

GAME END

As soon as a player reaches his goal card, he immediately wins the game. The others can continue playing for 2nd, 3rd, etc. if they want.



LONGER GAME

When players have become comfortable with the game, a game rarely lasts more than two rounds. If players want a longer game, they can play several races, one after another. To do so, we suggest the following rules:

- After each round, the players place the obstacle race cards they have moved through face down in their play areas, instead of discarding them.
- At the end of the race (all players complete their moves on that round), each player scores 1 point for each obstacle card he has moved completely through.
- Before the next race, each player passes all his obstacle race cards (completed or not) and his goal card to his left neighbor. The players now create their new obstacle cards with the cards they have received from their right neighbor.
- When playing with 2 and 4 players, there are four races and with 3 players, there are three races.
- After all races are done, the player with the most points is the winner. If there is a tie, the player among those tied who did best in the last race is the winner.

Authors:

Hartmut Witt was born in 1957, is married, has 4 children, is a carpenter and game store owner. His favorite hobbies are listening to music and playing games. He likes strategy and smart new games like the turbulent "Zig Zag!".

Frank Schaubrenner was born in 1972 and worked for several years as a banker and finance assistant before going to school to study business and history. After playing games his favorite hobby is wandering around flea markets. He also worked in Witt's game store and through that relationship became the co-author of "Zig Zag".

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ZIG-ZAG



G A M E R U L E S

A turbulent obstacle race for 2-4 players aged 8 and up

OVERVIEW

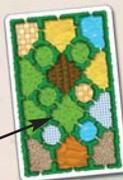
Each player has his own obstacle course that his figure must run. To run the course, the player must collect the right terrain cards - in the right order! But this is not an easy task, as all players are racing to get the cards they need at the same time. The game is played in rounds consisting of a terrain collecting phase and a running phase, which are repeated until one player's figure reaches their goal card.

GOAL

The winner is the player who is the first to reach his goal. When playing the longer version of the game, the winner is the player with the most points.

CONTENTS

- 28 obstacle race cards (each with 18 separate areas)
- 48 terrain cards (2 x white-blue tiles, 3 x beige tiles, 4 x clay, 5 x fields, 6 x water, 8 x cobblestones, 10 x meadow, 10 x sand)
- 4 goal cards (water, cobble stones, meadow, sand)
- 4 race figures



PREPARATION

- Shuffle the 28 obstacle race cards and allocate:
 - with 3 and 4 players, each takes 7 cards
 - with 2 players, each takes 8 cards
- Then each player looks at his cards and chooses 2 to discard. Shuffle and place all discarded and unallocated obstacle race cards in a supply stack for use later in the game.
Tip: it is often best to discard cards with many rare areas (white-blue tile or beige tile areas).
- Each player places his remaining (5 or 6) cards end-to-end to form his obstacle course.
Note: after the first game, players will have a better understanding of the best tactics for creating their obstacle courses.



ready to start (with 4 players)

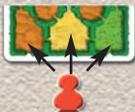
- Each player chooses a playing figure and places it at the start of his obstacle course.
- Shuffle the 4 goal cards. Each player takes one and places it crossways at the end of his obstacle course. These cards are the last area of the players' obstacle courses. Place unused goal cards back in the box.
- Now, shuffle the 48 terrain cards face down in the middle of the table. Separate them so that no card is lying on another card. Also, they should be placed so they are in easy reach of all players.



In the **collecting phase** all players, **at the same time**, try to collect cards showing areas in the same order as areas are shown on the player's obstacle courses. In the subsequent **running phase**, the players move their playing figures using the following rules:

The players start with the collecting phase:

1. The player starts moving by moving his figure to one of the three areas on his first obstacle race card.



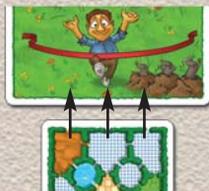
2. From any area on an obstacle card, the player can move his playing figure to any adjacent area (even backwards).



3. To move from one obstacle card to the next obstacle card, the player may only move straight, not diagonally.



4. From any area in the last row of the last obstacle card, the player may move to his goal card.



The youngest player calls: "Zig Zag!", and all players start grabbing the terrain cards:

- With one hand (grab hand), the player turns over a single card in the middle of the table.
- If the player can use the card, he puts it face-down in his other hand (collect hand).
- The player may not change the order of cards in his collect hand, and he may not look at the cards in his collect hand.
- **Note:** if the player cannot use the card, he leaves it face-up on the table.
- At any time, a player may pick up a face-up card on the table and add it to his collect hand.

The collecting phase ends, immediately when a player calls, "Stop!". A player may do so in either of the following situations:

- All cards are face-up in the middle of the table and he can use none of them.
- He thinks he can reach his goal card with the cards in his collect hand.

The collecting phase also ends when there are no more cards in the middle of the table.

Now follows the running phase:

The player who called, “Stop!”, begins. If no one called, “Stop!”, the youngest player begins. The others follow in clockwise order, moving their playing figures:

- First, the player turns over his collected cards, so that the first card he collected is on top.
- He moves his playing figure to an adjacent area on his obstacle course that matches the top card. When moving, he follows the running rules described on page 3. He then discards the card, revealing a new top card.
- He then continues in this way, going through all his collected cards.
- The player must go through the cards in the order they are in his collected stack. He discards the top card from the stack for each move he makes along his obstacle course.
- He discards his used terrain cards in the middle of the table.
- If it ever occurs that the player cannot move to an area matching the top card in his stack, his turn ends immediately and he places the remaining cards in his collected stack in the middle of the table.
His playing figure remains on the last area he reached.
- When a player has used all his collected cards, he ends his turn.
His playing figure remains on the last area he reached.
- If a player has moved through one or more of his obstacle race cards during his turn, he places them face-down under the supply stack.
- If a player called “Stop” because he thought he could reach his goal card and is unable to do so, he is penalized. He draws the top-most card from the obstacle race card supply and adds it to the end of his obstacle course, between his last obstacle race card and his goal card. The other players now run their playing figures.



Further rounds

If no player has reached his goal card, the players play another round. As at the beginning, the players shuffle the 48 terrain cards face down in the middle of the table so that none overlap each other. The youngest player calls, “Zig Zag!” and the round begins!