

Zcarda Capture The Base (CTB)

Your mission – if you decide to accept it – is to capture the enemy base ... while they are trying to capture yours!

Will you choose to play your game defensively ... offensively ... or maybe a little of both?

No matter how you choose to play your game however, the challenge is the same for every player.

Rank & File

Zcarda's CTB game consists of seven (7) character types. Numbered **Zero** through **Five**, the lower the number, the higher the power... but the fewer number of spaces each piece may be moved.

The Leader

Leader (One)



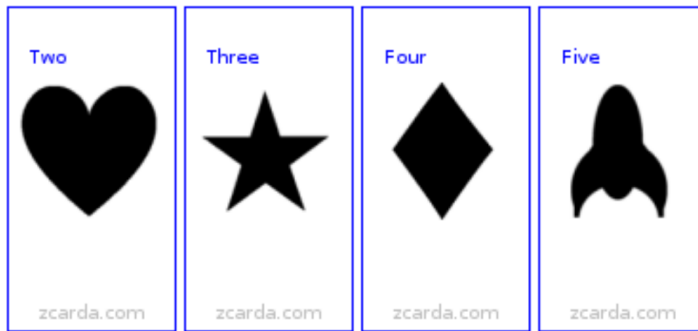
Every organization needs a leader, and yours is number **One**.

One is the most powerful piece on the game board. Just about every other piece is removed from the board when either attacking, or being attacked, by "numero uno."

But when a **Leader** encounters another **Leader**, both pieces are removed from the board.

So be careful – like your opponent, you only have one, number **One**!

The Followers



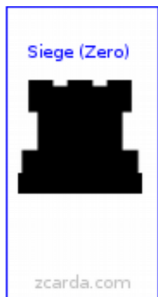
Just as you'll only have a single **One**, for the rest of the team the game is all about their numbers, as well.

Hence your team will have 2 **Twos**, 3 **Threes**, 4 **Fours** and 5 **Fives**.

Special Pieces

Your game also has two special pieces, a **Siege** and a **Base**.

Both the **Siege** and the **Base** are numbered as **Zero**. Yet while your **Siege** can move like a **Leader** (one space at a time,) once placed on the board your **Base** cannot be moved at all.



While **Siege** can only move a single space at a time, the mission of **Siege** is to eliminate the **Leader**.

Often held in reserve, many keep their **Zeros** as close together as possible.



The objective of **Zcarda CTB** – of course – is to capture your opponent's **Base**.

When any opponent's character touches another opponent's **Base**, the game is over.

Game Setup

Playable using a standard chess board, a standard game of **Zcarda CTB** consists of the following pieces:

| | |
|--------------|-----------|
| Total | 17 |
| Leader | 1 |
| Two | 2 |
| Three | 3 |
| Four | 4 |
| Five | 5 |
| Siege | 1 |
| Base | 1 |

Much like chess, each player occupies half of the board. Unlike chess however, you may arrange your 17 pieces on your half of the board in any formation. <http://invisible-island.net/dialog/>

Players take turns placing their pieces upon the board. The oldest player starts first.

Once a piece has been placed, it cannot be moved until after the game begins.

Game Play

The game starts with a simple coin toss. Predicting the "heads" or "tails" visibility of the coin's final resting place earns you the right to decide who will make the first move.

After the first move is taken, game play continues with each player making a single move.

A movable piece is able to move, or attack, once per turn. **Bases** can neither move, nor attack.

In the event that no one is able to move, just as when a **Base** is captured, the game is won by the player who took the last move.

Remember: Once placed, a **Base** cannot move. Every other piece can move only in accordance with its number, as previously described.

Combat Rules

Like numbered pieces eliminate each other upon contact. Superior numbered pieces will capture those of an inferior number. A piece is unable to move and attack at the same time.

While any piece can eliminate the **Siege**, when a **Leader** attacks a **Siege**, both pieces are eliminated from the board. When a **Siege** attacks a **Leader**, the **Leader** is captured, but the **Siege** will remain on the board.

When a **Siege** attacks any other movable piece, the **Siege** is captured, but the other piece remains on the board.

Finally, please note that a **Siege** – just like any other movable piece – can also capture an opponent's **Base**... and win the game!

Game Variations

The creation of alternate games and rules is strongly *encouraged*. Here are a few of our favorites:

Close Combat

In the Close Combat Variation, the **Four**'s and **Five**'s are replaced with **Two**'s and **Three**'s. Game play proceeds as normal.

Mines & Miners

In the Mines & Miners Variation, **Three** is re-cast as an immovable "Bomb." The **Four**'s become "Miners," whose job it is to attack & remove the bombs. The play continues as normal.

Pandemonium

In the Pandemonium Variation, you remove **One**, **Two**, as well as **Siege**. Game play proceeds as normal.

Pandemonium Mines

In the Pandemonium Mines Variation, players replace their **One**, **Two**, as well as **Siege** with a **Three**, two **Fours**, and another **Five**.

Next, by following the Mines & Miners Variant (described above,) this variant effectively adds an additional mine (**Three**) two Miners (**Four**) as well as one more **Five** to your team.

Lastly, as if adding Bombs and Miners was not enough, in this variant the Bombs **are** able to move, but **not** permitted to attack.

Totally worthy of the name "Pandemonium Mines" ... no?