



ZOG MATRIX: THE GAME

ZOG MATRIX

BOARDGAME

2 styles of gameplay:

#1: 'SURVIVAL mode'

#2: 'SUBVERSIVE mode'

general gameplay:

2+ players:

whites: (1+ pieces depending on players; 1 each minimum)

police+jews'(zog): (2 police; 2 jews per player)

gameplay:

roll dice to move players around the board

2 pieces moved per turn; 2 rolls per turn of dice

whites can be destroyed by police who have pawn function as in chess; or by losing money through taxation(based on circling the board)

'shekels'= money/energy currency

jews' originate in synagogue

whites originate from particular tax bracket(4 quadrants/sides of board); taxation is proportional to income

income distributed at beginning depending on white players selected by role of the dice(2 rolls of 2 dice to select players; 1st roll=2 pieces; 2nd roll=remaining piece for whites; 2 each for zog player):

1-4=poor; 5-9=middle; 10-11=upper class; 12=rich

#1 SURVIVAL mode:

Whites': survive the Zog Matrix

Police+Jews'(Zog): destroy whites

shekels paid to Zog(player) via taxation(landing on specific places and passing 'Tax' square); circulating around the gameboard clockwise

police: lose shekels when land on ghetto; factory or industrial square

jews': lose through destruction of police=Zog loses

Whites': lose through losing shekels; gain shekels through the loss of others(above)

Squares(determine particular effects) when landed on:

-police station/jail:

Whites' stay in 1 round of other piece circling the board

Police stay in get shekels

Jew must pay

-masonic lodge:

whites'=loss but 'move up' to better area(4th side past talmud square)

-liquor store: whites lose; police/jews gain

-factory: whites gain; police lose; jew gains

-shtetl: all lose

-5th column: jew gains; others lose

-white elysium: whites gain; jews lose; police gain

- bohemian boardwalk: jews' gain; other's lose
- wiggerville: whites gain; Zog gains
- ghetto squares: police lose double
- industrial sector: whites gain; cops lose; jews gain
- blue collar blvrd: whites gain; Zog gains
- wannabe way/faceless suburb; whites gain; Zog neutral
- copland: neutral
- synagogue: jews gain; others' lose

#2 'SUBVERSIVE mode':

1+ player=Zog(many more police/jews than whites)

1+ whites

-gameplay:

whites roam the board with technical skills and perform turner diaries style ops on property,etc.

different skills purchaseable each turn around the board

game functions in similar way to chess

-movement:

Zog pieces: go around the board clockwise

whites: can go bothways

each gets health meter/hit points

police/jews have less but more pieces

every turn around the board of the jew(s) another police officer exits the station

goal is to destroy jews

weapons:(see cards): more powerful=more devastation

whites gain weapons/skills the more jews/police taken out

grades of weapons:

-lead pipe: 1 turn around the board or 1 jew kill

function: takes half life of opponent

-hunting knife: 2 jew/police kills or 2 turns around

function: instant kill

-sawed off: 3 jew/police kills or 3 turns around

function: kills within a 3 square range(unidirectional)

-poison: same criteria as lead pipe/hunting knife but can be selected in place

function: stops Zog's motion 1 turn around board (which must continue in same direction that turn) of white player who gets it

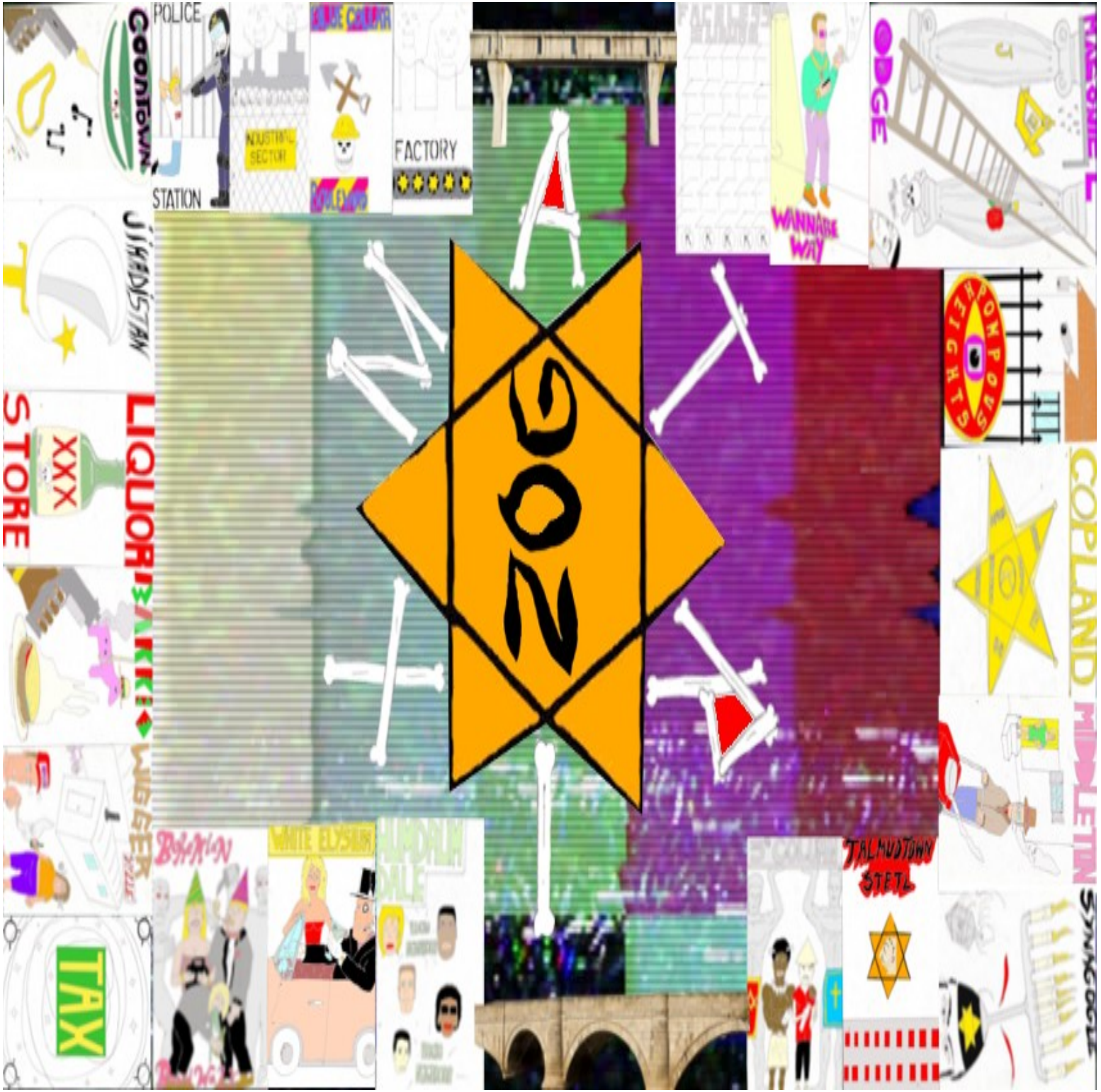
-assault rifle: 4 jews/police or 4 turns around the board

function: wipes away entire row of opponent once aquired but must be reloaded through hald the jew/police kills or turns around the board(2); then can be reused(unidirectional)

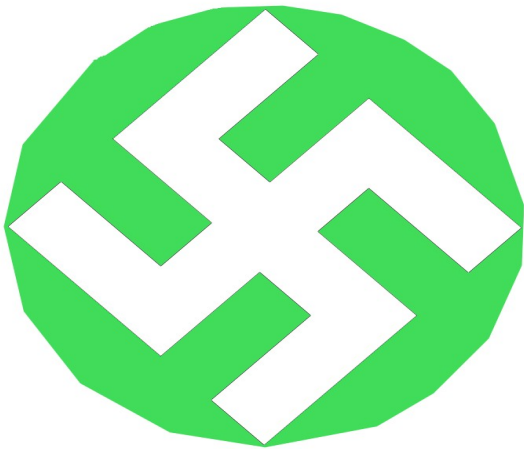
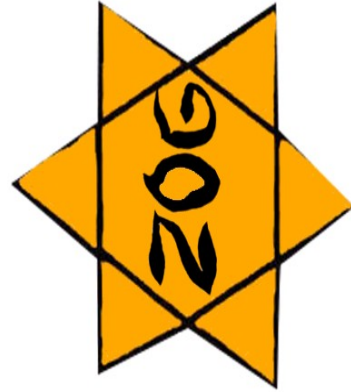
-bomb: same criteria as assault rifle

function: makes the square detonated on (the one the player is on that selected/aquired it) unusable for others/stops them 1 turn+kills in radius 2 squares per side

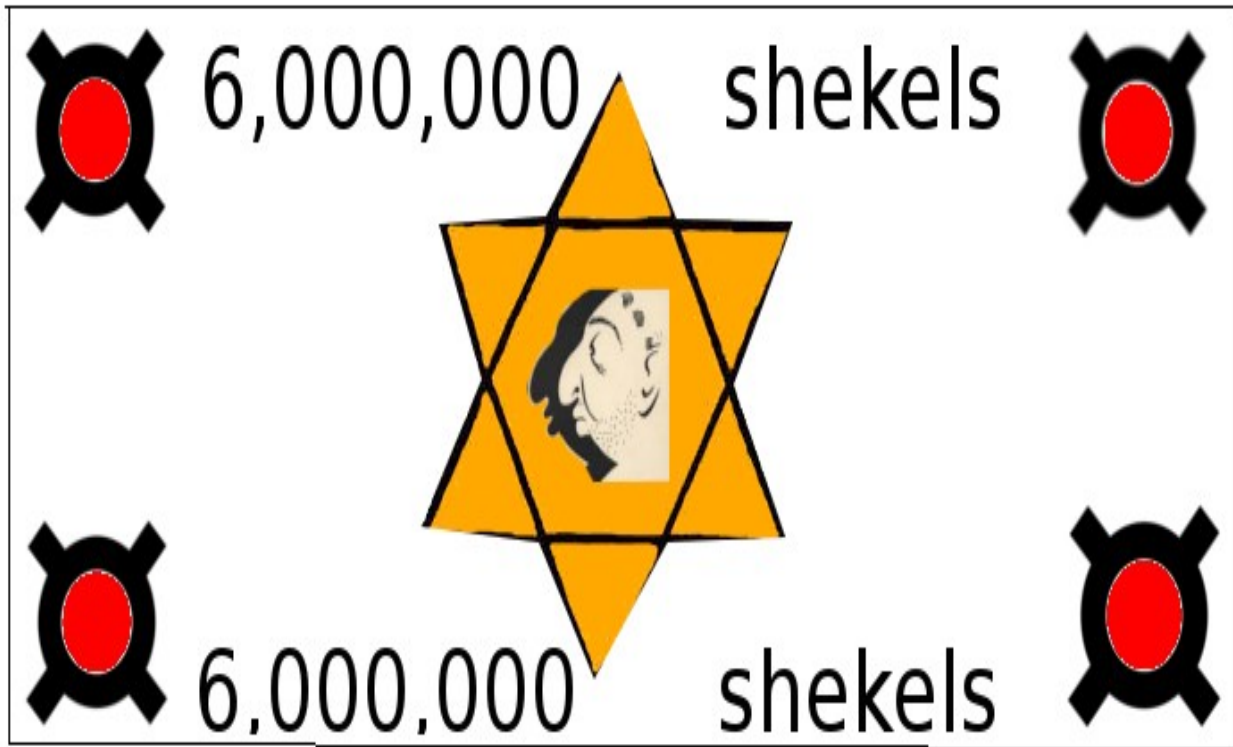
THE END



GAMEBOARD



GAME PIECES

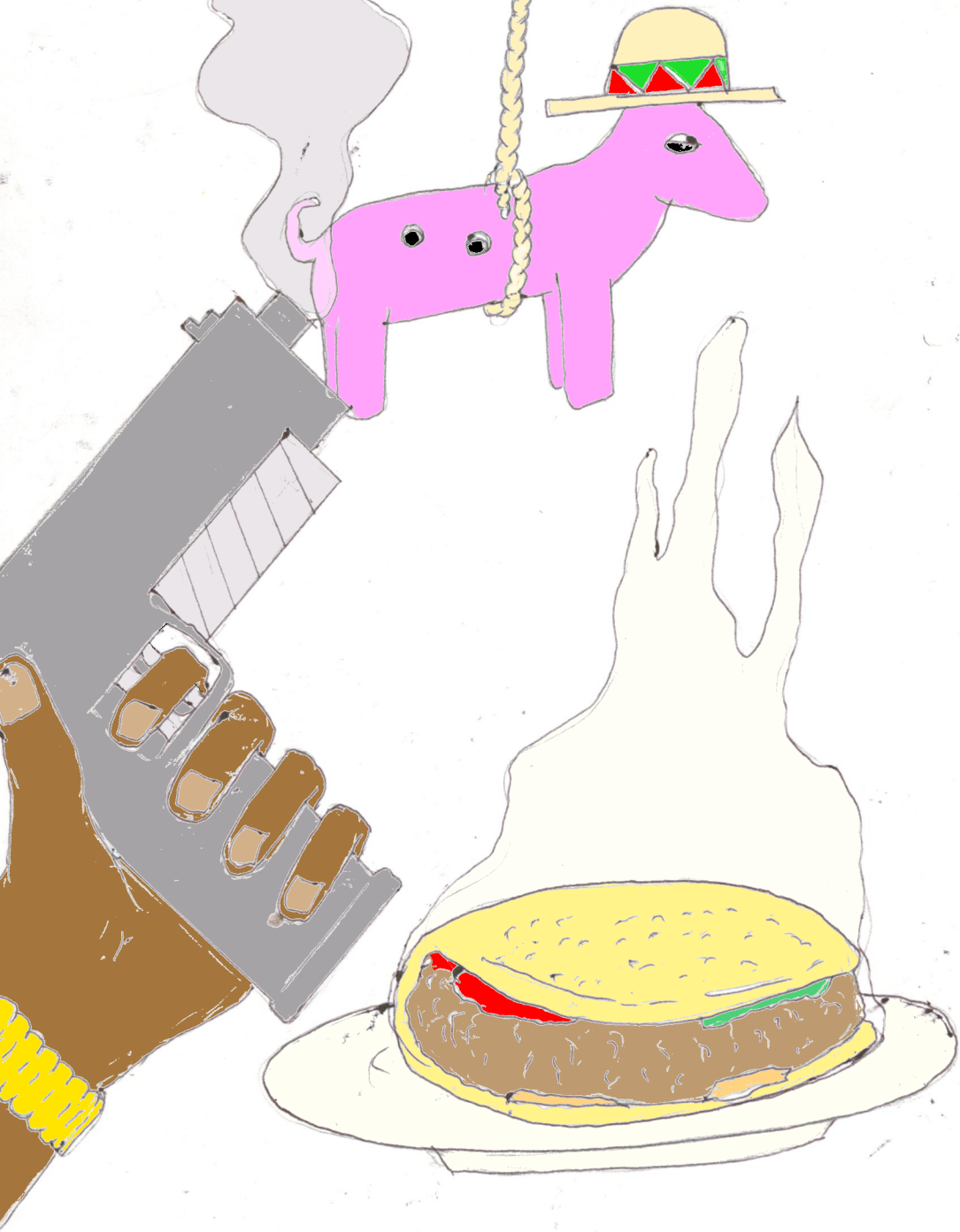


SHEKEL BILL

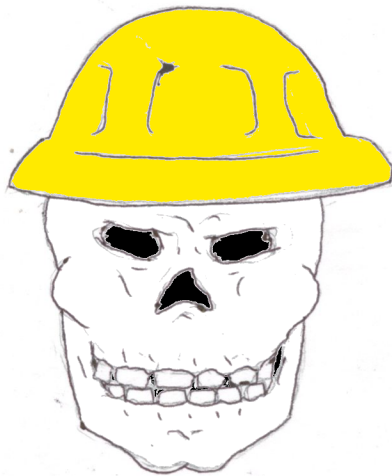
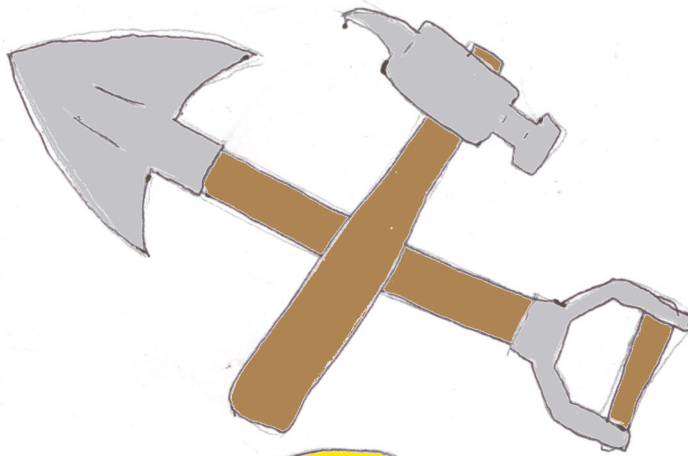
5th COLUMN



BARBIE



BLUE COLLAR



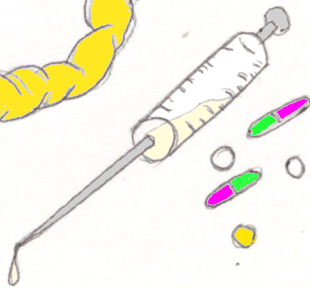
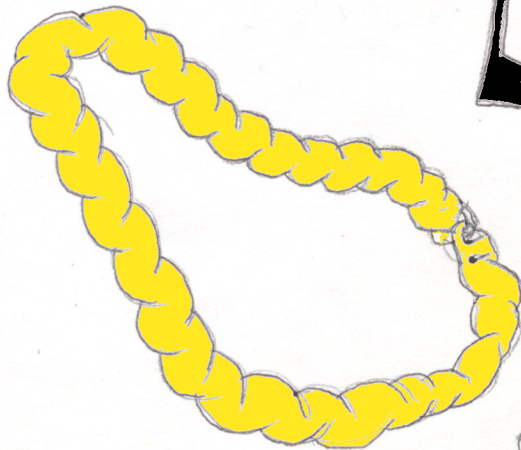
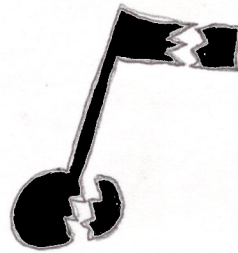
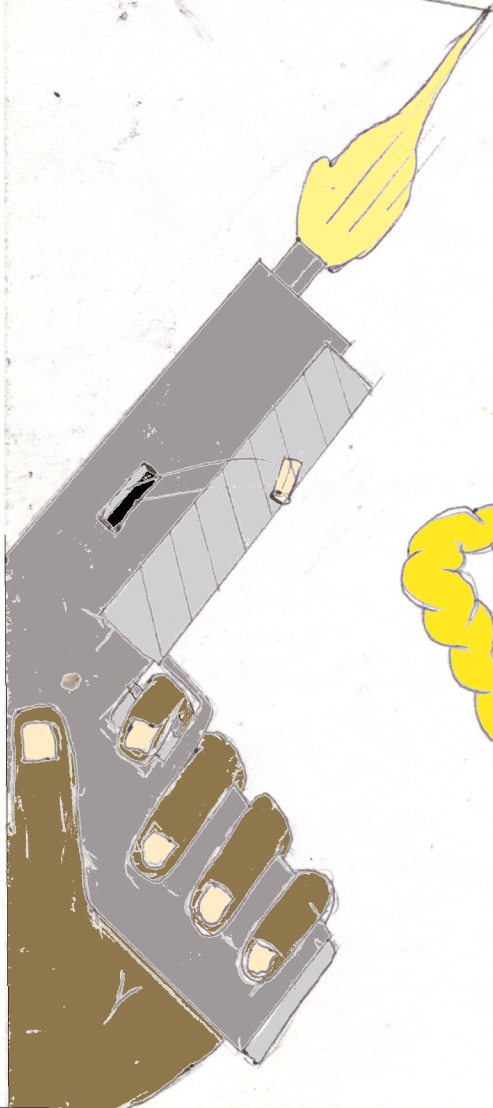
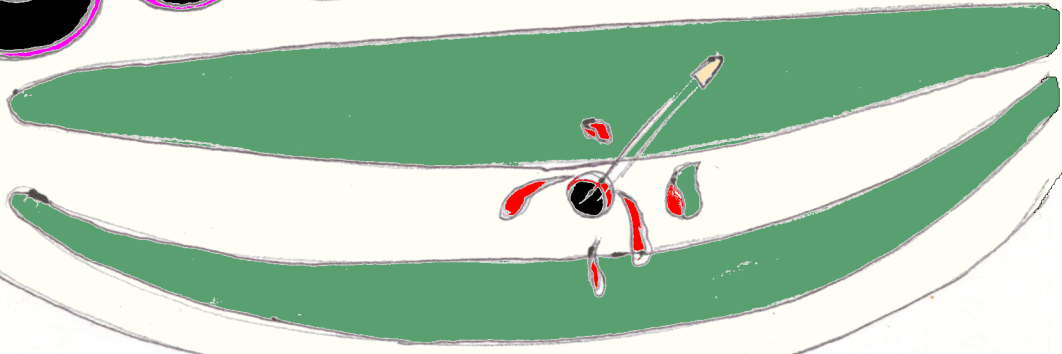
BOULEVARD

Bohemian

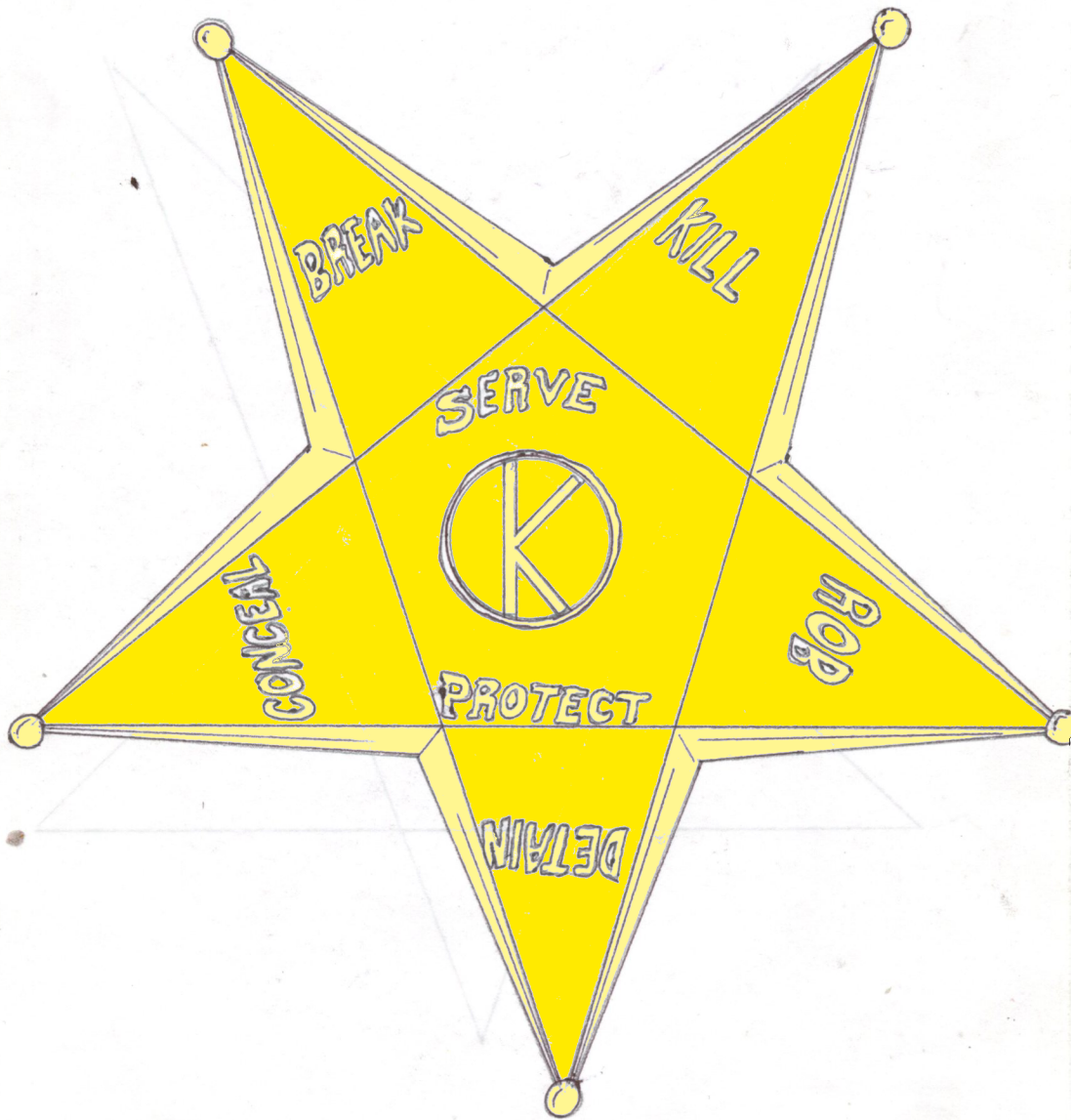


Boardwalk

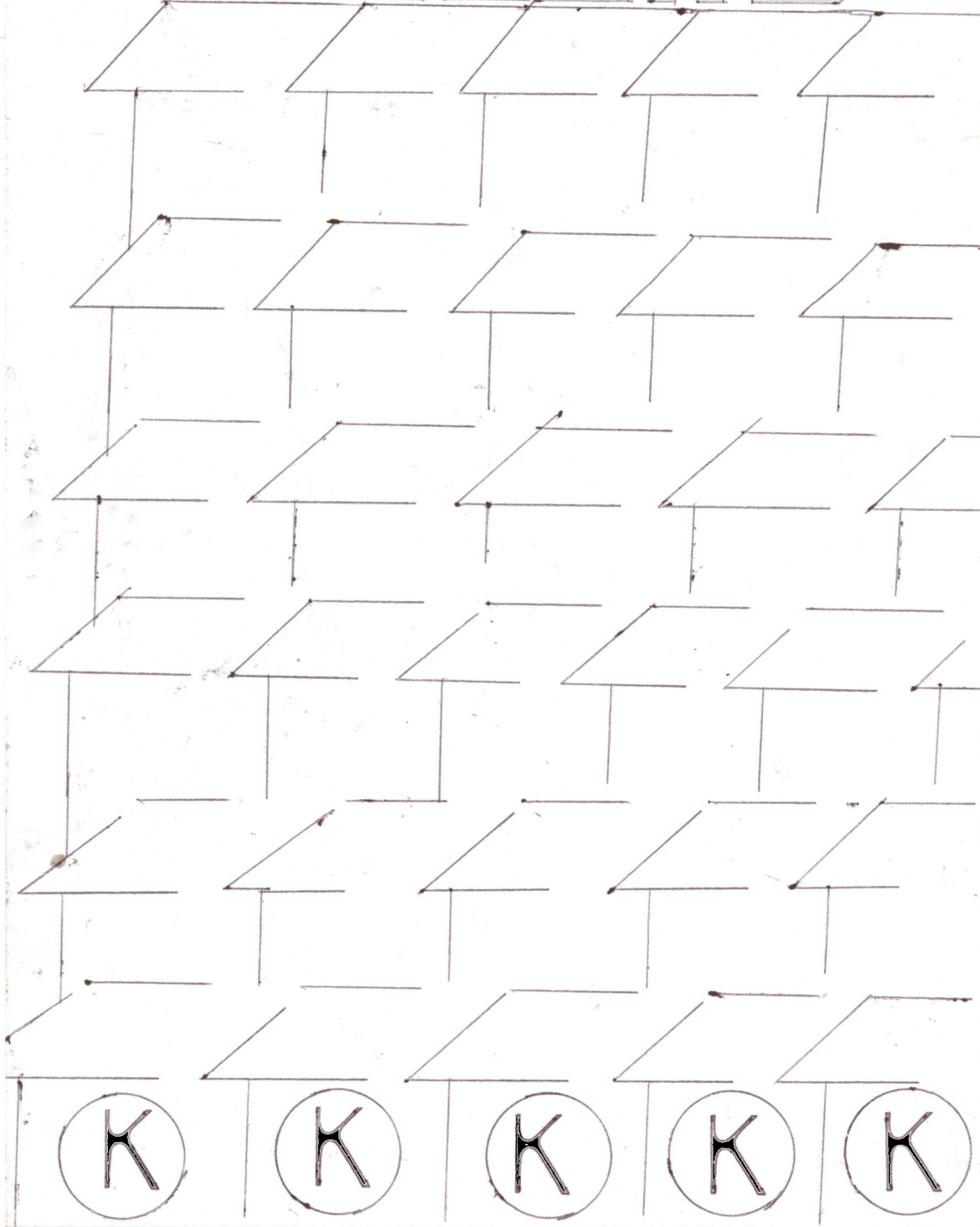
COONTOWN

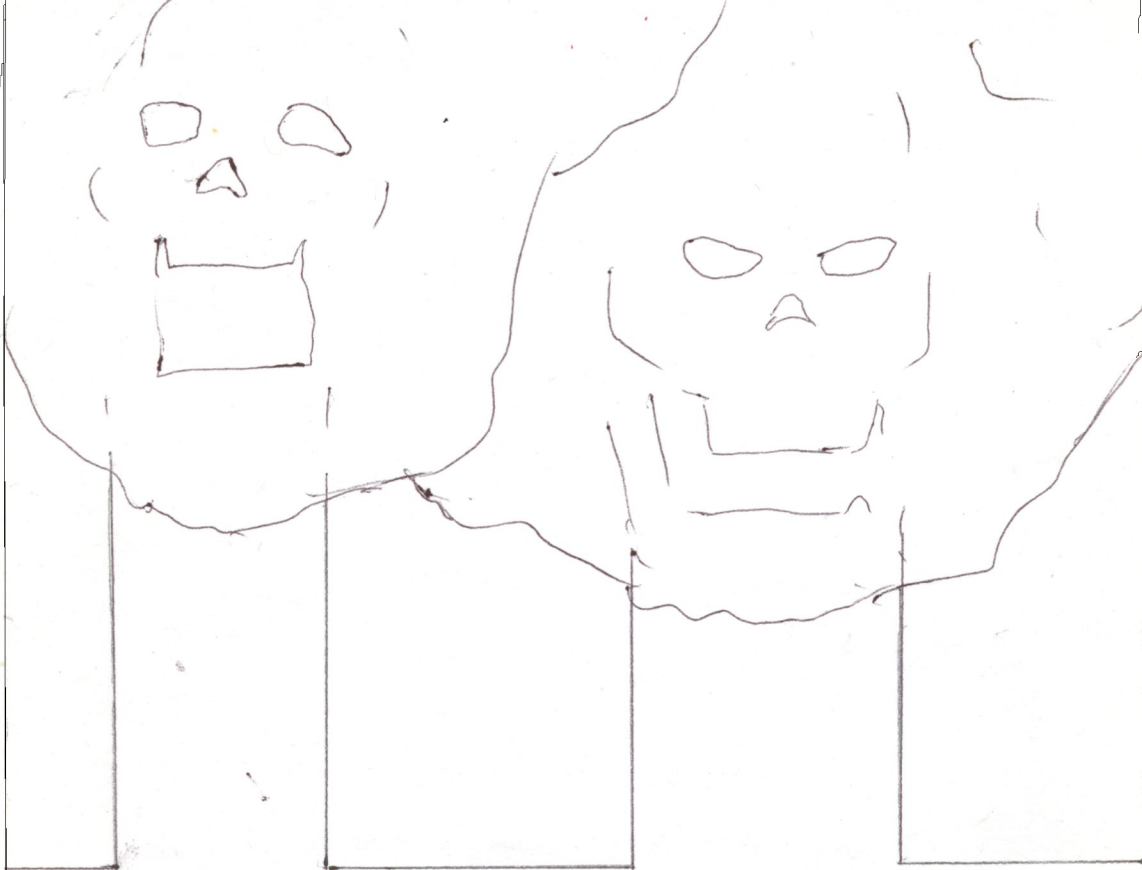


COP LAND

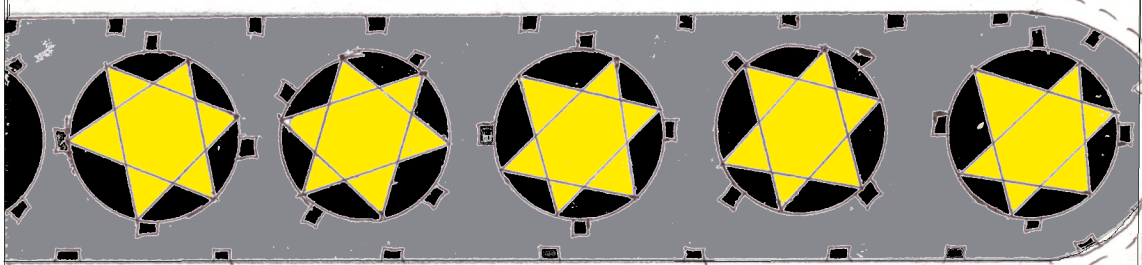


FACELESS SUBURB





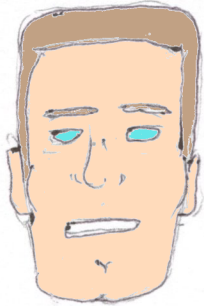
FACTORY



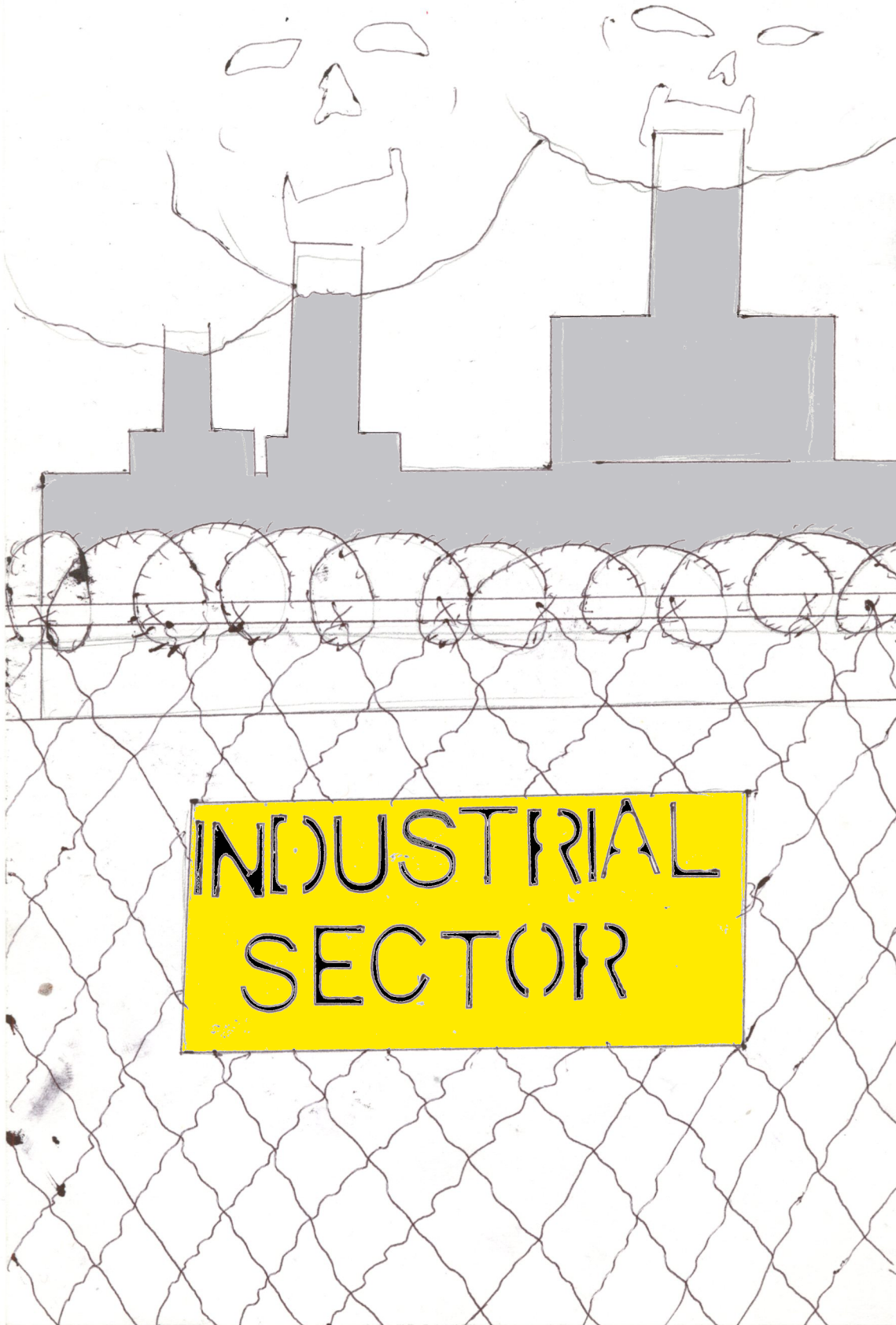
HUMDRUM DALE



HIDEHO
NEIGHBOUR

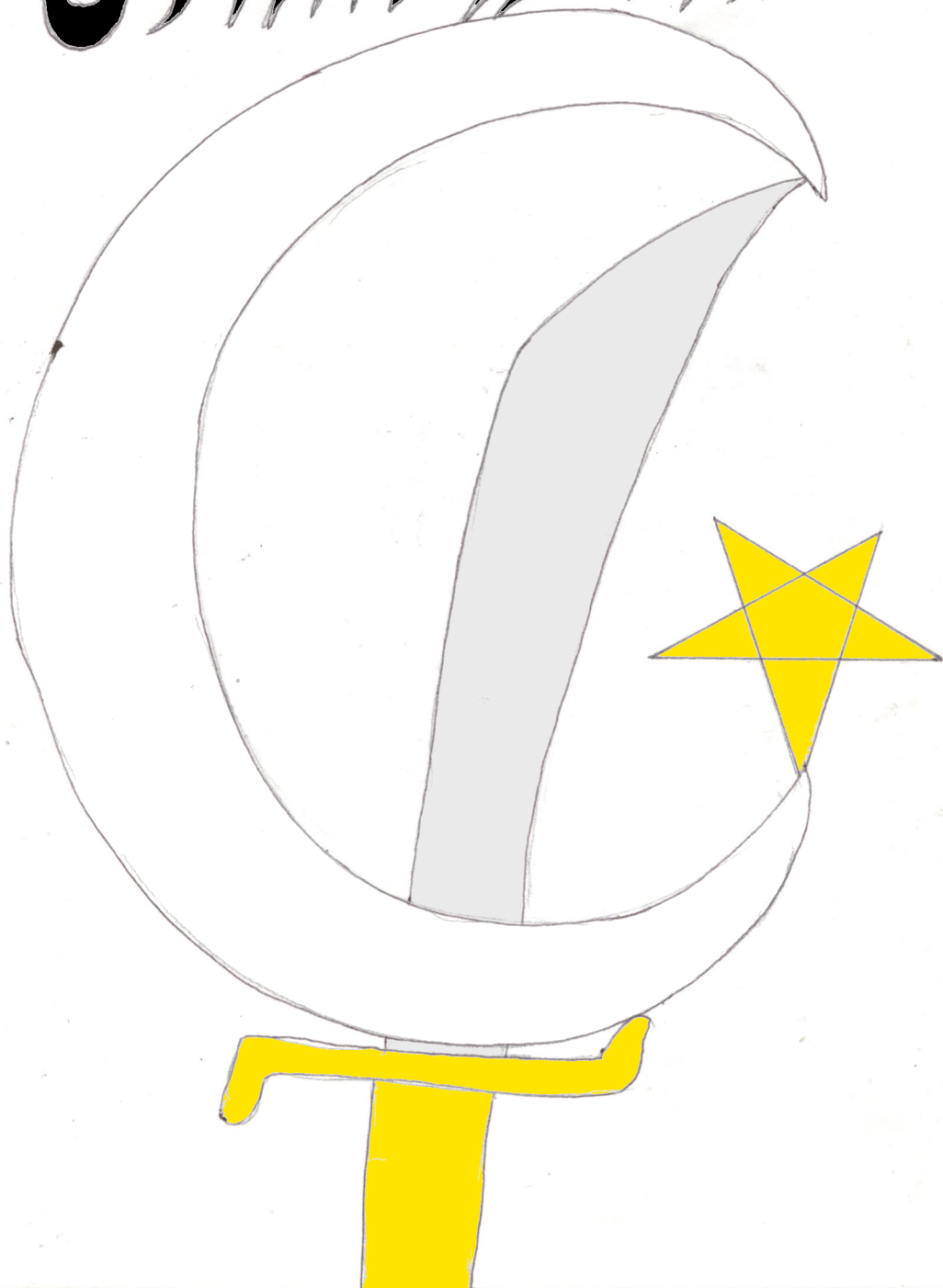


HIDEHO
NEIGHBOUR



INDUSTRIAL
SECTOR

JIHADISTAN

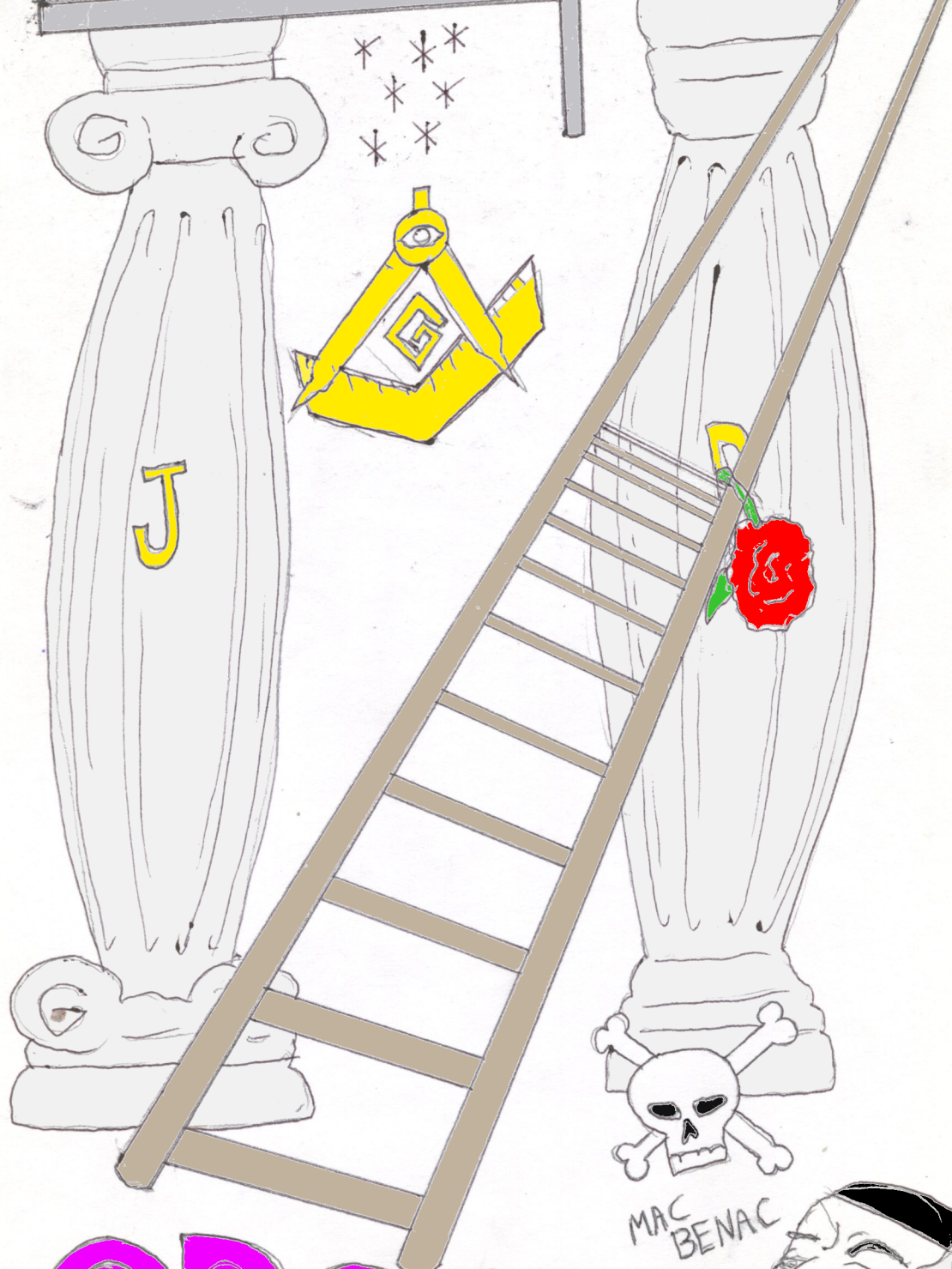


LIQUOR



STORE

MASONIC L



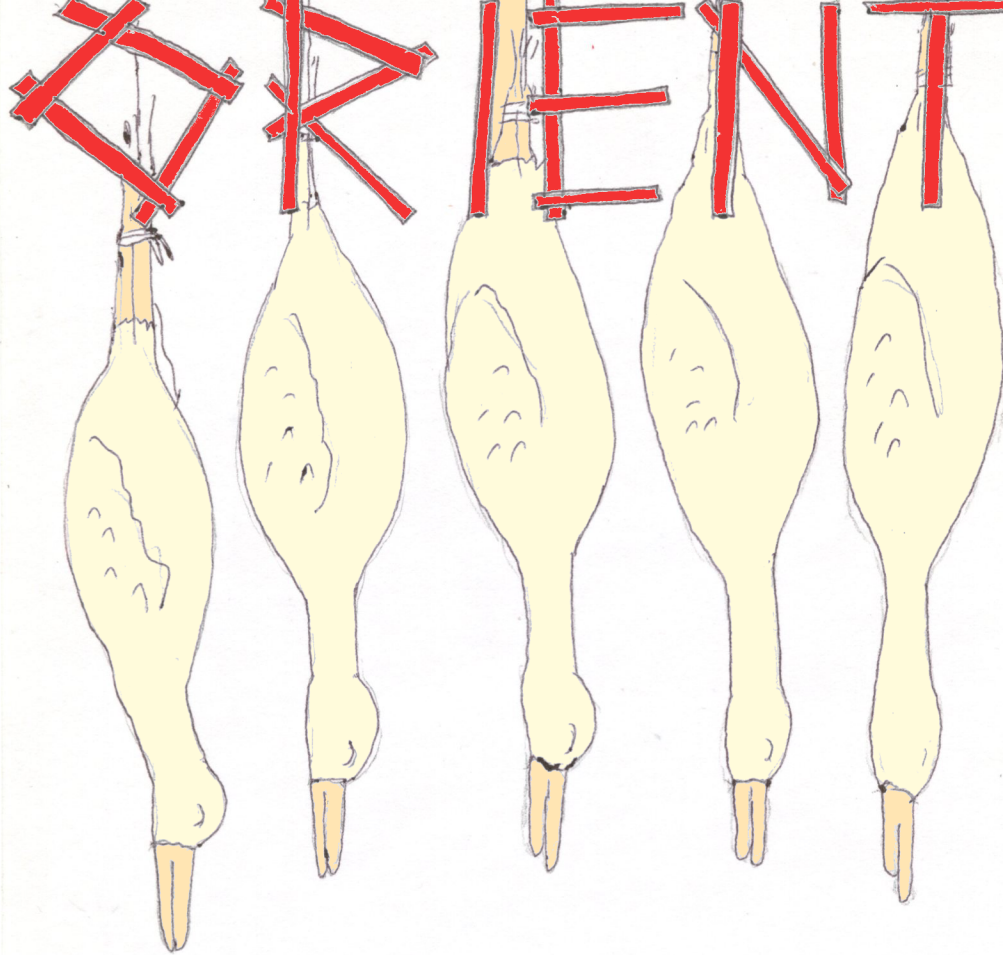
ODGE

MAC BENAC

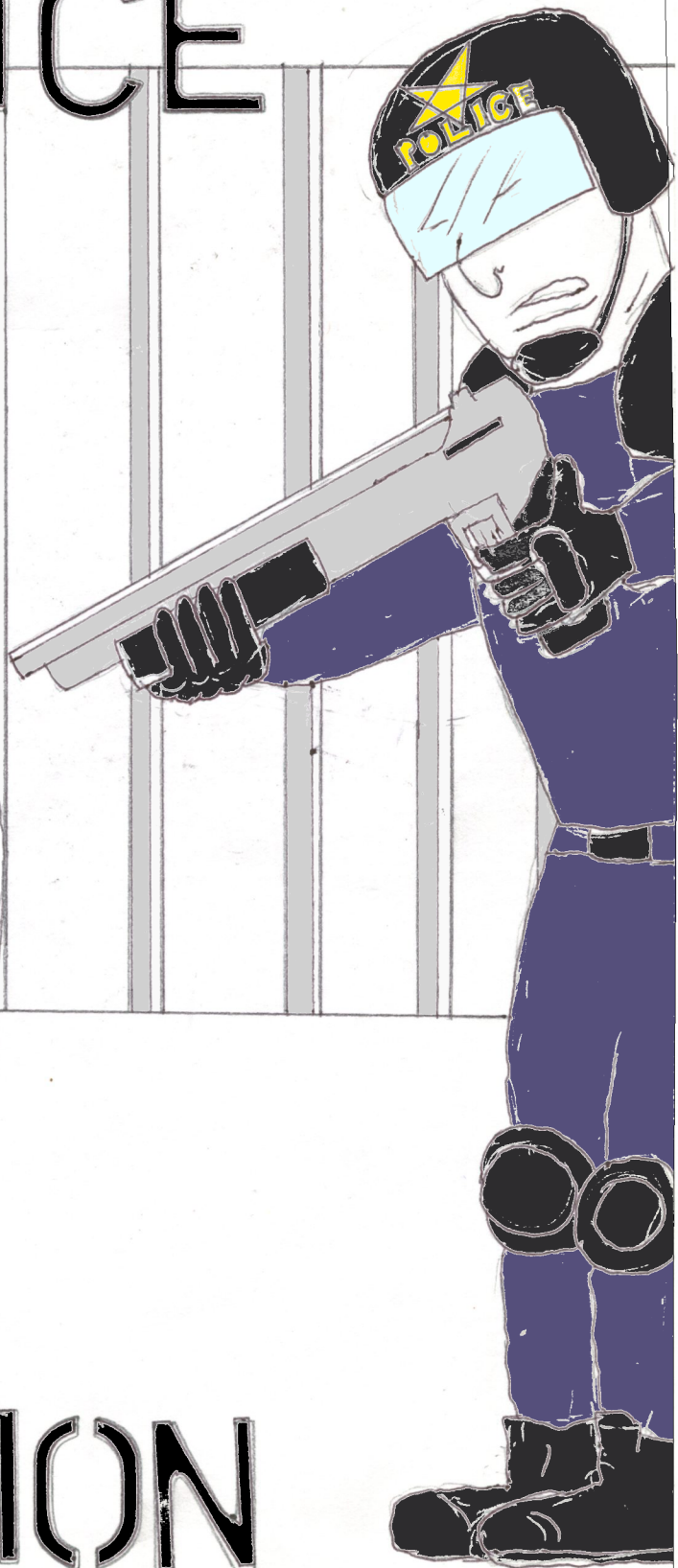


MIDDLETON

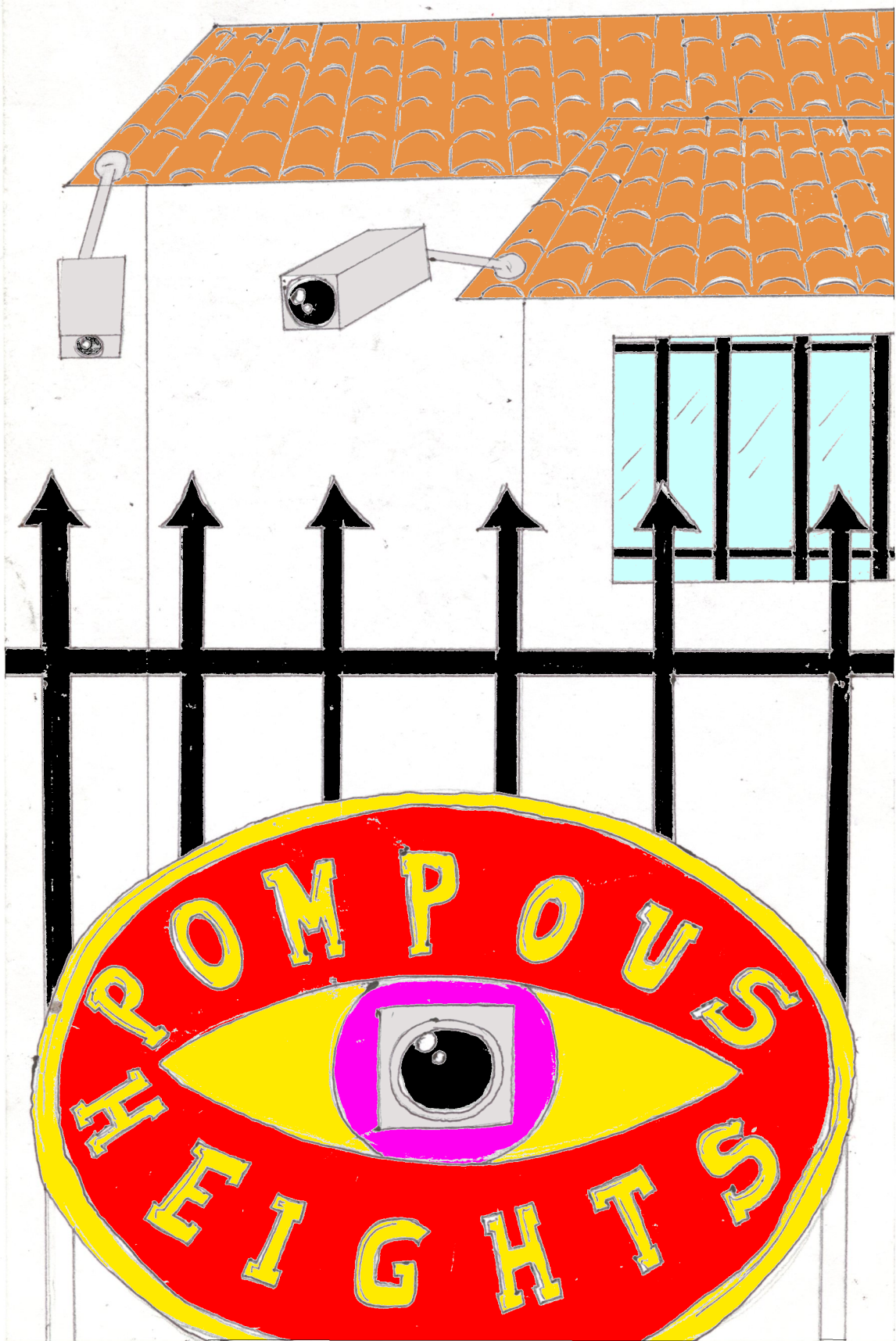




POLICE



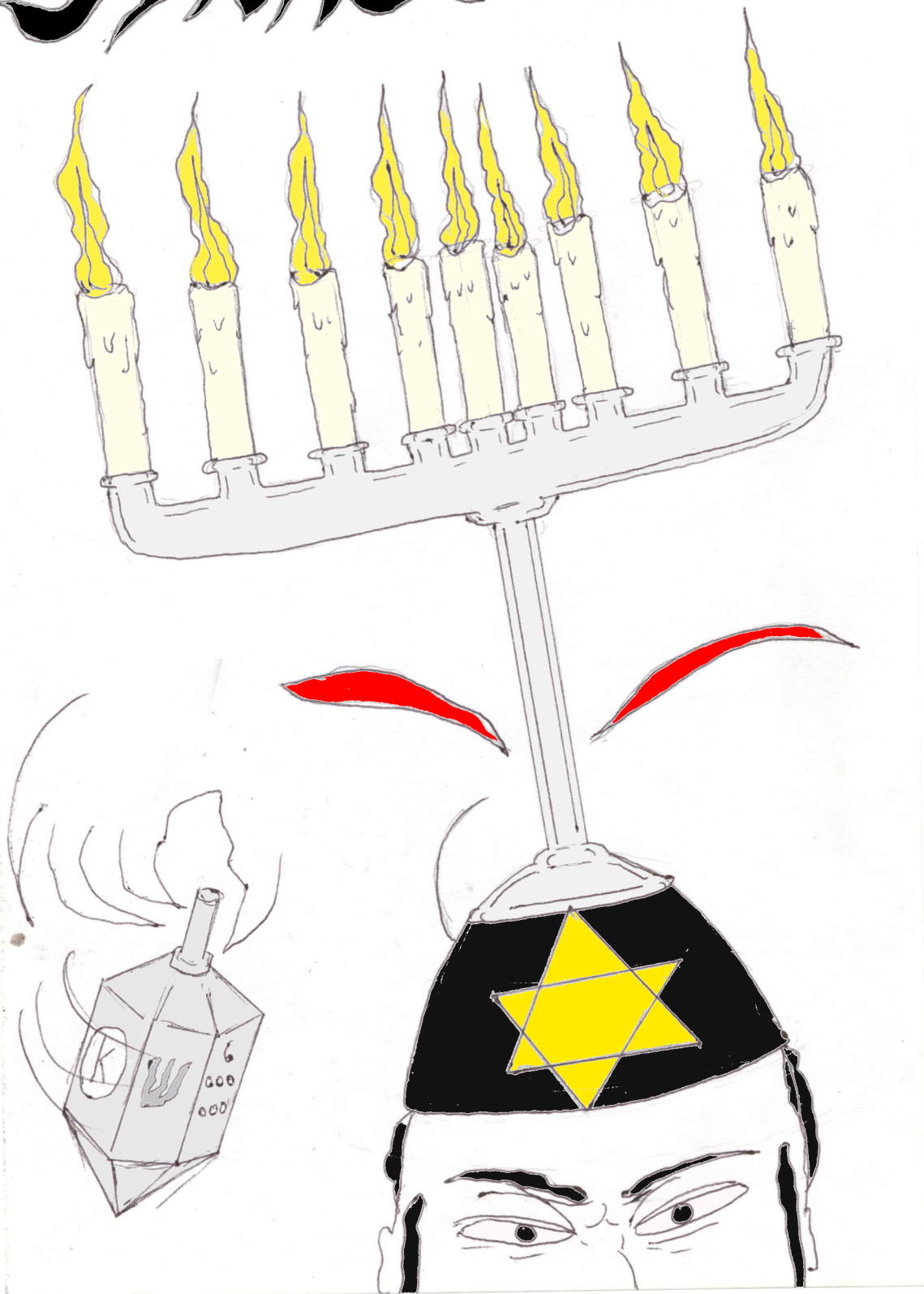
STATION



RESEARCH LAB



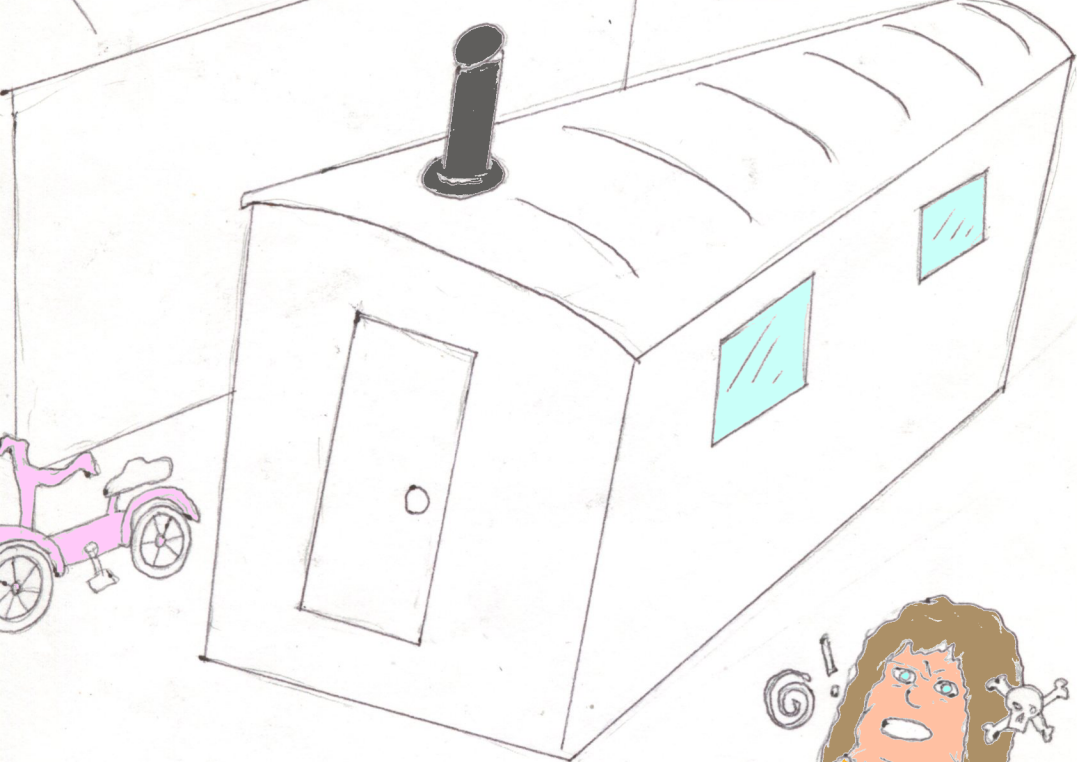
SYNAGOGUE







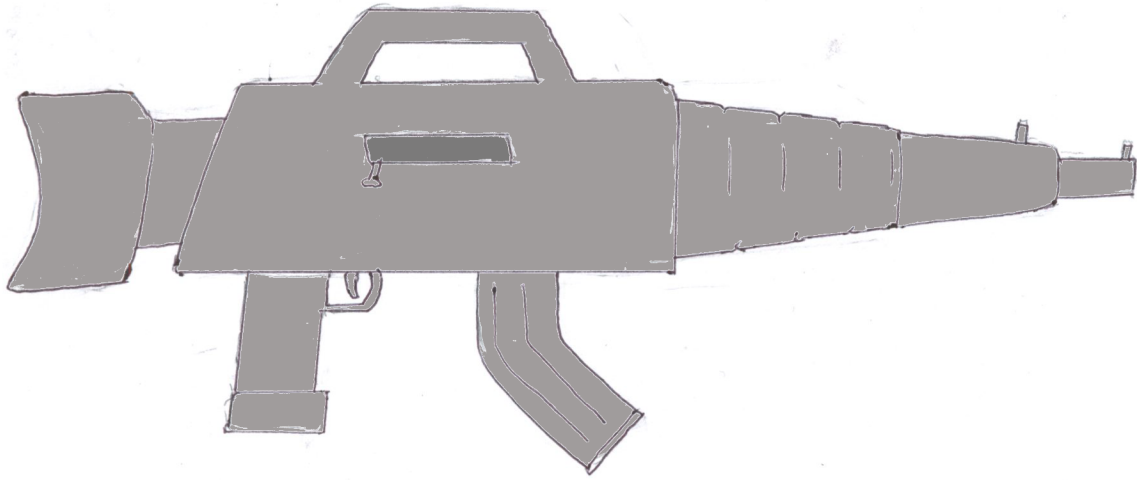
WIGGEAR VILLE



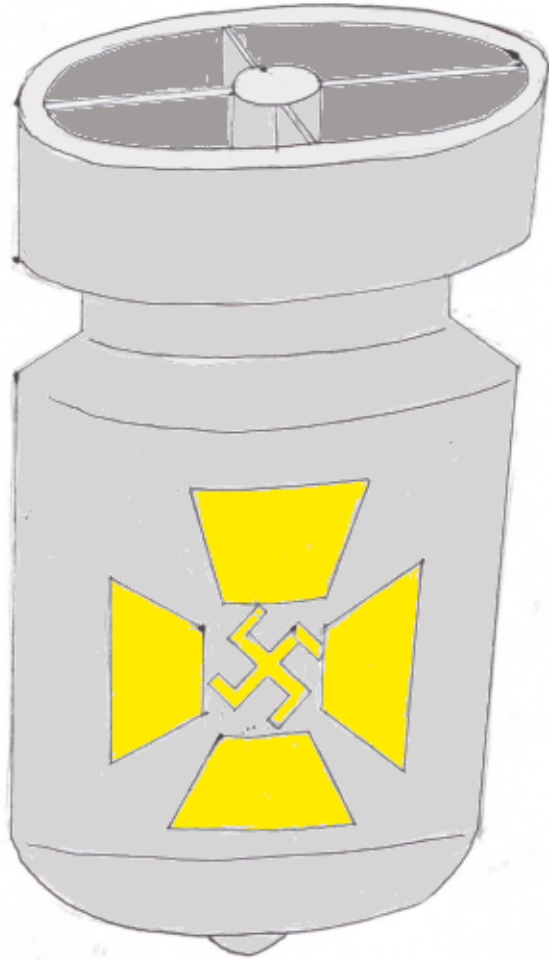
WHITE ELYSIUM



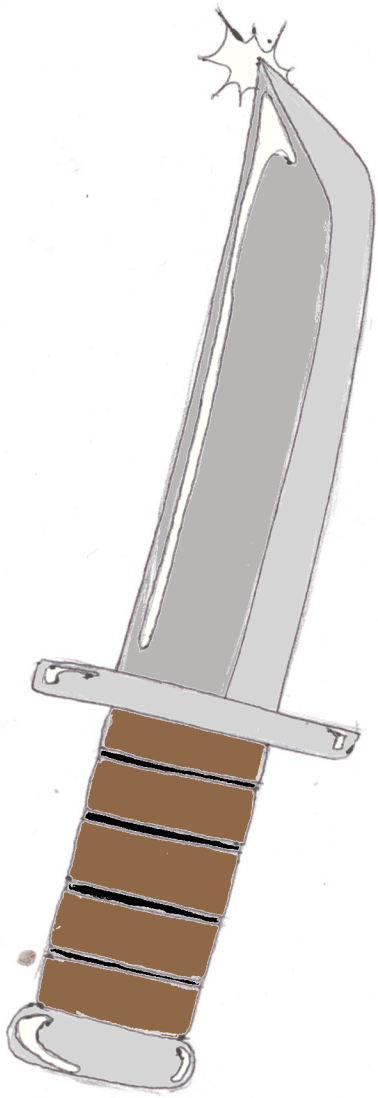
ASSAULT RIFLE



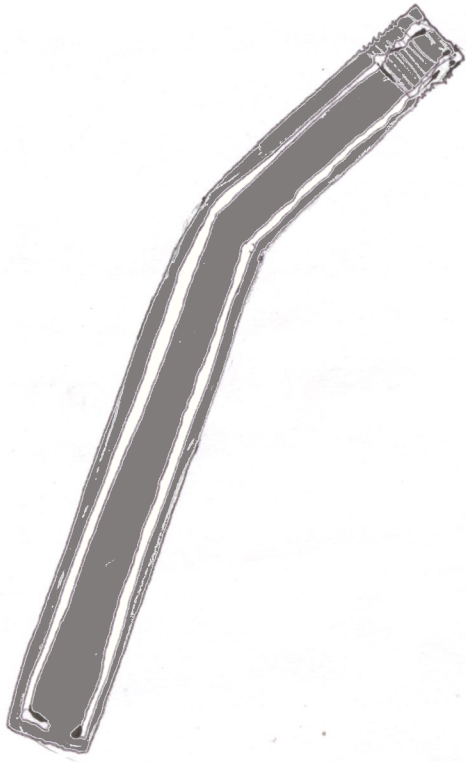
BOMBS



HUNTING KNIFE



LEAD PIPE



POISON



SAWED-OFF

