


CZOLG!

“How to Play”
Full Manual






4 a

Destroy all your opponent's units to **win the game**. Tap squares and tiles to **make and undo selections**. The game is played in rounds. Each round has **8 stages**. Press the game button  to go to the next stage.

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I Stage 1 - Deploy Units 1 Deploy Phase
Tap the tiles on top to **deploy units** to the back row.

II Stage 2 - Select Attacking Unit 2 Attack Phase
ARTILLERY, BOMBERS, and FIGHTERS can attack enemy tiles on the opposing 3x3 grid. PARATROOPERS move sideways in the same row. The unit selected to act is marked with .

Stage 3 - Select Target 3
Pick a **target for the attacking unit** selected in Stage 2. The selected target is marked with  (attack) or .

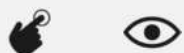
Stage 4 - Reveal Orders
Both players' orders are revealed. No changes can be made at this point.


Stage 5 - Execute Orders
The attack orders play out. FIGHTERS attack first, then PARATROOPERS, then ARTILLERY, then BOMBERS.

III Stage 6 - Select Frontline Target 6 Frontline Battle Phase
Add the top right corner numbers (the battle score) for units on the **frontline**. The player with the highest total score **wins the frontline** and can pick a unit to destroy. If there is a tie, both teams pick a target unit.

Stage 7 - Frontline Battle
The targeted frontline units are removed from the game.

IV Stage 8 - Units Advance Advance Phase
All units advance one row if the next square is unoccupied. Once the round is complete, a new one begins at Stage 1. The game continues until a winner is declared.

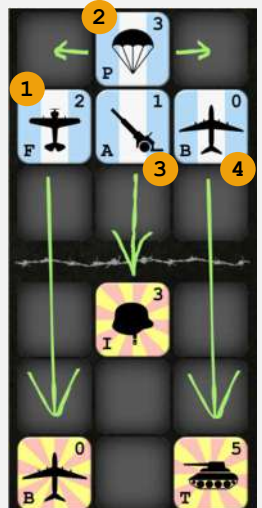


A **hand icon** appears when the stage requires a **decision**. An **eye icon** appears when there is **no decision** to be made (just **press the game button**  to advance).



II A A
Every unit has **unique abilities** executed in the following **order priority**:

- 1 FIGHTER**
Attack any air unit on its column
- 2 PARATROOPER**
Move sideways to any square
- 3 ARTILLERY**
Attack any ground unit 1-2 squares away
- 4 BOMBER**
Attack any ground unit on its column



TANKS and **INFANTRY** cannot attack in Phase II. Instead, they are stronger on the frontline with high battle scores (5 and 3).

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important!



CZOLG!™ Full Manual and Quick Start Guide. Version 1.6.

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1.1

Welcome to **CZOLG!**, a pocket battlefield strategy game for two players.

In this turn-based strategy showdown, your goal is to eliminate your opponent's units. Each side starts with a force of 20; the first player to remove all enemy units secures victory.

The key to winning is maintaining a **higher frontline score** than your opponent. This is a game about controlling the frontline, creating pressure, and setting up the next turn.

Winning strategies focus on **who reaches the frontline**, not who gets attacked. Attacks are not just for eliminations. They are tools for frontline control.

1.2

Gameplay proceeds in **rounds**, each divided into **4 phases** and **8 stages** (see section 3.1 for a step-by-step breakdown). Once all 4 phases are finished, a new round begins. The phases are:

- I Deploy Phase**
Deploy units to the back row
- II Attack Phase**
Select one unit to attack or move
- III Frontline Battle Phase**
Compare frontline scores and destroy units
- IV Advance Phase**
Units advance one row towards the frontline

1.3

While attacking units is part of winning the game, it should be used to **support your primary goal** of increasing your frontline score. (Figure 1)

Achieving a higher frontline score allows you to destroy multiple units per round – **one in the attack phase** and **one in the frontline battle phase**. It is very difficult to win if you consistently have a lower frontline score than your opponent.



Figure 1.

1.4

Every unit has strengths and weaknesses (Figure 2). BOMBER and FIGHTER units are strongest on the **back row**. ARTILLERY and PARATROOPERS are strongest on the **second row**. TANKS and INFANTRY are strongest on the **frontline**.

FIGHTERS, BOMBERS, and ARTILLERY can provide long-range support to your **frontline units** from behind.

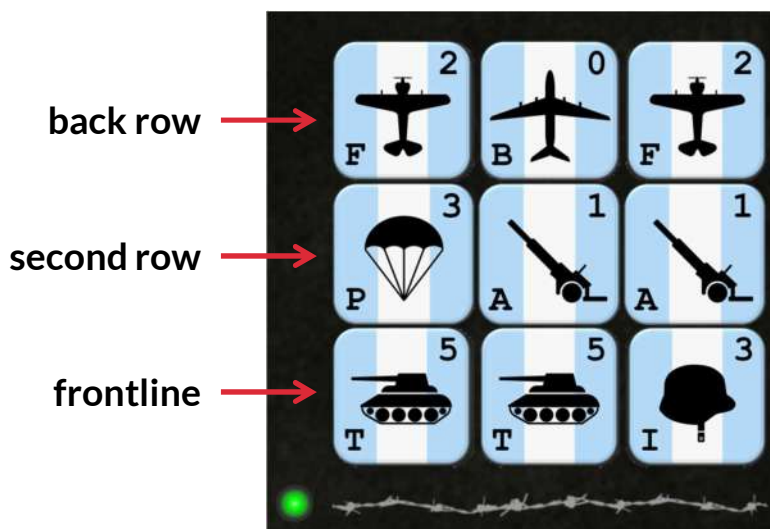


Figure 2.

1.5

Unit effectiveness is also influenced by the **current phase of the round**. FIGHTERS, BOMBERS, and ARTILLERY are more effective during the **attack phase**. TANKS and INFANTRY are more effective during the **frontline battle phase**. PARATROOPERS are versatile units that can play multiple roles.

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2.1

Two 3x3 grids are separated by barbed wire (the frontline). **A**

The Heroes  (your team) is the **top grid** **B** and the Dictators  (your opponent) is the **bottom grid**. **C**

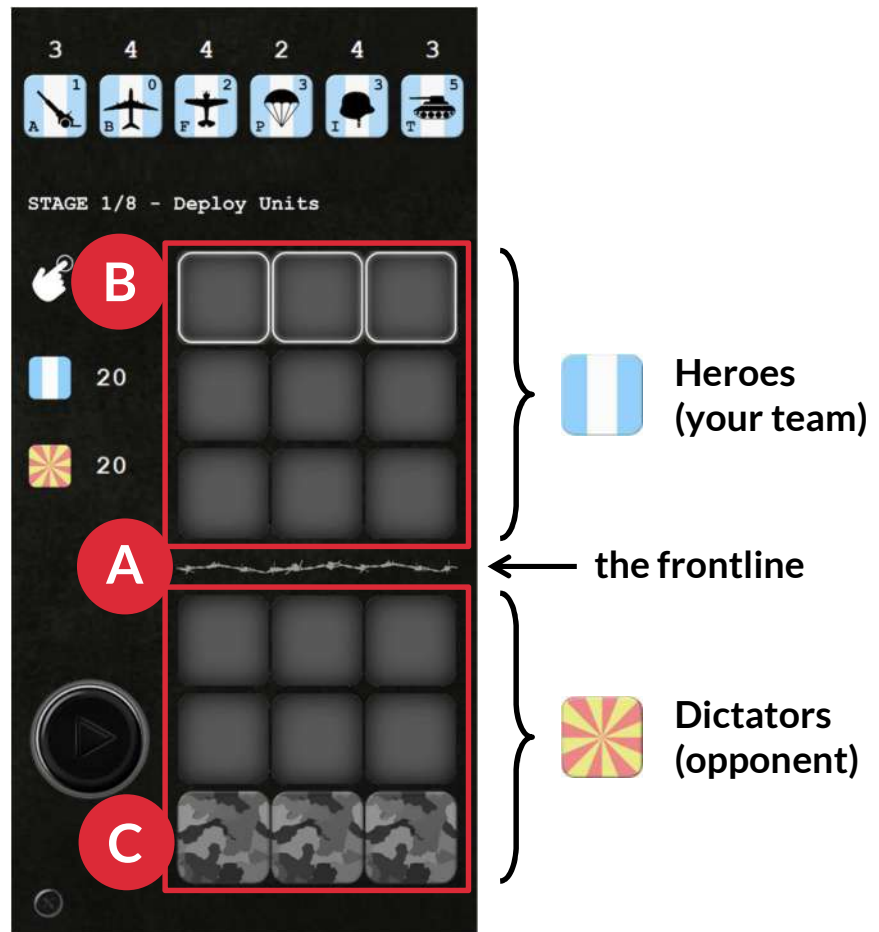


Figure 3.

2.2

The game's current stage is shown at the top of the game board. **A**
Press the game button to advance to the next stage ● .

2.3

Each stage is either **interactive** or **observation-based**. Look for the **hand icon** 🖐️ when a decision is required. If no action is needed, an **eye symbol** 👁️ will appear to indicate that you should just observe the stage unfold. **B**

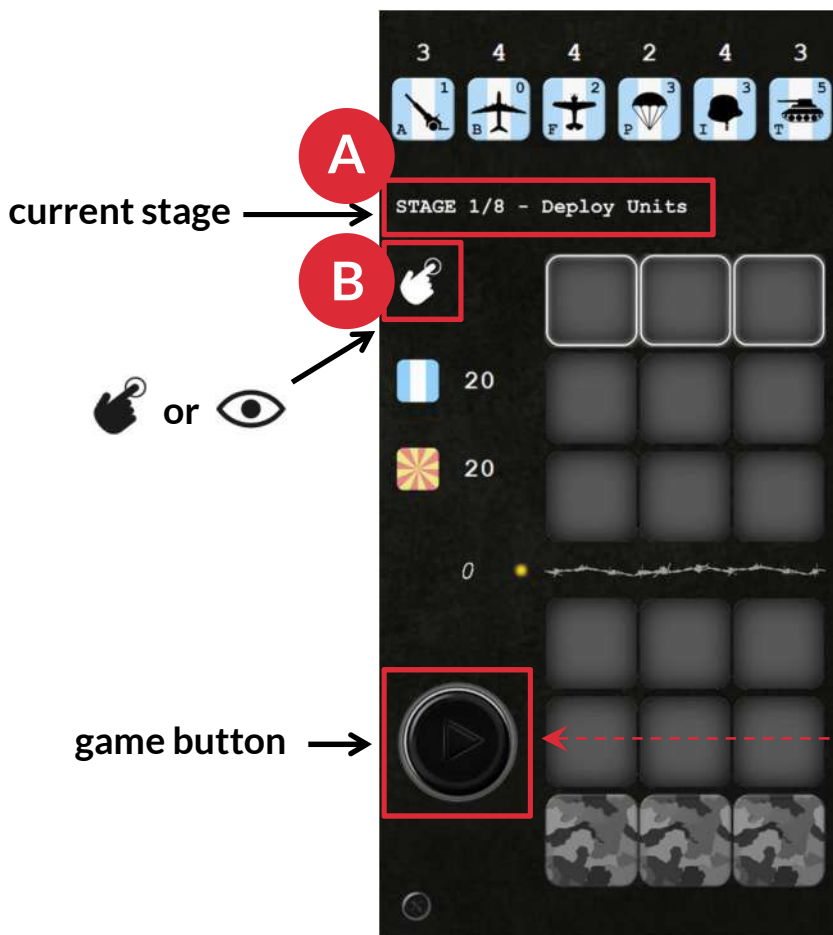




Figure 4.

2.4

Check the tile icons on the left to track unit counts. **A** You lead the Heroes team , while the A.I. controls the Dictators .

2.5

At the top of the game board are the **units available to deploy**. **B** The number above the tile indicates how many of each type of unit are available.

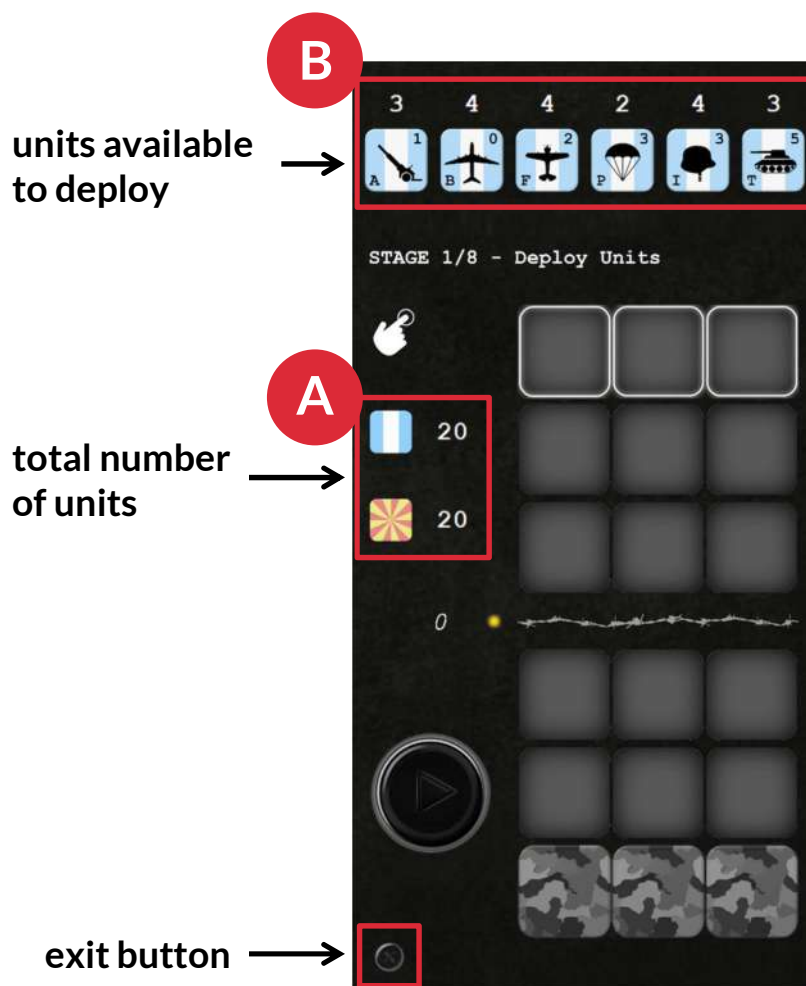




Figure 5.

2.6

Press the **exit button**  at the bottom left corner of the screen to quit and return to the main menu. (Figure 6 and Figure 7)

2.7

Android devices: From any screen, pressing your phone's Back  navigation button will close and exit the game. (Figure 6)

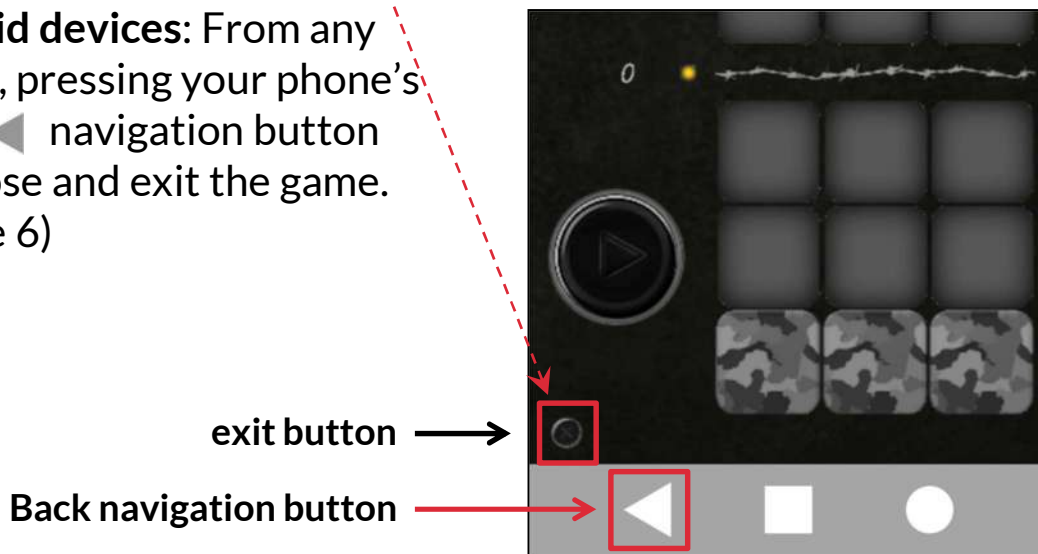


Figure 6.

iOS devices: To close and exit the game from any screen, swipe up from the bottom of the screen (same as any other app). (Figure 7)

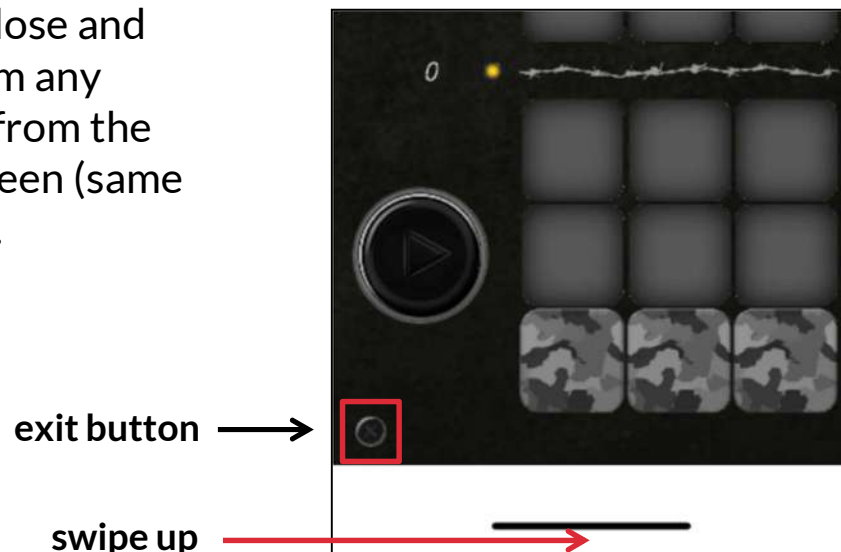


Figure 7.

3.1

The round's 4 phases and 8 stages are presented below. (Table 1)













Stage	I/O	Description	
1	 or 	Deploy Units	I Deploy Phase
2	 or 	Select Attacking Unit	II Attack Phase
3	 or 	Select Target	
4		Reveal Orders	
5		Execute Orders	
6	 or 	Select Frontline Target	III Frontline Battle Phase
7		Frontline Battle	
8		Units Advance	IV Advance Phase

Table 1.

3.2

In Stage 1, **deploy units into available tiles** on the back row (Figure 8). Units can only be deployed to unoccupied tiles.

Players are **unaware of each other's choices** until they are revealed in Stage 2.

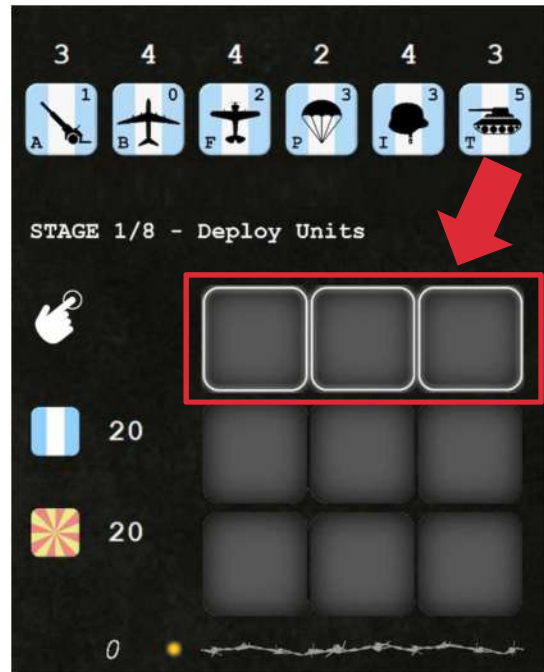


Figure 8.

3.3

To deploy, tap the unit tiles located at the **top of the game board**. **A**

If you change your mind and want to clear a selection, simply **tap the deployed unit** to return it back to the reserve pool. **B**

You do not have to deploy units for all available tiles. To leave a tile empty, just tap on the tile to **remove the highlight**. **C**

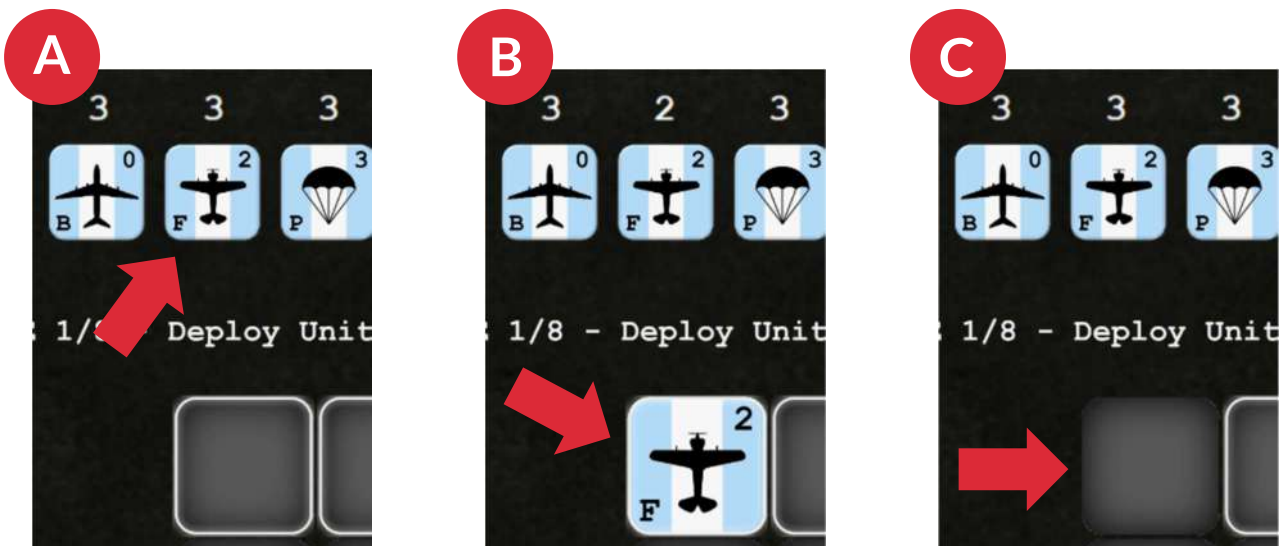


Figure 9.

3.4

In Stage 2 you can **select an attacking unit**. Only units in range of an enemy are eligible and these will be **highlighted**.


The unit you select will be marked with a shield icon . (Figure 10)

You **do not** have to perform an attack even if a unit is available to do so. In some circumstances it can be strategic to not attack.



Figure 10.

3.5

It is possible **none of your units** are eligible attackers if they cannot target any enemy units. This is **common in the early rounds** of the game, as few units populate the game board. In this case you will see an eye icon  (nothing to select, observe only). (Figure 11)


Press the game button  to continue.



Figure 11.

3.6

In Stage 3, **select a target** for the attacker you chose in Stage 2.

Available targets are **highlighted**. Once selected, your target will be marked with a **crosshair icon** . (Figure 12)


When a PARATROOPER moves, the target tile is marked with an **arrow icon** .



Figure 12.

3.7

An attacker must be chosen in Stage 2 to enable target selection in Stage 3. (Figure 13)

If there are no attacker-target pairs available on the board, units will be **greyed out** and the eye symbol  will indicate an observation stage.

Press the game button  to continue.



Figure 13.

3.8

In Stage 4, both players' secret orders are **revealed**. (Figure 14)

Because selections are made in private, neither player knows their opponent's choices **until this point in the round**. Orders are now locked and **cannot be changed**.

Stage 4 is an observation stage and there are no decisions to make (press the game button to continue).



Figure 14.

3.9

In Stage 5, both players watch as their **selected orders are executed**. (Figure 15 and Figure 16)

The orders are executed with an important **order priority** (see section 5.1).

Stage 5 is an observation stage and there are no decisions to make (press the game button to continue).



3.10

Each unit has a **battle score** in its **top right corner** (Figure 17). Your total **frontline score** is the sum of all your units' battle scores currently on the frontline.

In Stage 6, the player with the **higher frontline score** chooses one enemy unit on the frontline to eliminate.

3.11

There is a number and colored light next to the frontline (Figure 18). The number is your frontline score MINUS your opponent's frontline score.



Figure 17.



Figure 18.

3.12

If the number is **positive**, you are **winning** on the frontline and the light is green. **A**

If the number is **negative**, you are **losing** on the frontline and the light is red. **B**

If the number is 0, the frontline is a **tie** and the light is yellow. **C**

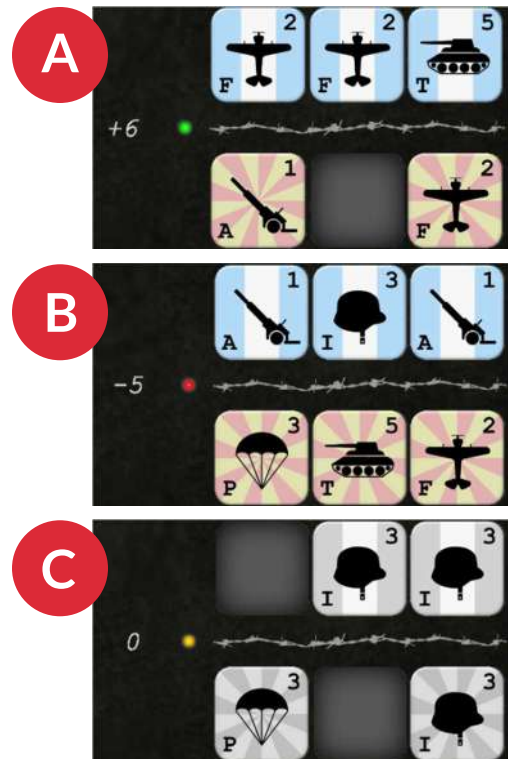


Figure 19.

3.13

In the case of a tie, **both players** choose a unit to destroy. **D**

On the frontline **any unit** can be targeted regardless of whether it is a ground or air unit. **E**

You may choose **not** to destroy a unit even if you won the frontline battle. **F**

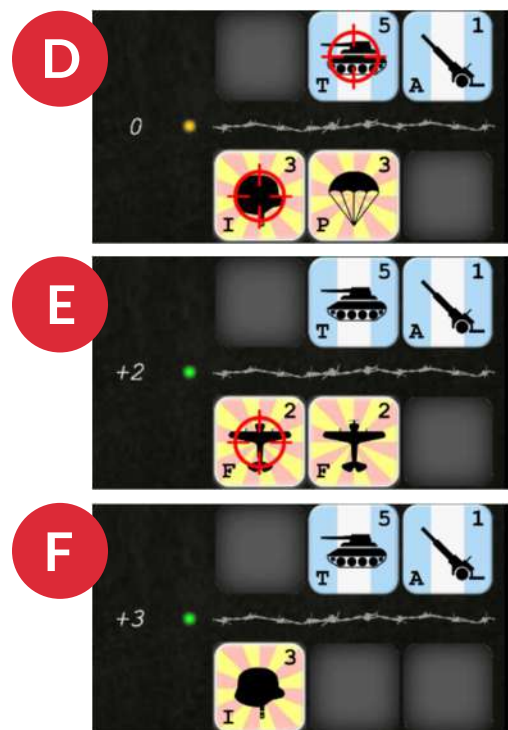


Figure 20.

3.14

In Stage 7 the frontline unit(s) targeted in Stage 6 are **destroyed and removed** from the game (Figure 21). Stage 7 is an observation stage and there are no decisions to make (press the game button to continue).

3.15

In Stage 8 **all tiles advance** one row towards the frontline. This is not optional. All units with an unoccupied tile in front of them must advance one row (Figure 22). Stage 8 is an observation stage and there are no decisions to make (press the game button to continue).



Figure 21.



Figure 22.

3.16

After Stage 8 we start a new round at Stage 1 and deploy new units to the back row. (Figure 23 and Figure 24)

The game continues until one player emerges victorious.

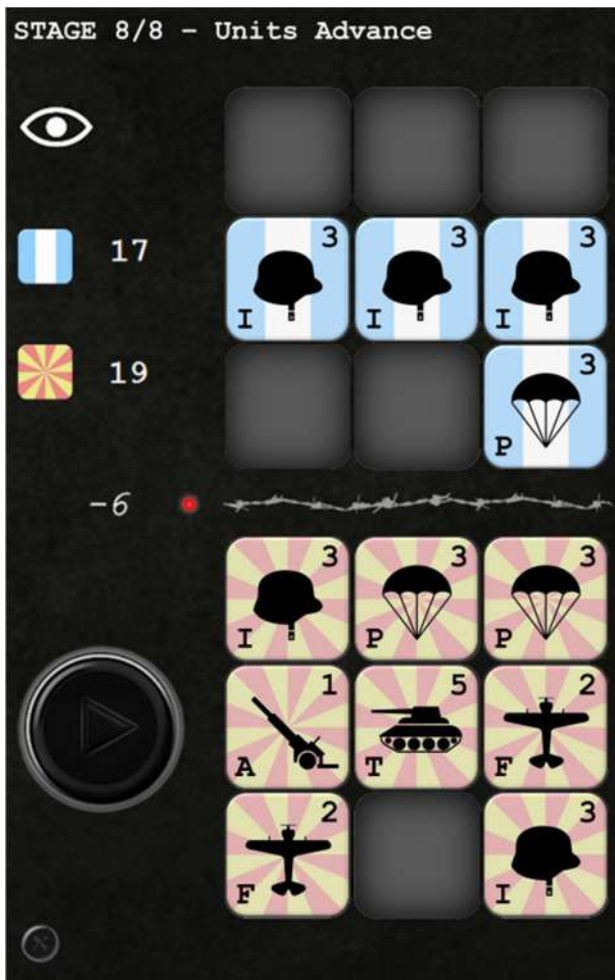


Figure 23.

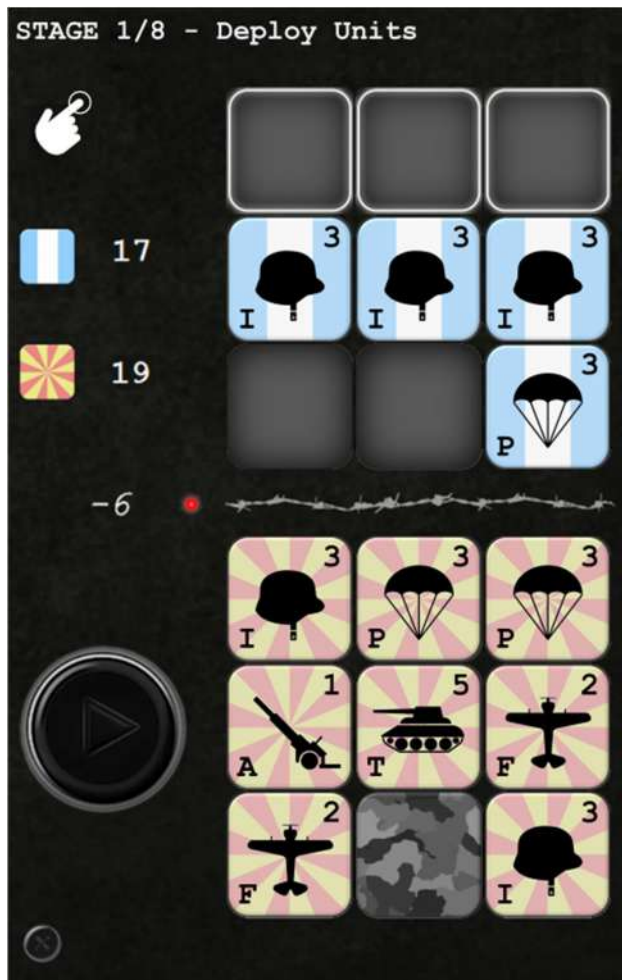


Figure 24.

3.17

It is possible for the game to end in a tie (Figure 25). In this unlikely scenario, both players are given 5 randomly selected units (Figure 26).

The game continues until a winner is determined. In case of another tie, the process repeats.

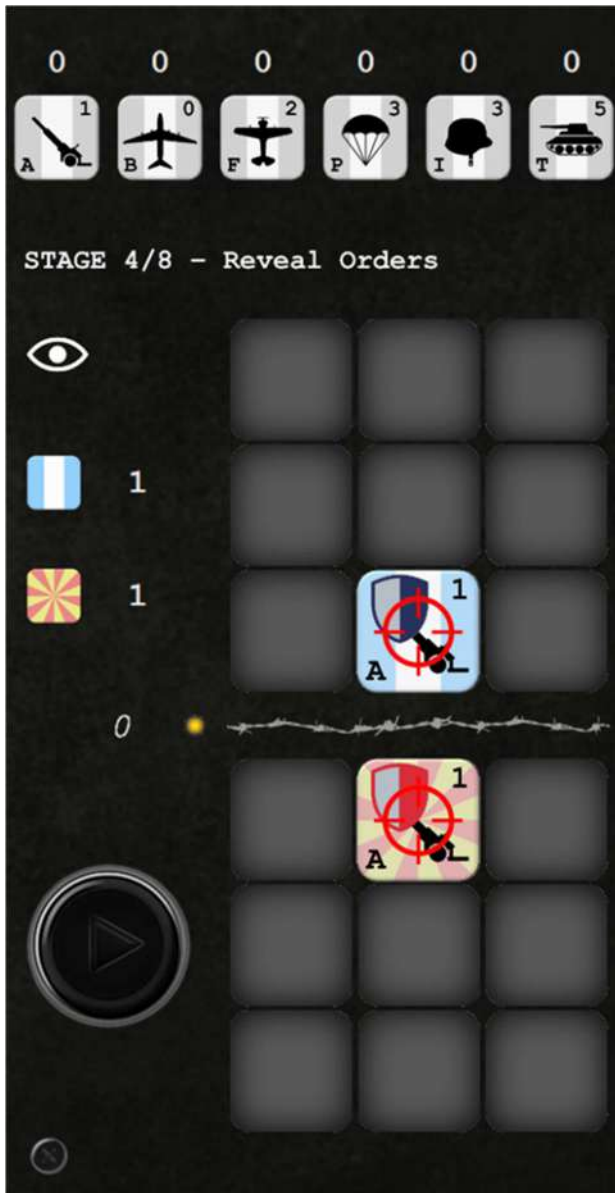


Figure 25.

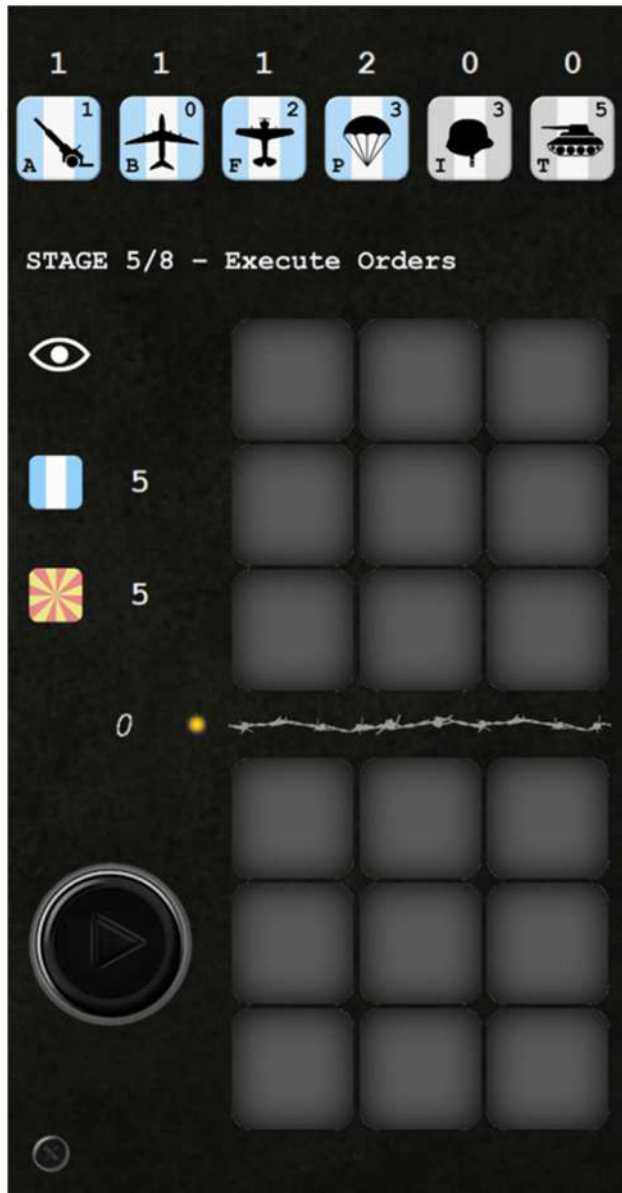


Figure 26.

4.1

The game has **6 types of units**: 4 ground units and 2 air units.

Ground Units

Air Units



ARTILLERY



PARATROOPER



INFANTRY



TANK



BOMBER



FIGHTER

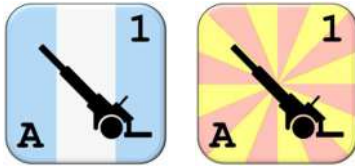
4.2

A summary of unit attributes is presented below. (Table 2)

Unit	Type	Attack Phase			Frontline Battle Phase
		Attacks in Attack Phase?	Can Target...	Priority Order	Battle Score
ARTILLERY	Ground	Yes	Ground (+1-2 tiles on column)	3	1
PARATROOPER	Ground	Moves only	Lateral tile	2	3
INFANTRY	Ground	No	-	-	3
TANK	Ground	No	-	-	5
BOMBER	Air	Yes	Ground (any tile on column)	4	0
FIGHTER	Air	Yes	Air (any tile on column)	1 (first)	2

Table 2.

4.3 ARTILLERY



Type: Ground
Priority Order: 3
Battle Score: 1

- a : Bombard the frontline from the second row
 - : Low battle score if forced onto the frontline

During the attack phase (Stage 2-5), ARTILLERY can target enemy ground units 1 or 2 tiles away on the same column. (Figure 27)

ARTILLERY is particularly effective at bombarding enemy frontlines.

ARTILLERY is weaker up front with a battle score of 1.

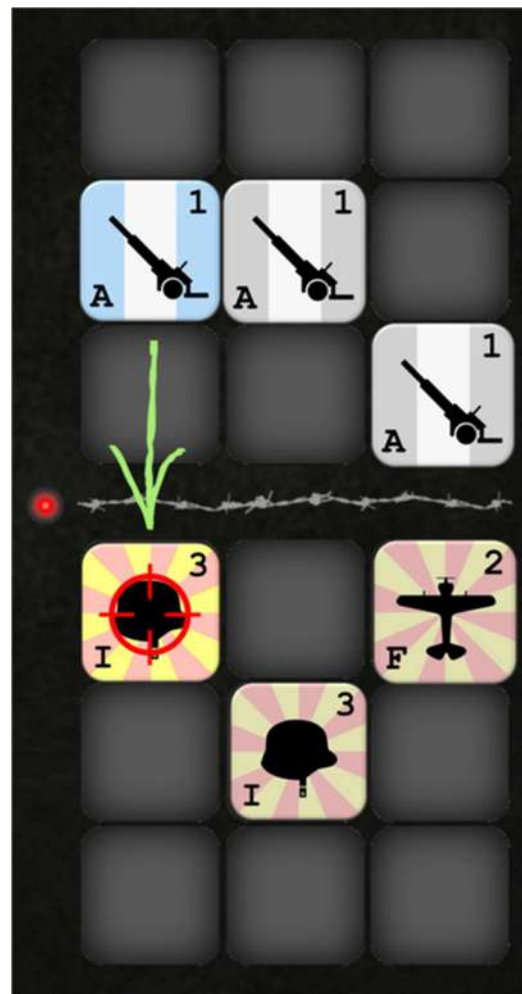
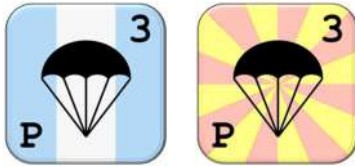


Figure 27.

4.4 PARATROOPER



Type: Ground
Priority Order: 2
Battle Score: 3

a : Reposition units to avoid ground attacks and set up the next round

: Movement costs a move in the attack phase

In the attack phase PARATROOPER units do not attack enemies. Instead, PARATROOPERS can **move sideways to any tile on its row.** (Figure 28)

If the target tile is occupied, the PARATROOPER will swap positions with the target unit.

PARATROOPERS can serve as defense against enemy attacks by moving units out of harm's way. Swapping positions can also set up other units for an attack next round.

PARATROOPERS have a battle score of 3.

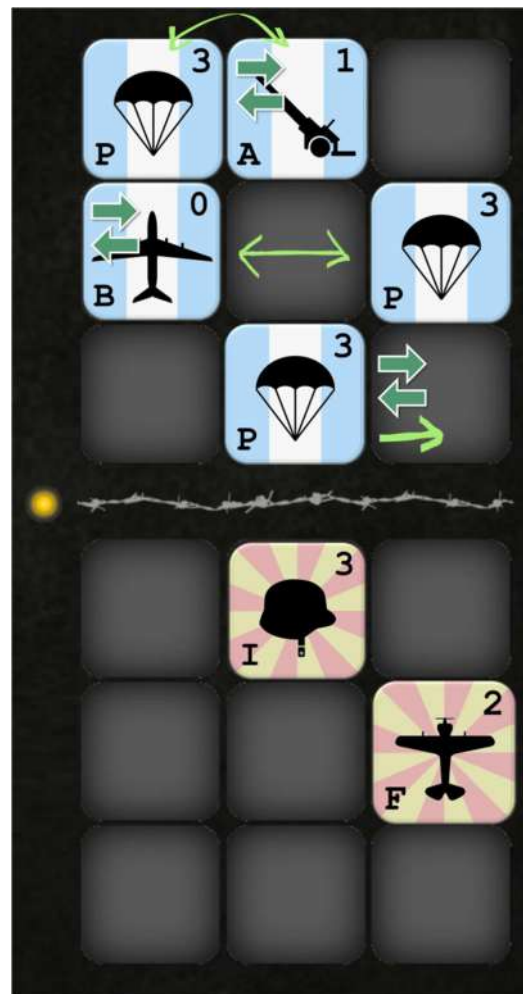
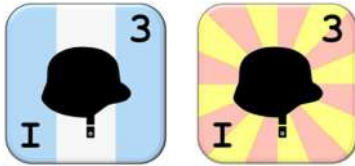


Figure 28.

4.5 INFANTRY



Type: Ground
Priority Order: -
Battle Score: 3

- : 3 INFANTRY on the frontline (+2 frontline score)
- : No capabilities in the attack phase

In the attack phase, INFANTRY does not have any attack capabilities. However, INFANTRY get a **+2 frontline score bonus** if **three INFANTRY units** are aligned along the frontline. (Figure 29)

Each team usually starts with more INFANTRY than any other type of unit, making them the ground workhorses of the game.

INFANTRY have a strong battle score of 3.

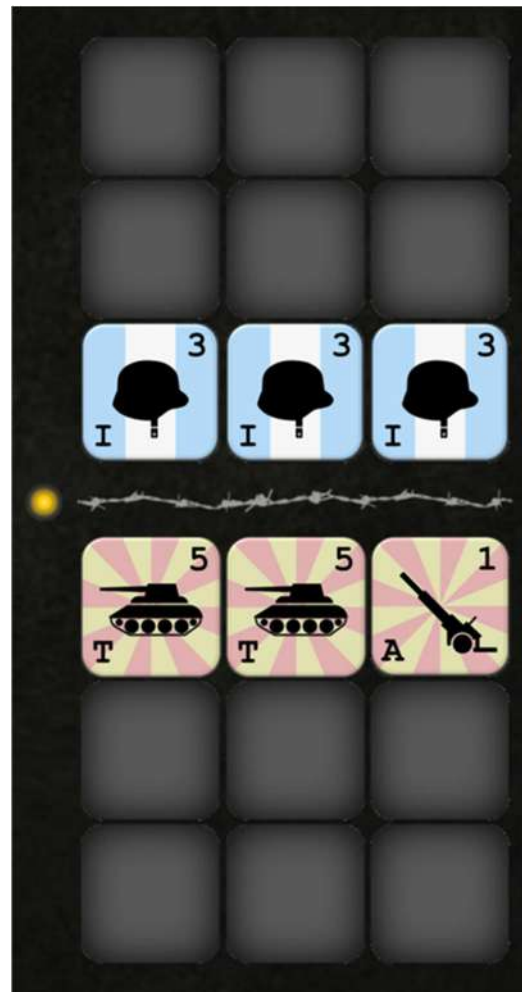
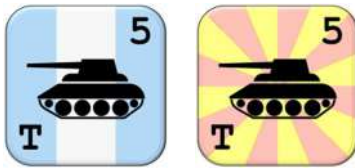


Figure 29.

4.6 TANK



Type: Ground
Priority Order: -
Battle Score: 5

a : Anywhere on the frontline

: No capabilities in the attack phase

TANKs are the heaviest frontline units in the game with a **battle score of 5**. (Figure 30)

In the attack phase TANKs do not have any attack capabilities. Their strength comes from frontline combat and entrenching a winning position along the frontline.

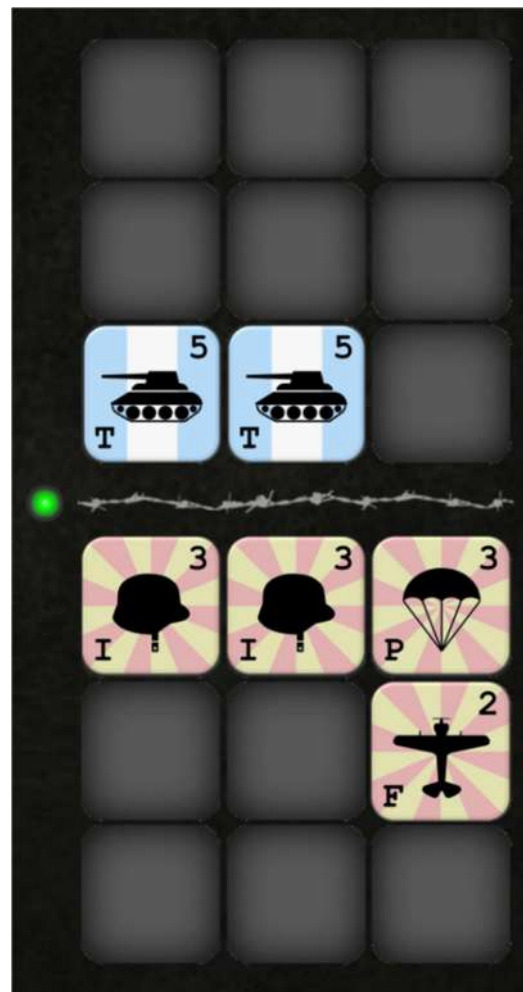
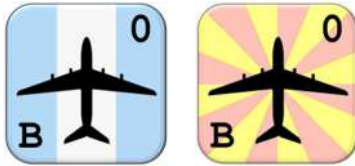


Figure 30.

4.7 BOMBER



Type: Air
Priority Order: 4
Battle Score: 0

- : Punish heavy frontline units from the back row
- : Very weak on the frontline

During the attack phase BOMBER units can attack **any ground unit along its column**. (Figure 31)

This makes them effective for bombarding enemy frontlines and attacking units at a distance. BOMBERS are very valuable during the attack phase, but are ineffective in close quarters combat.

BOMBERS have a battle score of 0.

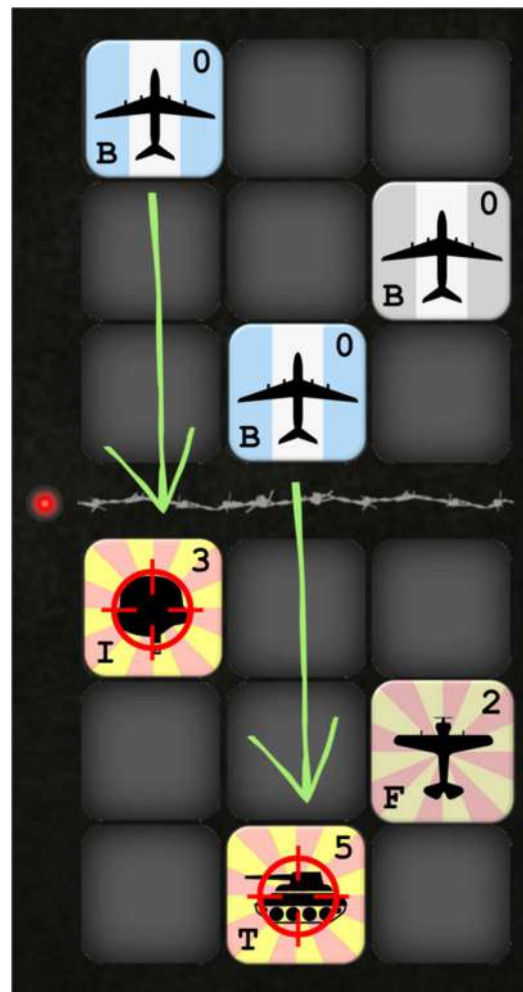
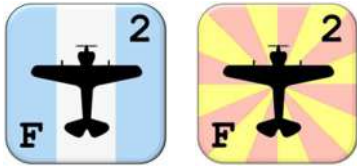


Figure 31.

4.8 FIGHTER



Type: Air
Priority Order: 1 (first)
Battle Score: 2

- : Eliminate BOMBER threats
- : Useless against ground units

During the attack phase FIGHTER units can attack **any air unit along its column.** (Figure 32)

They are the main defense against BOMBERS and are effective at providing air cover for units along the frontline.

FIGHTERs have a battle score of 2.

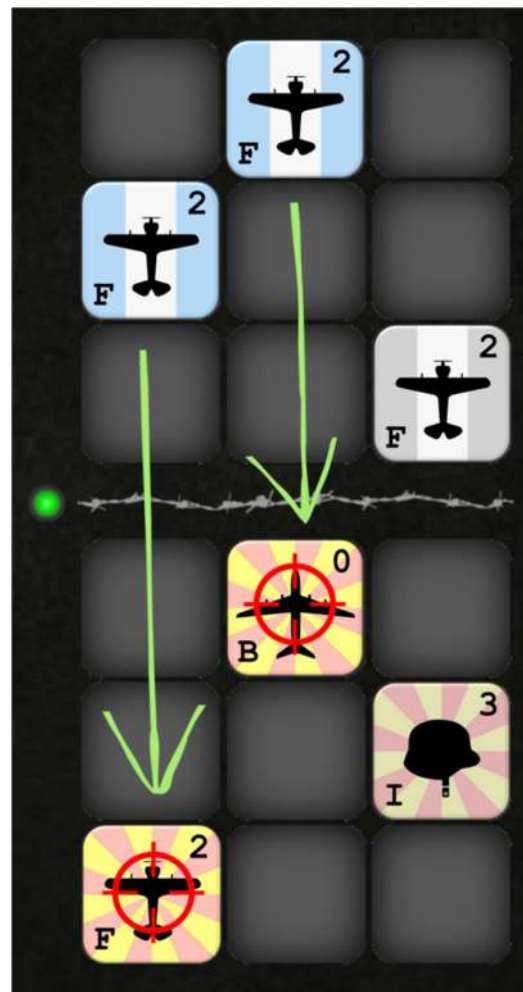


Figure 32.

5.1

In Stage 5, both teams' orders are executed. Watch the battle unfold as units attack according to their **priority**:

- 1 FIGHTER
- 2 PARATROOPER
- 3 ARTILLERY
- 4 BOMBER

TANK and INFANTRY do not have attack abilities in the attack phase (Stage 2-5).

5.2

FIGHTER units attack **first, then** PARATROOPERS, **then** ARTILLERY, **then** BOMBERS.

If a unit is destroyed by a higher priority attack before its own attack resolves, **its attack is canceled**. For example, a FIGHTER can destroy a BOMBER before it has a chance to attack.

A PARATROOPER move can invalidate an enemy attack. For example, a PARATROOPER targeted by an ARTILLERY ground attack can swap tiles with a BOMBER, which cannot be targeted by ground attacks. In this case, the ground attack would be **canceled**.

This is an important aspect of the game and makes FIGHTER and PARATROOPER units **much more effective** as they attack before ARTILLERY and BOMBER units.

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5.3

In Stage 4, attack orders are revealed. **A**

The ARTILLERY unit has higher priority than the BOMBER, so the INFANTRY is destroyed first. **B**

Then the BOMBER attacks and destroys the TANK. **C**

: Higher priority orders attack first.

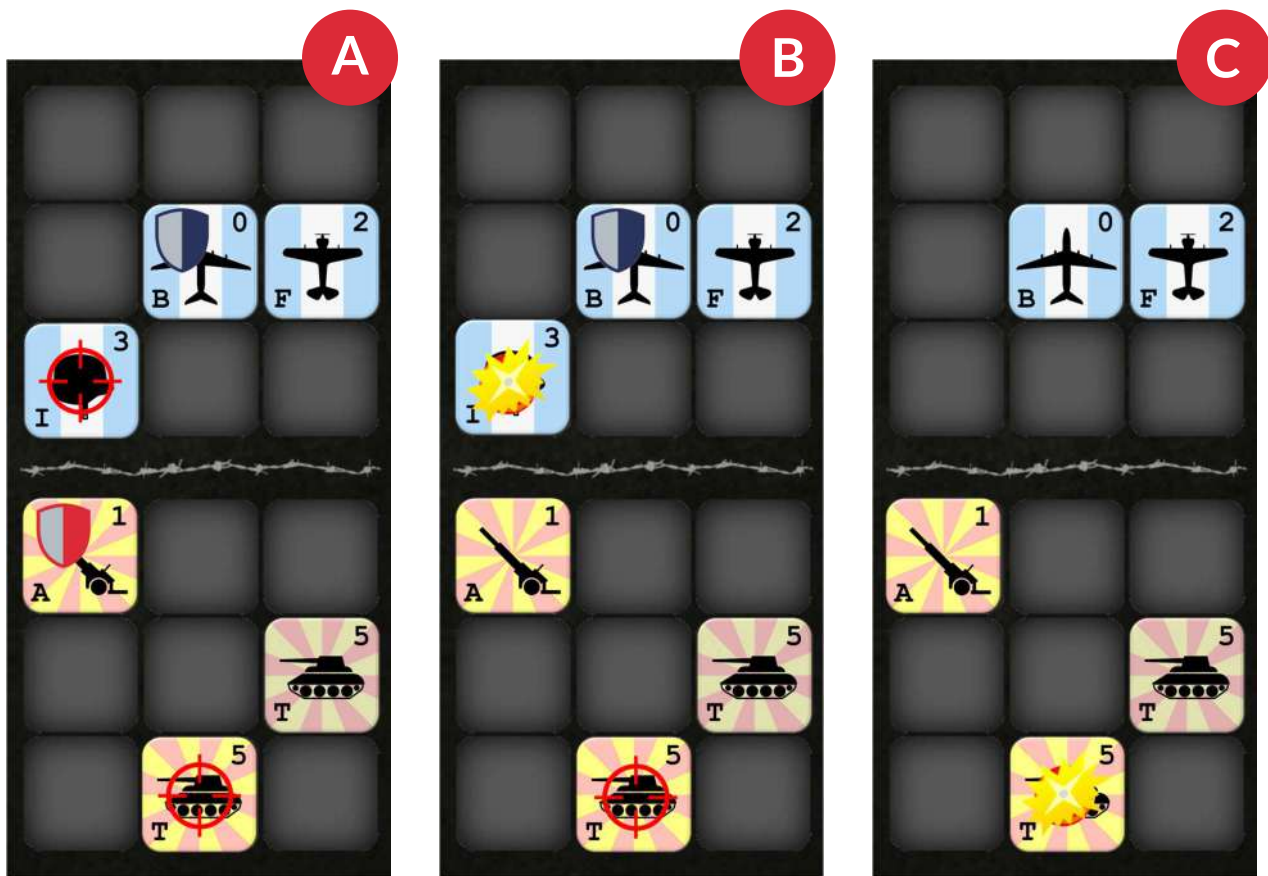


Figure 33.

u . .3b

5.4

The BOMBER is targeting the TANK and the FIGHTER targets the BOMBER. **A**

The FIGHTER attacks first and destroys the BOMBER. **B**

The BOMBER is removed from the board and its attack orders are canceled. The TANK unit remains. **C**

: Higher priority attacks can remove units before their orders are executed.

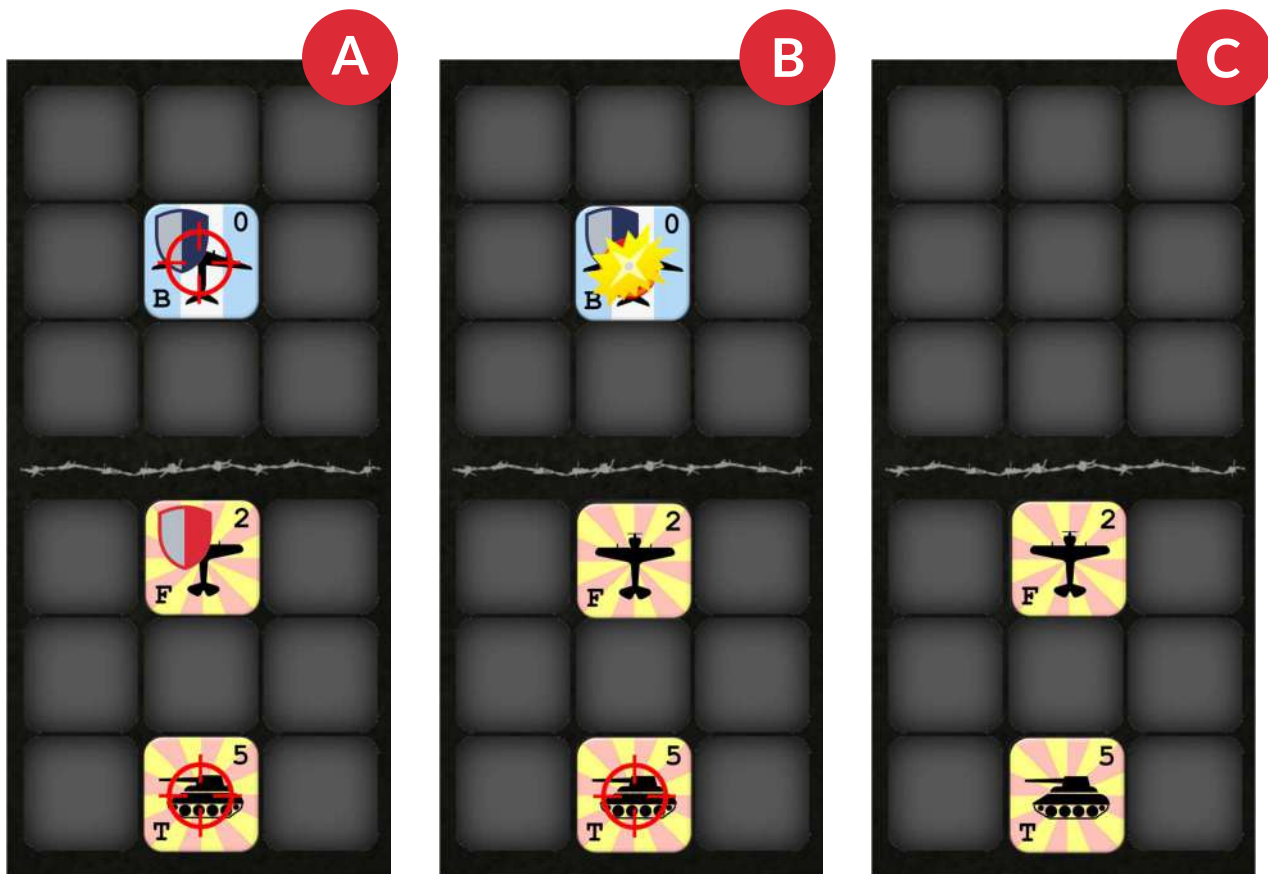


Figure 34.

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5.5

Both ARTILLERY units are targeting each other. **A**

Both units have the same attack order priority, so they attack each other simultaneously. **B**

Both units destroy each other and are removed from the board. **C**

: Same priority order attacks occur simultaneously.

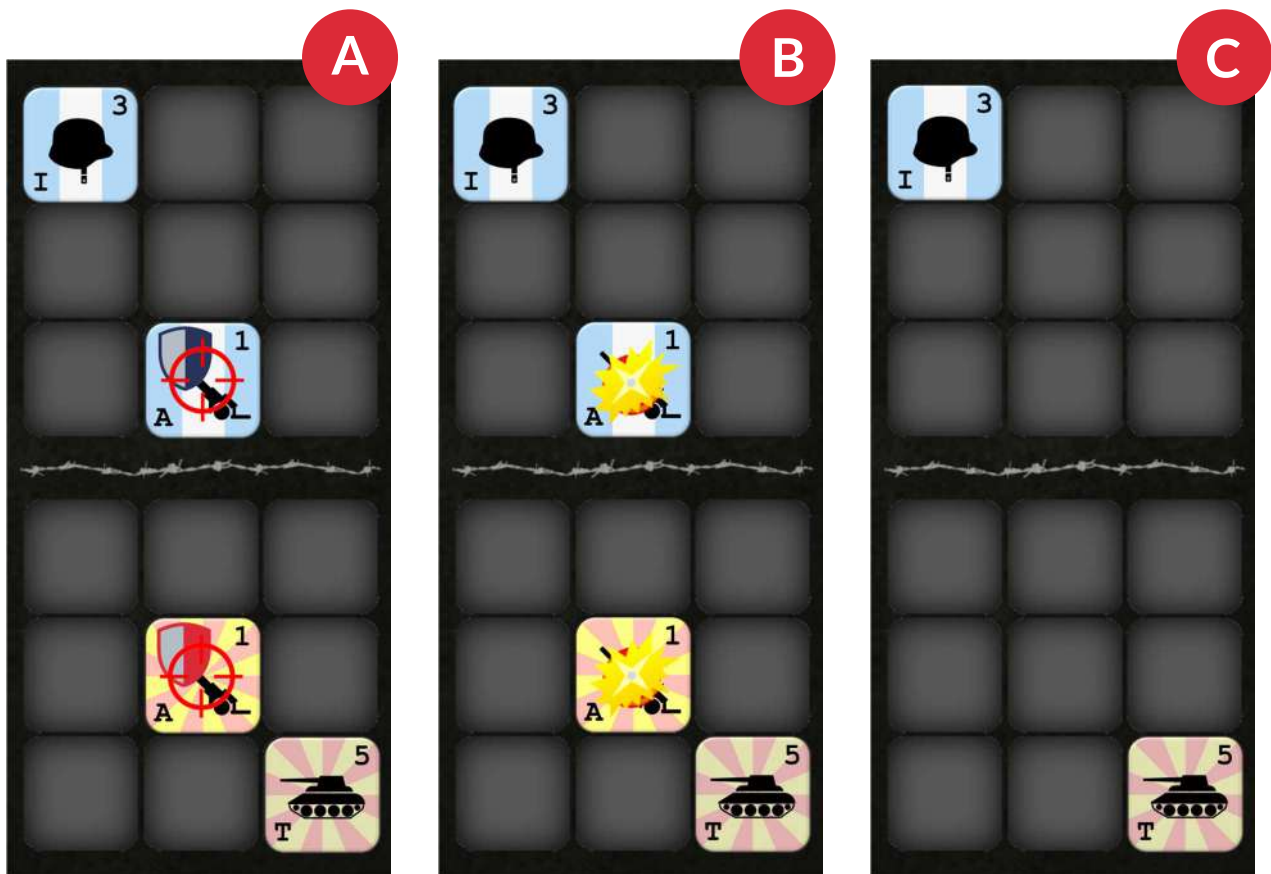


Figure 35.

u . .3d

5.6

The BOMBER is targeting the PARATROOPER, and the PARATROOPER is swapping tiles with a FIGHTER. **A**

The PARATROOPER moves first since it is higher attack order priority than the BOMBER. **B**

BOMBERS cannot attack air units, so the attack is canceled. **C**

: PARATROOPER movement can stop attacks.

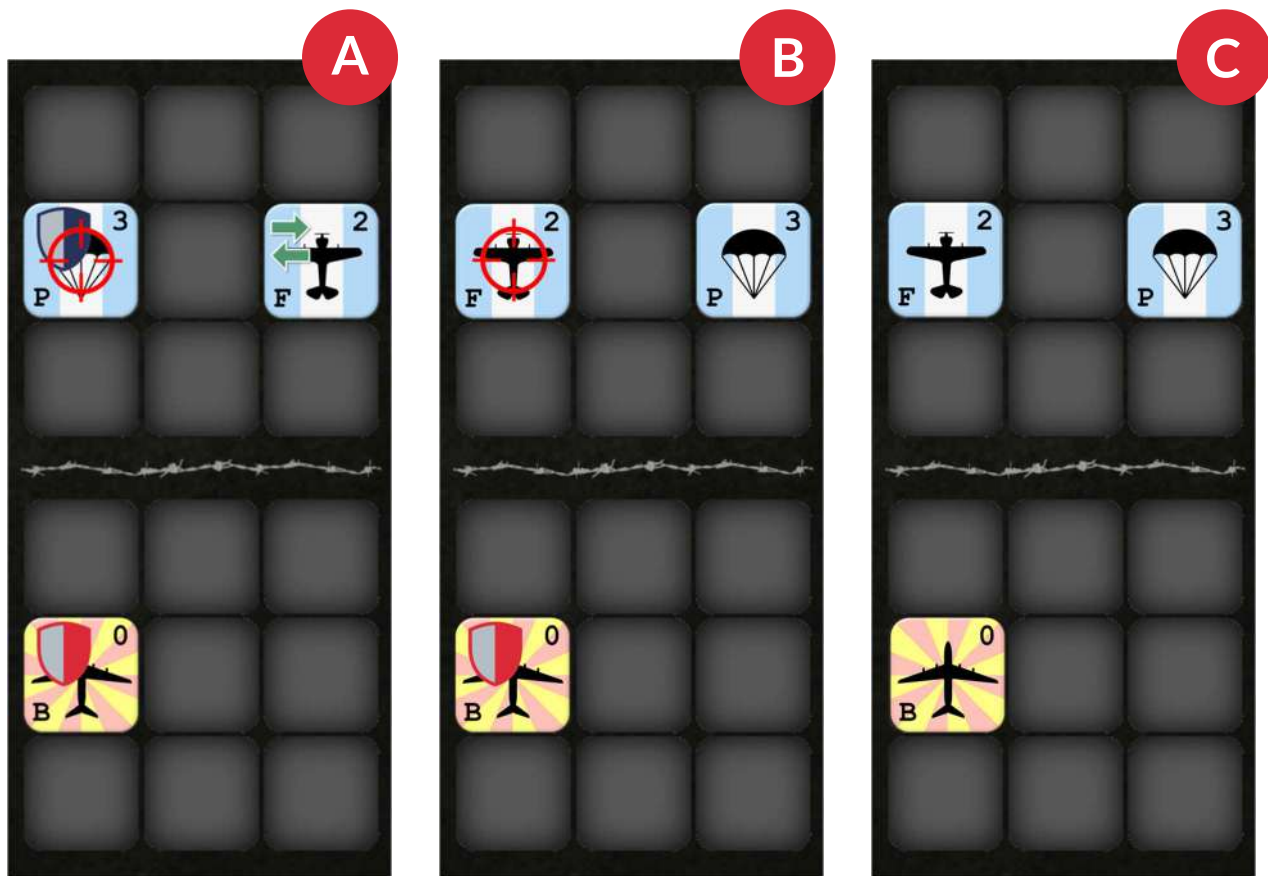


Figure 36.

6.1

Every unit has a role to play. ARTILLERY and BOMBERS are **pressure tools** to control the frontline. TANKS and INFANTRY are powerful **frontline scoring engines**. (Figure 37)

PARATROOPERS and FIGHTERS are effective **offensively** and **defensively**. Use their higher attack order priority to **cancel enemy plans**.

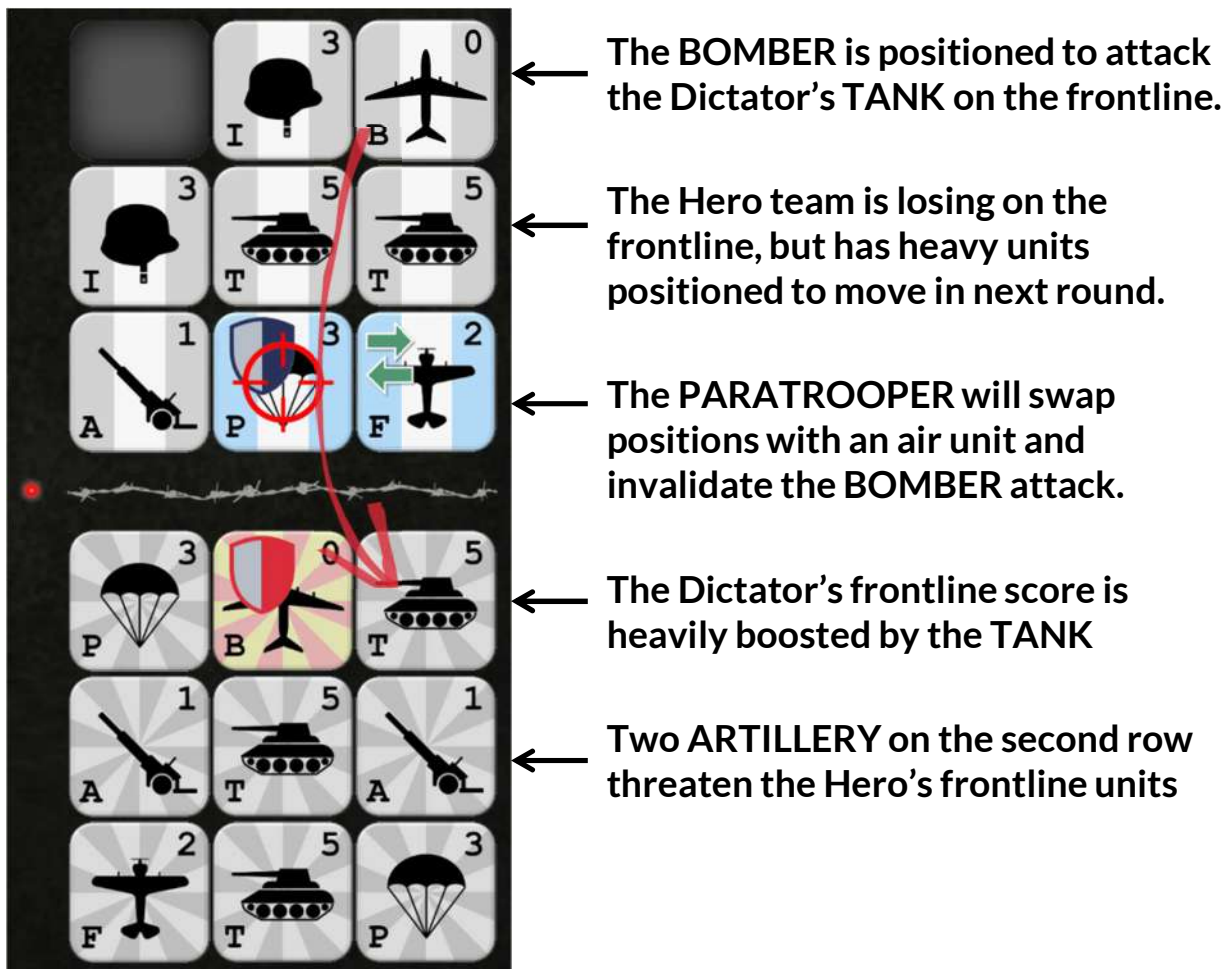


Figure 37.

6.2

Keep your opponent's **lower-score units on the frontline** to prevent higher-score units from moving in. (Figure 38)

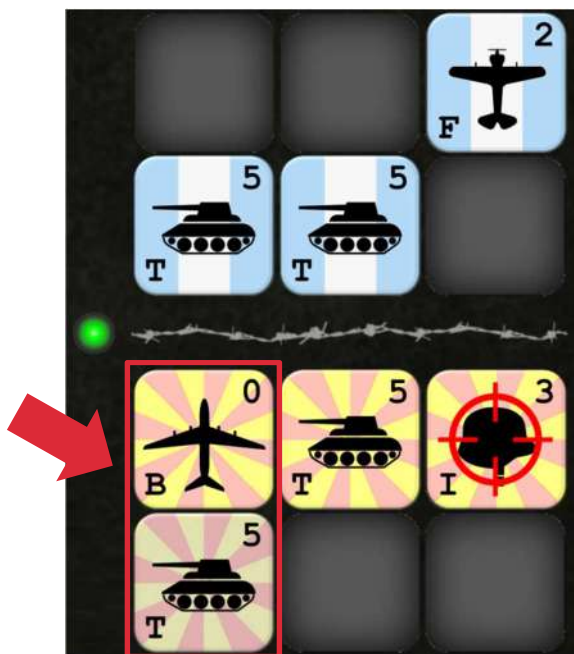


Figure 38.

6.3

Focused attacks **down a single column** can limit your opponent's ability to develop a high frontline score. (Figure 39)

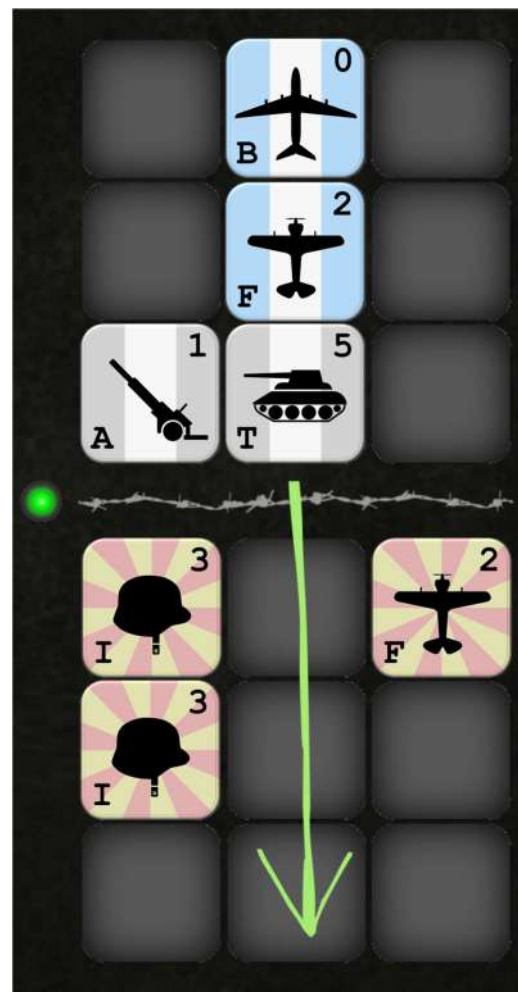


Figure 39.

6.4

TANKs are endgame powerhouses. Without a specific counter, a strong frontline presence can be **impossible to break**. As shown in Figure 40, the Heroes can secure victory even with a single remaining TANK.

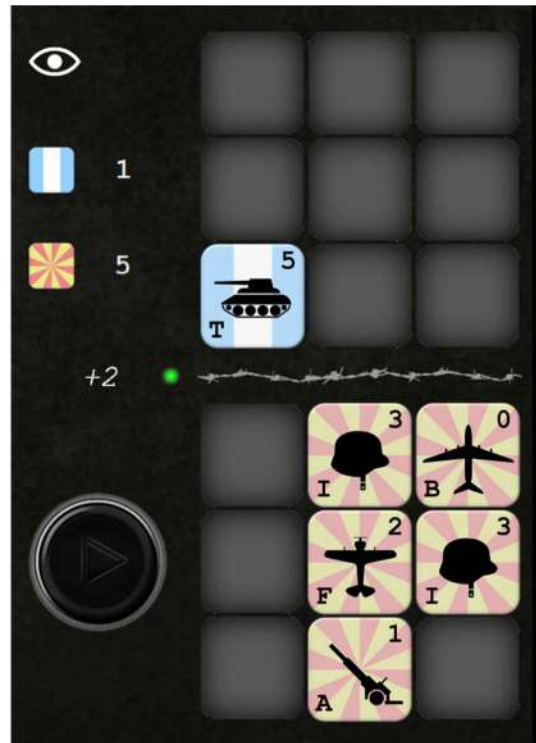


Figure 40.

6.5

Use PARATROOPERS to **move into gaps** on the frontline and keep ARTILLERY and BOMBER units **back**. (Figure 41 and Figure 42)

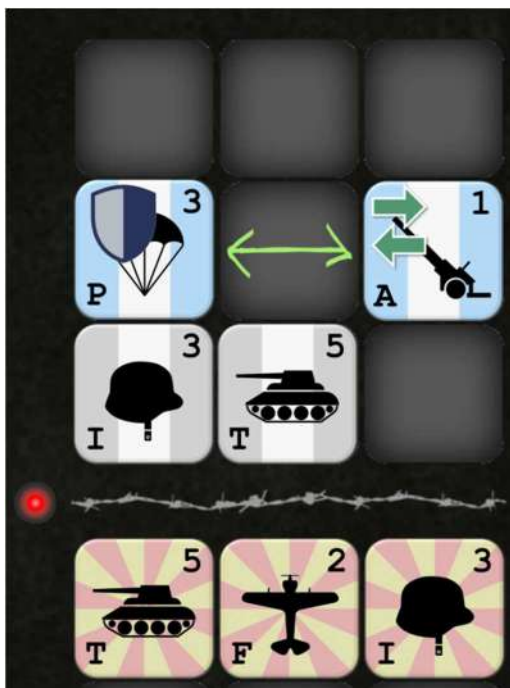


Figure 41.

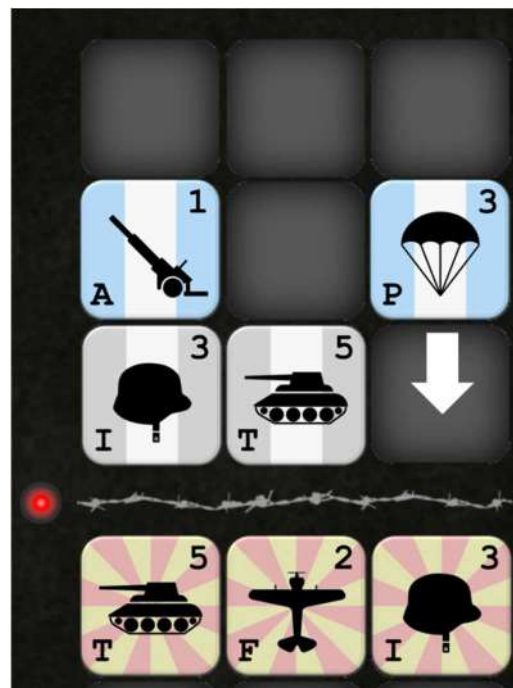


Figure 42.

7.1

The 'Select Heroes' button allows you to select your team (Heroes) and your opponent (Dictators). (Figure 43)

Each Hero has its **own unit mix**. In STANDARD mode, GENERAL has more TANKs and INFANTRY, COMMANDANT has more ARTILLERY and PARATROOPERS, and MARSHAL has more air units (BOMBERS and FIGHTERS). (Figure 44)

Each Dictator has **different A.I. behavior**. CHIEF is impulsive and short-sighted. EL PRESIDENTE is more aggressive. LEÄDER is strategic and thoughtful. CHIEF is the easiest opponent and LEÄDER is the most difficult. (Figure 45)

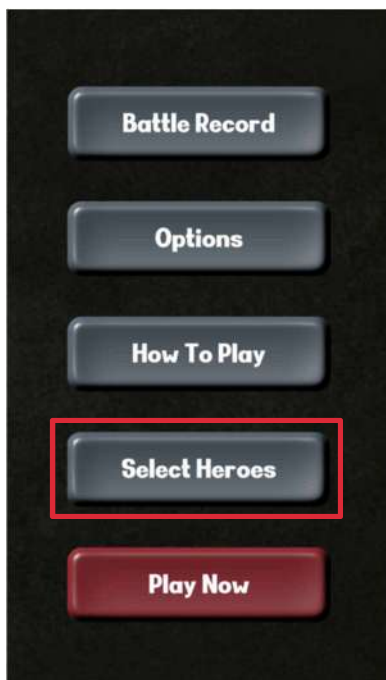


Figure 43.



Figure 44.



Figure 45.

7.2

The 'Options' button opens a menu of game preferences. (Figure 46)

'Sounds' toggles all game sounds on and off.

'Unit Mix' sets how many of each type of unit players begin with.

In STANDARD mode, the units you start with **depend on which Hero is selected** (see section 7.1). In STANDARD mode, the Dictator (your opponent) starts with a base set and some randomly selected units. **A**

In TOURNAMENT mode both players start with the **same fixed set of units**. Only in TOURNAMENT mode do you know the exact starting units of your opponent. **B**

In RANDOMIZED mode both players get a **base set with a few randomly selected units**. **C**

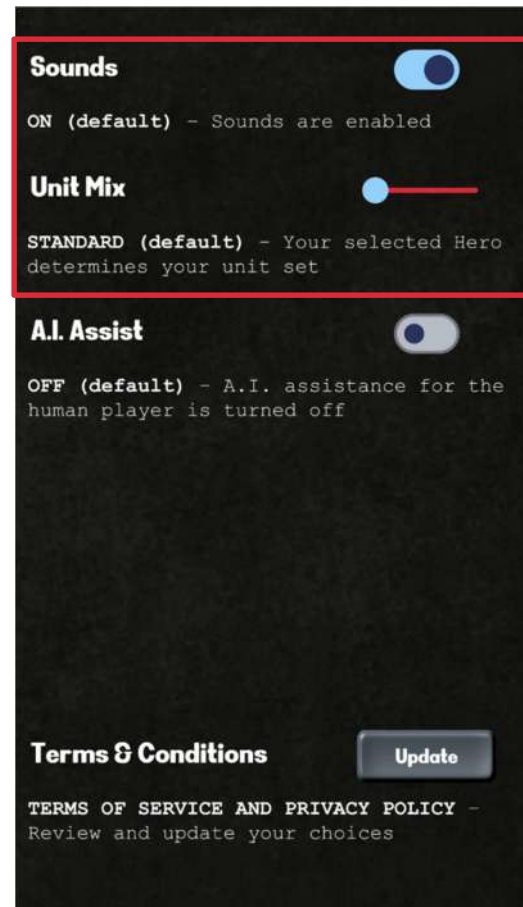


Figure 46.

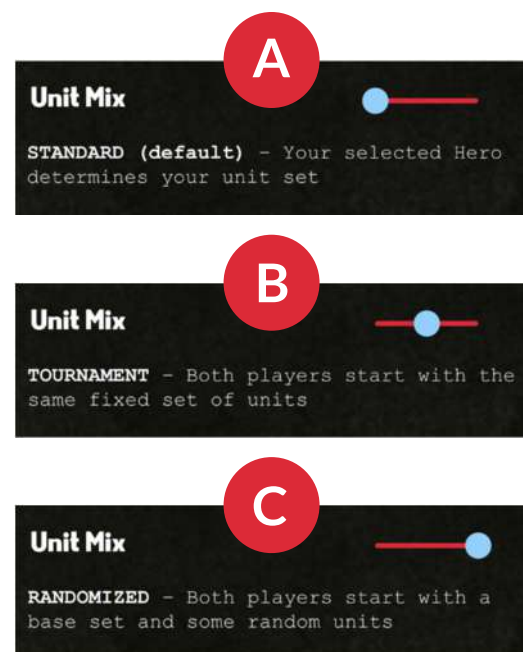


Figure 47.

7.3

The distribution of units for STANDARD, TOURNAMENT, and RANDOMIZED modes are presented below. (Table 3)









Units	STANDARD (default)				TOURNAMENT	RANDOMIZED
					 	 
INFANTRY	5	4	4	4	5	4
TANK	4	3	3	2	3	2
ARTILLERY	3	4	3	3	3	3
PARATROOPER	2	3	2	2	3	2
BOMBER	3	3	4	3	3	3
FIGHTER	3	3	4	3	3	3
RANDOM (?)	-	-	-	3	-	3

Table 3.

7.4

TOURNAMENT mode ensures a **level playing field** for competitive players. RANDOMIZED mode tests your adaptability with **surprising matchups** based on variable unit counts. STANDARD mode (the game default) gives you full control to customize your unit mix **based on your chosen Hero**.

7.5

Enabling 'A.I. Assist' provides **move recommendations** at every stage.

Use the 'A.I. Level' setting to choose the A.I. model that generates move recommendations. Note that this setting **does not affect your opponent's A.I.** - this setting chooses the A.I. model that will be suggesting moves for **you**. (Figure 48)

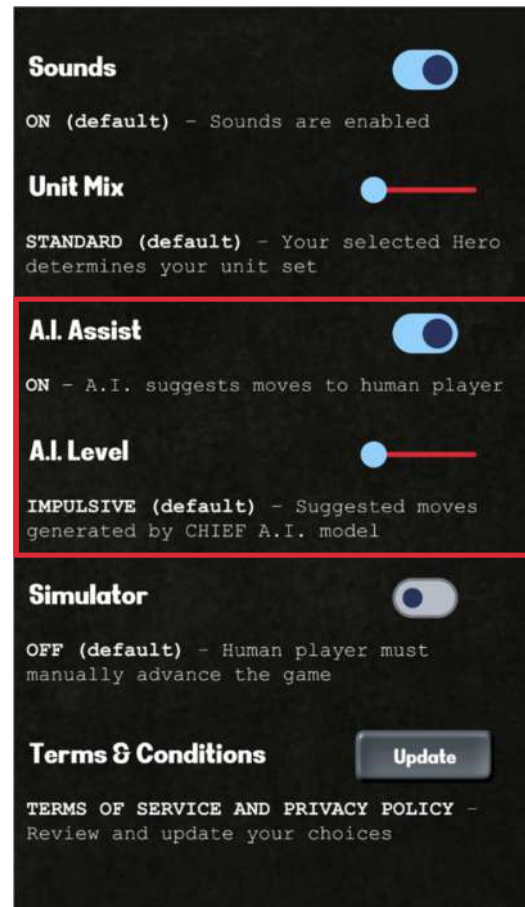



Figure 48.

7.6

When 'A.I. Assist' is enabled, **press the game button**  to accept the recommended move. You can override the recommended move with your own choice at any time. (Figure 49)

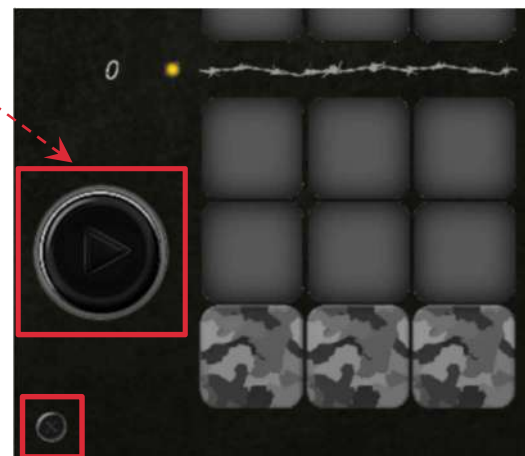



Figure 49.

7.7

When 'Simulator' is enabled the game will automatically **accept all recommended moves** generated by 'A.I. Assist' and **advance to the next stage**. (Figure 50)

Press the exit button  at any time to exit the game while in Simulator mode. (Figure 49)

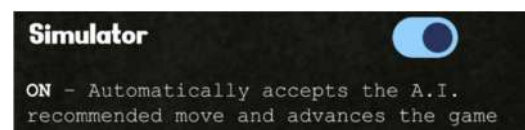


Figure 50.

7.8

'Battle Record' shows your wins and losses history in different game settings. (Figure 51)

'Medals' showcase the awards you have won to date. (Figure 52)

'Missions' show milestone targets to earn medals in the game.

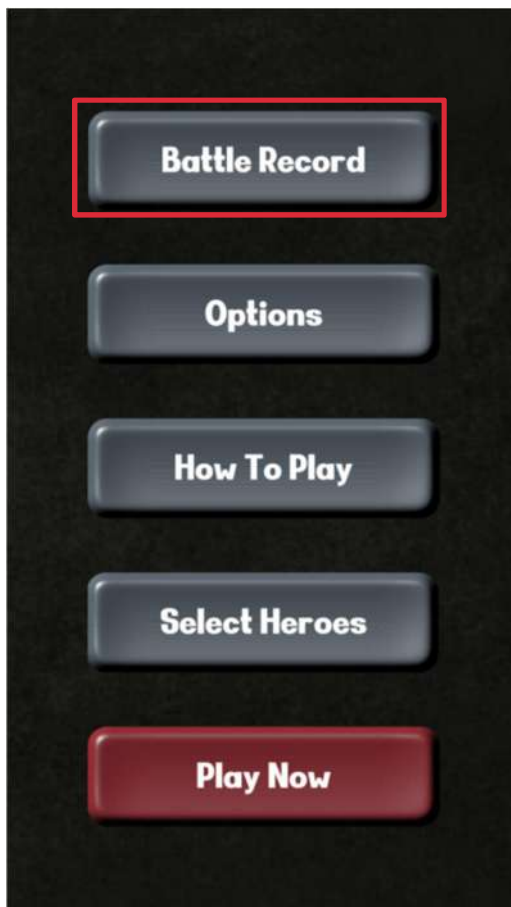


Figure 51.



Figure 52.



You've been forked.