



ZAKA

INSTRUCTIONS



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OBJECTIVE:

To eliminate all other players by defeating their monsters and remaining in the game the longest.

STARTING:

Shuffle the deck and deal out 5 cards to each player, placing the deck face-down in the middle of the play area.

Each player's 5 cards form that player's "hand". All players check their hands and keep them private.


Each card is labelled as either a monster or a weapon. If a player does not have at least 3 monster cards in their hand, they must place all **weapon** cards on the bottom of the deck and replace those cards with new ones from the top. Repeat this process until all players have **at least 3 monster cards in their hands**.

Shuffle the deck again if needed, and get ready to start battle!

FIRST TURN:

Select a player to go first. After the first turn, play progresses in a clockwise manner, with each player having a turn after the player on their right. On each player's first turn, they must place one or two monster cards from their hand onto their division of the play area (which is named the **battlefield** from here on). No abilities can be used on any player's first turn.

HEARTS:

All monster cards have hearts at their base ().
Hearts represent life force.

When a monster is played into the battlefield, place a red token on that monster's final heart (bottom right-most heart). This means the monster has all of its hearts, and is at full health. When a monster takes damage, move its token backwards across the list of hearts to represent how many hearts the monster has remaining. A token on the top left heart beside the "**X**" means the monster has only one heart remaining.

REGULAR TURNS:

After the first turn, all turns follow the pattern below. The order of the following turn events cannot be changed.

1 - Play cards. A player can play (put down) up to 2 cards from their hand into their division of the battlefield. These can be weapons or monsters. This step is optional.


Once a monster is played into the battlefield, it is called an "active" monster, and belongs to the player who played it. A red token should be placed on a monster's hearts as soon as it is played.

2 - Use an ability. Each monster has only one ability.

On a player's turn, they select **only one** of their active monsters' abilities and use it against any single active monster of their choice (unless otherwise stated).

So turns are: Play no more than 2 cards, then use 1 ability, in that order, then the turn is over.

ATTACK ABILITIES:

Many abilities are different (as stated on the cards), but the most common ability is **Attack**. If a monster's Attack ability is used, the player using it damages their selected target monster by eliminating some of its hearts. The number of hearts eliminated by any ability is determined by the number of sword icons () next to the ability's name (such as "Attack"). This is the monster's attack strength.

Monsters with the **Rampage** ability deal their allotted damage value to each of a single opponent's active monsters.

NOTE: A player cannot damage their own monsters.

DEFEATING A MONSTER:




If a monster's hearts are reduced to zero (the "**X**" symbol) or below, that monster is defeated, and it is moved to a discard pile, face up. The player that was responsible for the final blow **picks up one card** from the top of the deck and places it in their hand as a reward. They cannot play the new card until it is their turn again.

If a player no longer has any active monsters in the battlefield, **they have lost**, and are out of the game until the game is over (even if they have monster cards in their hand).


WEAPONS:

A weapon card cannot ever be played on its own into the battlefield. A weapon must be given to (placed beside or below) a monster card, and adds its power to theirs.

(E.g. a monster of attack strength 1 with a weapon of attack strength +1 now has a total attack strength of 2)

Furthermore, a weapon can only be given to a monster of a matching weapon type (the circular weapon type symbol is in the top right corner of both weapon and compatible monster cards (either   or )).

A weapon cannot be unjoined from a monster once played unless another card's special ability allows it (meaning a weapon is discarded when a monster is defeated as well). Some weapons do extra damage to monsters of a particular weapon type. A monster cannot hold more than one weapon.

If a monster holds a weapon with a heart icon on it () instead of sword icons, that monster is able to recover a heart **in addition** to the effects of the monster's ability when it is used.

ENDING:

The game ends when only one player has monsters remaining on the battlefield, and **that player wins!**

2 PLAYER GAME:

To play Zaka with just 2 players, simply set up and play a game exactly as if it were for 4 players, and have each player control **2 separate monster armies and 2 separate hands**. The owner of the last army standing is the winner!