear power plant.

When playing a card, a player can decide to assign it to the army rather than their monster. They are never obliged to do so, even if this card results in an impossible action (in place or howling with rage). Note that the military can never benefit from special powers and therefore considers all faces as ordinary cards.

When a monster plays a black card, instead of moving (or standing still), it can choose to move any army unit of its choice. If the card is a “spade” the movement is done diagonally and if it is a “club” it moves in a straight line (horizontal or vertical).

This movement follows the normal movement rules. However, a unit cannot move into a box already occupied by another army unit.

When a monster plays a red card, instead of attacking (or screaming with rage), it can choose to have any army unit of its choice attack.

A unit can only attack a monster in an adjacent box. If the card is a “heart” the attack is made diagonally and if it is a “diamond” the attack in a straight line (horizontal or vertical).

The attacked monster must move back one box, as if it had been attacked by another monster. The army can never, however, carry out an attack that would destroy another army unit or a floor (they are there to protect the city after all!) In addition, the army never pursues the monster it just pushed back.

The human element



Moving the army

The army attacks

So the military can't do anything effective against monsters. It can however be used to push an opposing monster into a box allowing your monster to make a devastating attack!

A player can also choose to attack his own monster with the army (in order to move it using a red card for example).

Attacking the army

A monster can never directly attack an army unit. They are far too insignificant for it to pay attention to. However, it may accidentally crush a few soldiers...

If a monster moves into a box occupied by the army, the unit in question must flee. For this, the player whose turn it is (and not the one controlling the monster in question) freely moves the unit into one of the three boxes opposite the one from where the monster is. The end box must of course be completely empty: no monster, no building, no army.

If retreat is not possible, the unit is crushed. It is therefore definitively eliminated.

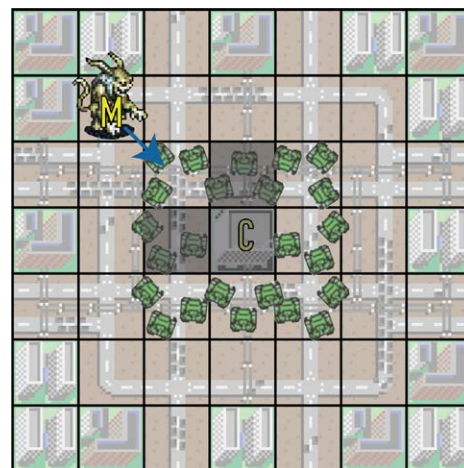


The two diagrams above indicate the escape boxes in gray accessible to an army unit trampled by the monster M according to the direction of its movement.

Monster M enters a box occupied by the army on its first turn using a spade card.

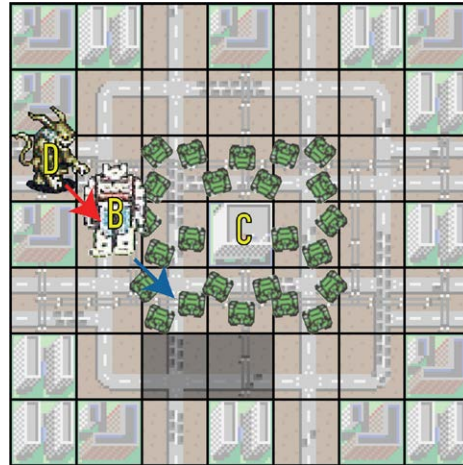
In this situation, the unit cannot enter any of the escape boxes (shaded boxes) since they are all occupied by other army units or by the nuclear power plant.

The unlucky unit is therefore trampled on and eliminated by the monster...



React to the inconceivable

Game examples



Monster D attacks Monster B, which is pushed back into a box containing an army unit.

The latter must therefore flee into one of the two gray boxes available (the third escape box is unavailable because it is occupied by another army unit).

It is the player controlling monster D who chooses the exact box in which the unit flees and not the player controlling monster B.

When an army unit is eliminated, the player whose turn it is takes it and puts it in their victory pile with the diverse building floors that they already have.

Units located on the first box crossed by a monster making a blitz move cannot flee normally (those on the second box can, however). In addition, the units on the finishing box of a gigantic leap or a burrowing monster (or any other equivalent power) have no time to react and are eliminated without being able to flee.

Ending the game

When there are no more cards in the deck, shuffle the discard pile to create a new deck.

The game ends when one of the following events occurs:

- A monster has amassed a total of 10 floors (or more). This player is then declared the winner.
- The nuclear power plant is destroyed. Then count the number of floors collected by each monster to determine the winner of the game! In the event of a tie, the monster that destroyed the nuclear power plant wins (even if it is not one of the monsters with the most floors).

If you play with the army, each unit in reserve counts as one destroyed floor.

How to end a game

Create batter Kaijus

Special Monsters

After a few games, you may want to play with monsters that have their own unique characteristics.

Each monster is then defined by:

- An **AVANTAGE** that applies at all times.
- A **WEAKNESS** which also applies at all times.
- A **SPECIAL MEGA-POWER**, which you can choose to trigger by playing a joker.

You will find four examples of special monsters at the end of the book. Do not hesitate to draw inspiration from them to create your own!

In any case, it would be very astonishing if the four examples proposed were balanced, so...



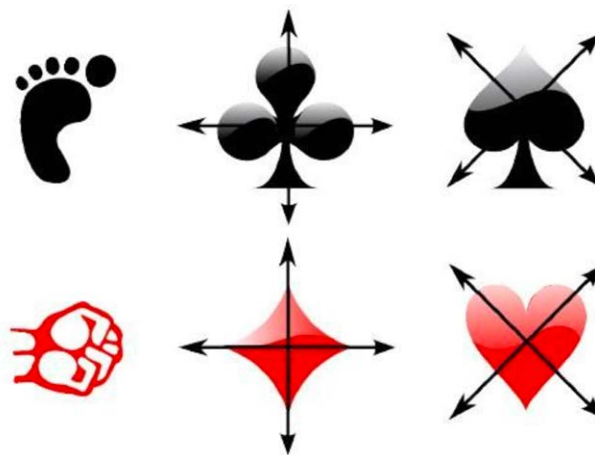
- Play 3 to 5 cards.
- Draw to refill your hand to 5 cards.

Turn structure

- Cards can be used to activate your monster or an army unit. Army attacks can never destroy a floor or other army unit.

Actions

- A face card **may** be used to trigger a special power.
- An ace **may** be used to trigger any special power.
- A joker represents a normal card of any color..



• BLACK CARDS

JACKS (BLITZ MOVE) : move x2.

QUEENS (BURROWING MONSTER) : move x3, ignore obstacles.

KINGS (GIGANTIC LEAP) : free move to any box on the board.

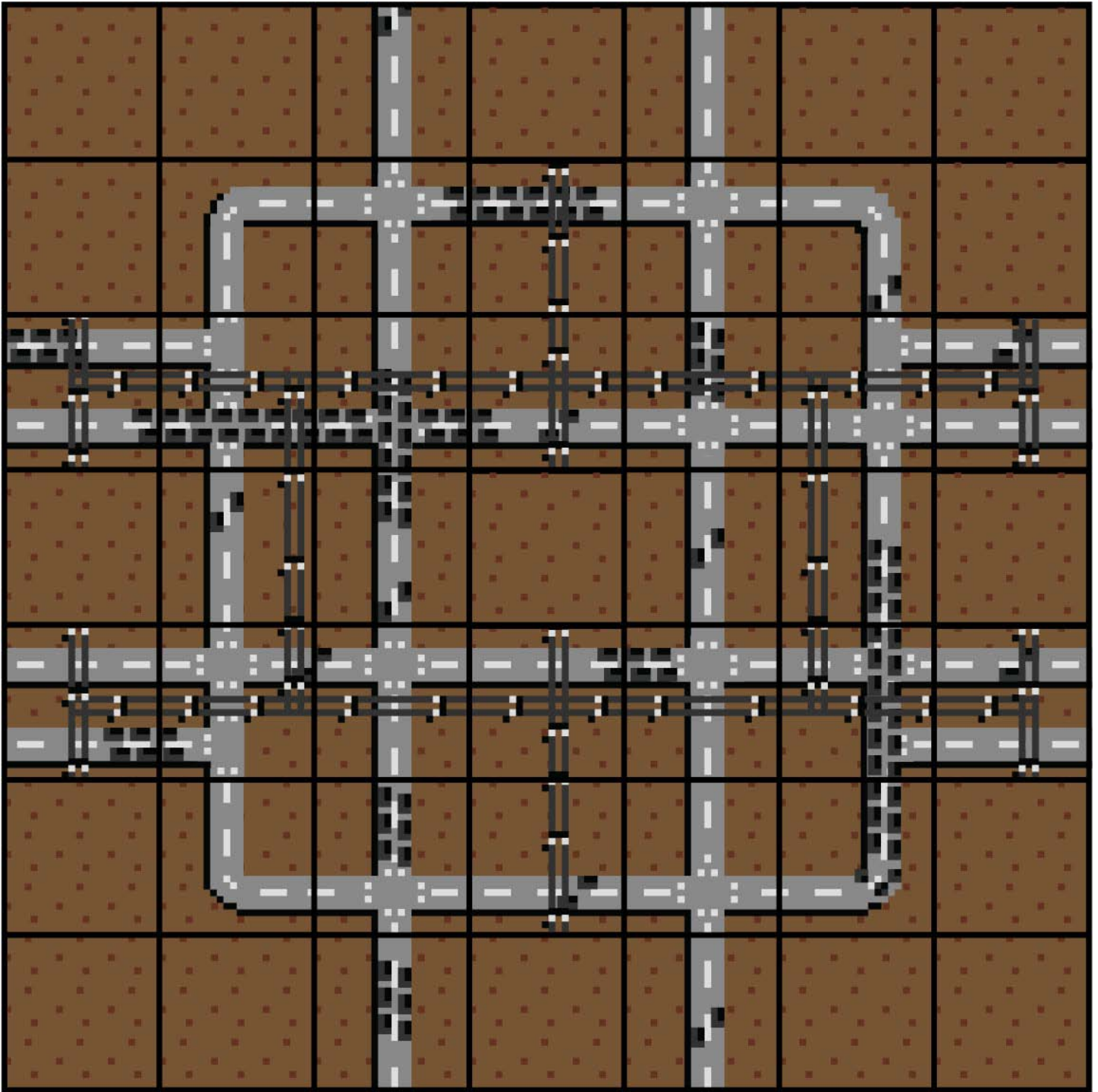
• RED CARDS

JACKS (FRENZY) : attack x2.

QUEENS (THROW) : normal attack but the target is pushed back in any direction.

KINGS (SHAKING) : all buildings adjacent to the target lose a floor, but the target does not move.

Special powers



X-Man



X-Man came from the depths of space to help men fight against all mutant threats...

Perhaps he should not have bothered!

Advantage: army units cannot attack X-Man. He's supposed to be an ally, after all!

Weakness: X-Man cannot intentionally destroy an army unit or destroy the last floor of the nuclear power plant.

Special Mega-power: X-Man sends a homing missile toward the monster of your choice (except him). All buildings adjacent to the target lose one floor.

Greatzilla



Scientists should never have put this giant block of ice found in a glacier in the microwave...

Now Greatzilla is awake and it's not happy!

Advantage: if it has at least two cards left in its hand, Greatzilla can discard all its cards to make an attack in the direction of its choice with its tail.

Weakness: because of its inertia, the first black card played each turn by Greatzilla is purely and simply ignored.

Special Mega-power: Greatzilla attacks all adjacent monsters with its tail (but cannot pursue any). In addition, if at least one monster has been attacked in this way, all buildings adjacent to Greatzilla lose a floor.

Nogyab



Since the explosion of a nuclear power plant, Nogyab has become much, much bigger than before...

It now considers mankind as pests!

Advantage: Nogyab can move onto buildings (it can even attack from this position) but it must end its turn on ground level.

Weakness: if it is pushed back against the nuclear power plant, it will lose one more floor because of the radioactivity that Nogyab permanently radiates.

Special Mega-power: Nogyab can hover in the air far from any enemy. Take it off board (it ends its turn immediately and can no longer be attacked) and at the start of your next turn, place it on the free box of your choice.

Krustazor



Krustazor lived happily in the ocean. Until human overfishing put it on a diet...

Now it is on our land. And it is hungry!

Advantage: each army unit that Krustazor has in reserve counts as two destroyed floors instead of only one. Burp.

Weakness: due to its lack of flexibility, any ♠ card played by Krustazor counts as a ♣ card. A joker can still be used as a ♠ card.

Special Mega-power: Krustazor blinds its opponents with a splash of ink. All opponents adjacent to it must discard 3 cards of their choice from their hands.