

ZAIC

A strategy board game for 2 players by **Erik Dresner**

COMPONENTS

Eight 2x2 tiles, eight 2x1 tiles and three 1x1 tiles in each colour (white and black).

TERMINOLOGY

A **square** is a 1x1 unit. A tile is a playing piece made up of 1, 2 or 4 squares.

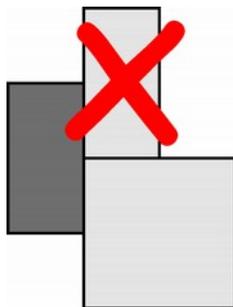
SETTING UP

Each player takes all the tiles of their colour into their supply. The light player goes first by placing any tile from his supply out onto the playing area. Proceed as normal for the remainder of the game.

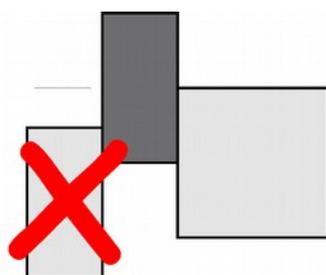
PLAYING TILES

On your turn, you must play one tile from your supply onto either the playing surface or on top of other tiles.

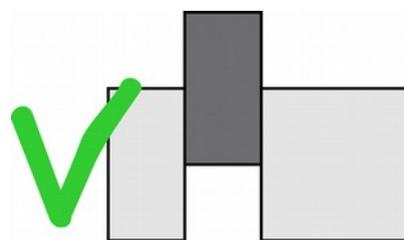
Tiles played directly on the playing surface must be orthogonally adjacent to another tile, but cannot touch any tile of your colour. (When playing tiles next to stacked tiles, the topmost square is considered the adjacent colour).



Illegal placement: White piece touches another white piece



Illegal placement: Squares must match



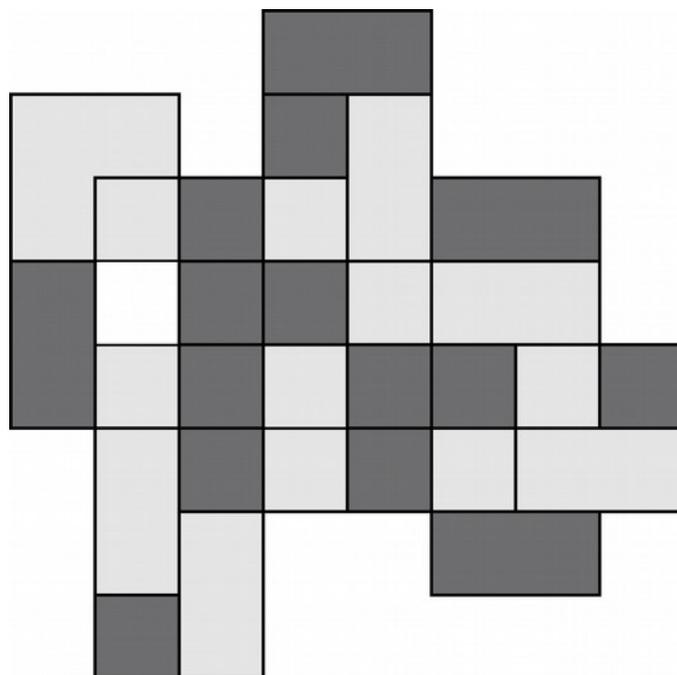
Legal placement

When playing tiles on top of other tiles, at least one square of your tile must cover at least one square of your opponent's tiles. Also, at no point can any tile be completely covered. Tiles can only occupy one level (tiles cannot "lean" from one level to another). Tiles played on top of other tiles may be placed adjacent to or on top of tiles of their own colour regardless of level.

The playing surface is restricted to a height and width of 8 squares. At no point may a player place a tile that would expand the playing surface beyond a height or width of 8 squares.

END OF GAME

The game ends immediately when a player is unable to play any of his tiles. The player with the largest area of orthogonally connected visible squares is the winner. (Squares are considered connected even if they're on different levels.) In case of a tie, the second largest area will determine the winner and so on.



Example: white wins 10 to 5