

TetZilla

Introduction

Welcome to TetZilla where each player controls a Godzilla creating havoc in a city that is created in a tetris fashion. The goal is to destroy as many building and city guard units as possible before the city is fully built or before the player's Godzilla dies.

Components

Map
Tiles
Guard units
Building markers
Godzilla
Hit markers
Godzilla special ability markers
Movement tokens

The Game

The game is made of **8 turns**. In each turn the players will move their Godzilla up to 5 city areas, one area at a time.

At the end of the turn two things will happen:

- Each player will add one tile to the city.
- The army units will have a chance to fire at the players havoc causing Godzilla.

The players who manage to earn most points by causing the most damage to the city and the guards wins the game.

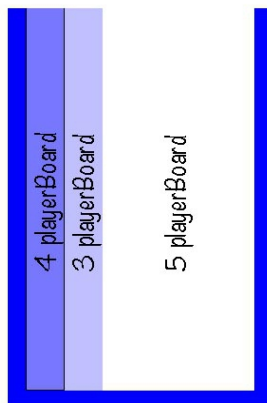
Setup

Shuffle the tiles face down and put them into a deck. Shuffle guard unit markers face down and set aside next to the board.

Mix the building markers face up so their point value is hidden and set them aside next to the board.

Each player takes a Godzilla marker in a color of his choice.

Prepare the playing board based on the number of players: 3 players set it to be 20x8, 4 players 20x10 and 5 players 20x12. This is done by placing a filling a side for each player less than 5.



Select a starting player in anyway way you like. It is important to select the starting player at this stage before the "Selecting Godzilla Special ability" stage.

Selecting Godzilla Special ability:

The Players can selected their Godzilla special ability it two ways

- Random: Turn over all the special ability markers on their back and mix them. Each player in his turn picks one and turn it over, revealing it to everyone.
- Each player in order starting with the first player, select their special ability from the abilities left.

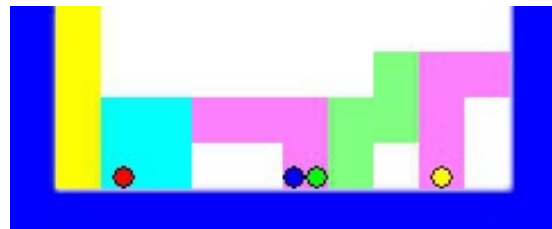
Note that there are two markers from each of the two type of special abilities.

Starting from the first player and going clockwise each player slides down as describes below three tiles, one tile at a time before going to the next player.

Sliding a tile: Each player will take the top tile and "slide" it from the top of the board downward (see sliding tiles section of the rules for more details). The player can rotate the tile in any way he wants before sliding the tile. The tile slides down until it hits a tile or the bottom of the board. Once it hits its position it can not be moved.

On the tile placed: If there is a sign for a guard unit, open on that spot a unit from the markers next to the board and place it on the tile. If there is a marker of a build place a building marker

Once all tiles are placed each player in turn places his Godzilla in the bottom row. Any single area on the board can contain up to two Godzillas including guard units.



In the above example blue and green started in the same, and this is allowed because two Godzillas can be in the same area.

Turn

The turn is constructed from three stages

- Movement
- Sliding tiles
- Guard firing
- Change of starting player

Movement

At the beginning of the turn each player takes 5 movement tokens that marks the 5 movement actions he can take.

Each Players may moves his Godzilla one space at a time, one player after the other going clockwise.

When it is a Godzilla turn to move it may elect not to

move but in doing so it must give up one token movement.

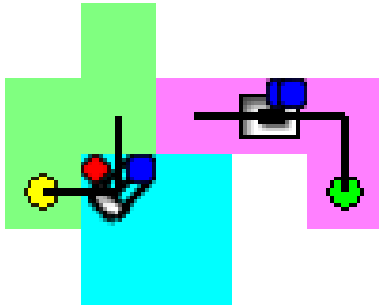
A Godzilla may not move to a lower row that it is currently on.

A Godzilla can destroy a buildings and overrun a guard units. Some of these buildings and units will require extra action points in order to overrun them beside the one action point needed to move to the area that hold the build or unit. If the Godzilla does not have enough movement to overrun then it can not to that action.

If a Godzilla overrun a building it takes the building and score the points marked on the lower side keeping it hidden from other players.

If a player overrun a guard unit, it is removed from the board.

Destroying a building or over running a guard unit might also cause a damage to the Godzilla as marked on the counter. If there is a damage markers on the building or guard unit then take one damage marker for each one.



Example 1

In example 1, the green player moves one space up, costing him one action, then over running the building, costing him 3 action (one for the normal movement + 2 for overrunning and then using his last fifth action he moves another movement to the left. The Yellow player only moves two places, costing him a total of 3 action points (the other two cannot be saved to the next turn) and one damage point caused by the canon).

If a Godzilla reaches **ten** damage markers then it dies and it is removed of the game.

Sliding Tiles

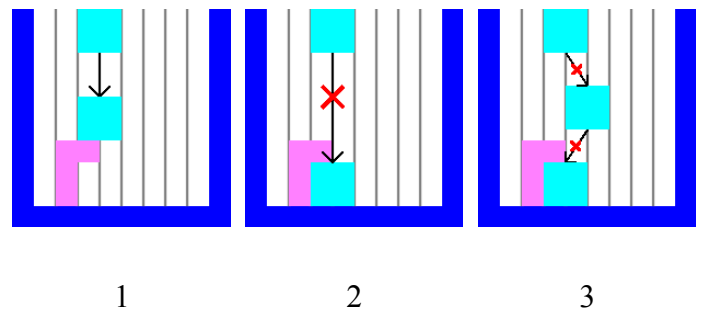
Each player, starting with the first player, takes the top tile, turns it face up, and slide it down from any column he wants to.

The tile can be rotated in any way the player wants as long as it faces up with the city side up.

All parts of the tiles must be in the board area when starting to slide it down.

The tile must “slide” down all the way in the same columns it started in, not moving left or right.

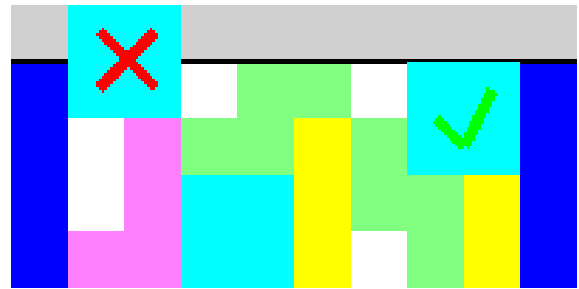
Once any part of the tile reaches hits the bottom or lands on another tile, the tile movement ends.



Example 2

In example 2. On the left the block slides until it reaches another block and it can not longer slides. In the middle we can see that the block can not pass the block it reaches. On the right, the block can not move from the column it started at in order to bypass the obstacle and then return back.

If there is no room for the tile drawn then this marks the end of the game. The tile is discarded and the rest of the players continue opening and sliding tiles if they can. A player must slide the tile in some place if he can, he cannot avoid it.



Example 3

In example 3, the blue square tile cannot be placed in the left position, where it will protrude from the board, but it can be placed in the right position. The player cannot select not to play it since there is a legal place for it.

Guard Firing

Each player, starting with the first player and going clockwise, selects a guard unit. Each player can select a guard unit that was not selected. If there are not enough guard units for all players then not all players will select guard units.

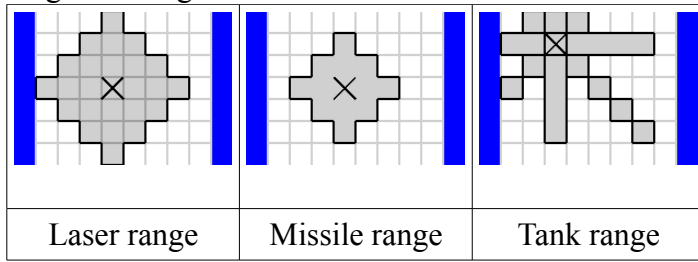
Once selected, each guard unit fires according to its type:

Lasers: Firing at a single target up to a range of 3 squares causing 2 damage. When counting range do not move diagonal.

Missiles: firing at all units up to range of 2 squares causing a damage of 1. When counting range do not move diagonal.

Tanks: Firing in one direction up to a range of 4. First

target will suffer a damage of 2, all other targets after will suffer a damage of 1. Unlike missiles and lasers when firing tanks when counting range moving diagonal is legal.



When a Godzilla reaches a damage of **X points** it dies and removed from the board and the player owning that Godzilla does not end his game. He will continue sliding tiles and firing at other players Godzillas.

Change of starting player

The starting player moves to the player on the left of the starting player.

Game End

The game ends after **8 turns** or if not all players were able to slide their tiles into the game board. Once end of the game condition is triggered players check their score and the player with the highest score wins.

Score is gain for two things:

- Each building marker taken is now turned over and is scored as marked on the bottom
- For each hit the Godzilla suffered the player loses 1 point.

Godzillas special abilities:

- Tough skin: Once per turn one damage point caused by tanks is ignored.
- Shinning skin: Once per turn one damage point caused by laser is ignored.
- Swiftnes: Once per turn one damage point caused by missiles is ignored.
- Toughness: Once per turn when over running a building one damage point is ignored.