



**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

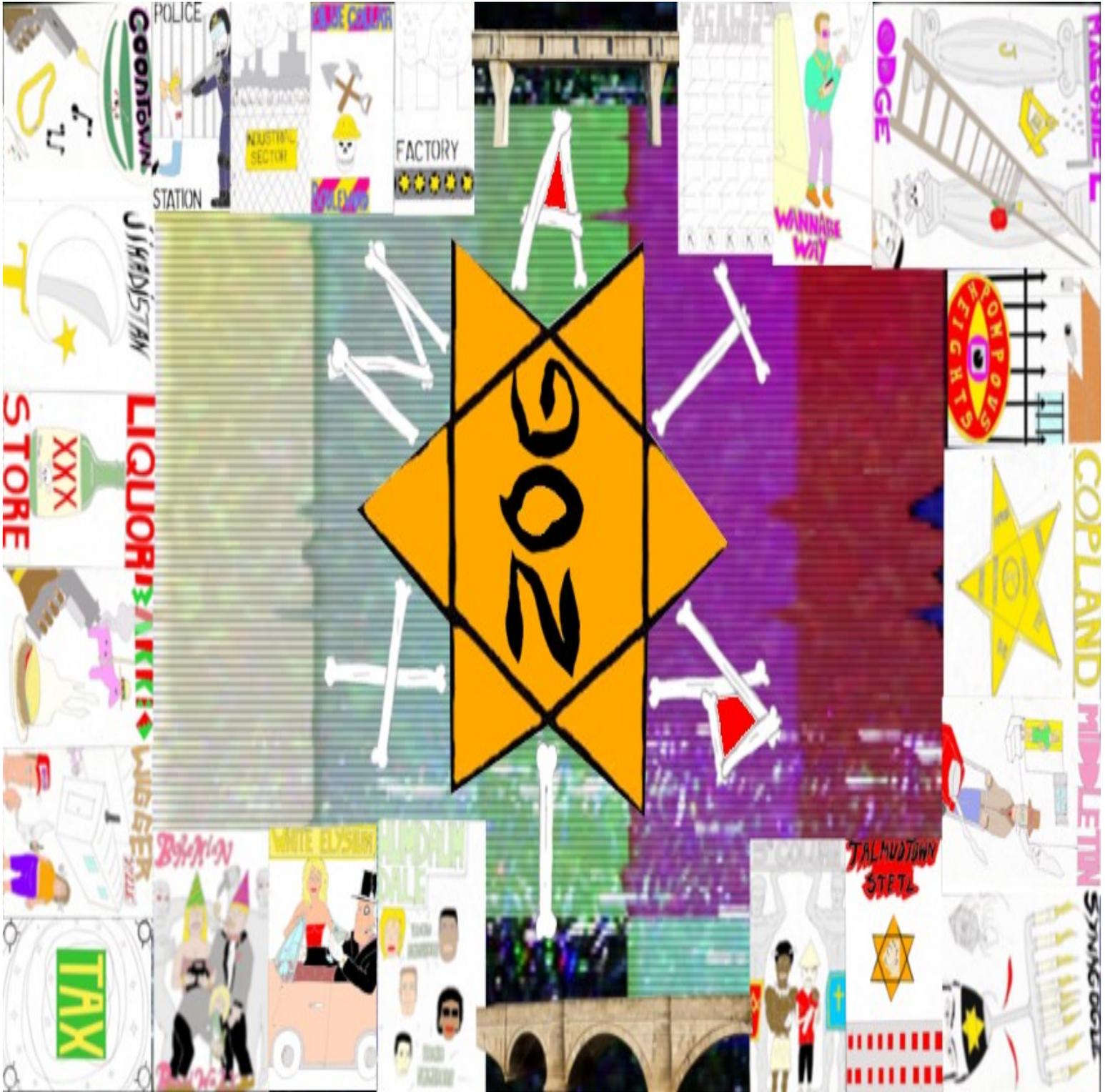
**-assault rifle:** 4 jews/police or 4 turns around the board

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)

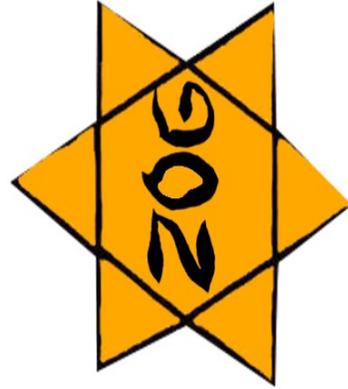
**-bomb:** same criteria as assault rifle

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

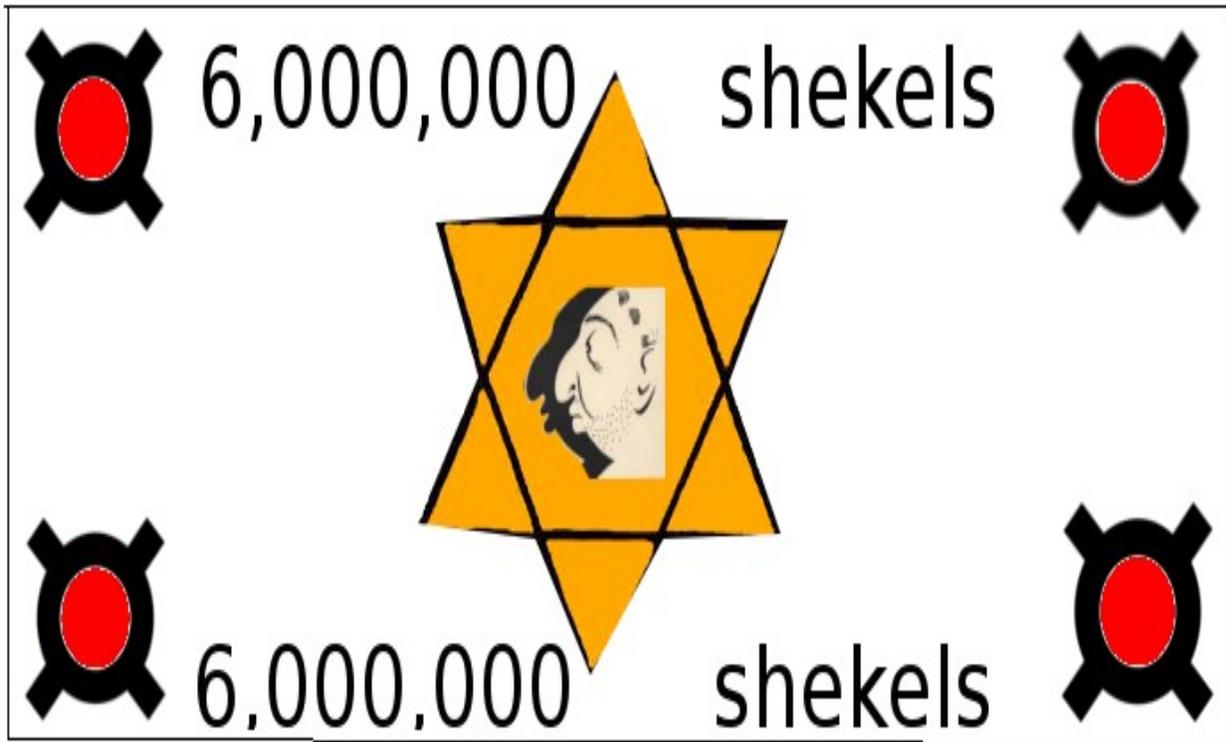
**THE END**



# GAMEBOARD



**GAME PIECES**



# SHEKEL BILL

