



CZOLG!

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Field Manual

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Version 1.2

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**CZOLG!**<sup>TM</sup>



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*important!*



## 1.1

This is a turn-based strategy game with two players. The object of the game is to eliminate your opponents' units. The first person to eliminate all the other player's units is the winner.

## 1.2

Each player arranges their units on a 3x3 grid trying to achieve an advantageous position over their opponent. Each player's 3x3 grid is separated by barbed wire (the frontline). The Heroes  (your team) is the top grid, and the Dictators  (your opponent) is the bottom grid.

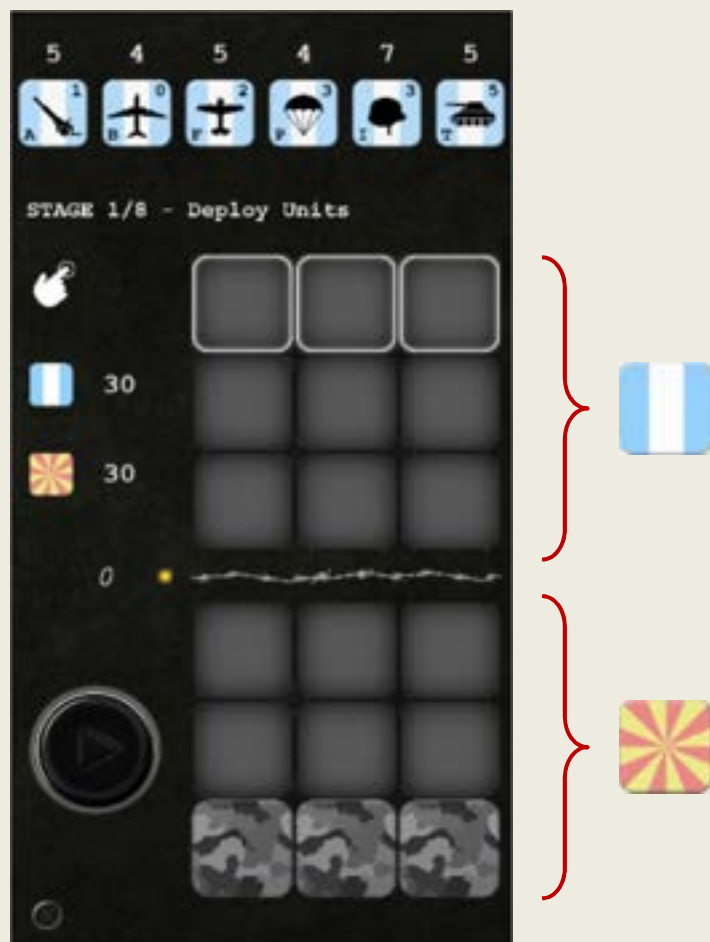



Figure 1.

### 1.3

The game is organized in rounds. Each round consists of 8 stages. After the 8 stages are played, the round is over and a new round begins. The rounds continue until one player is declared the winner. Once you are finished with a stage and would like to advance to the next one, press .

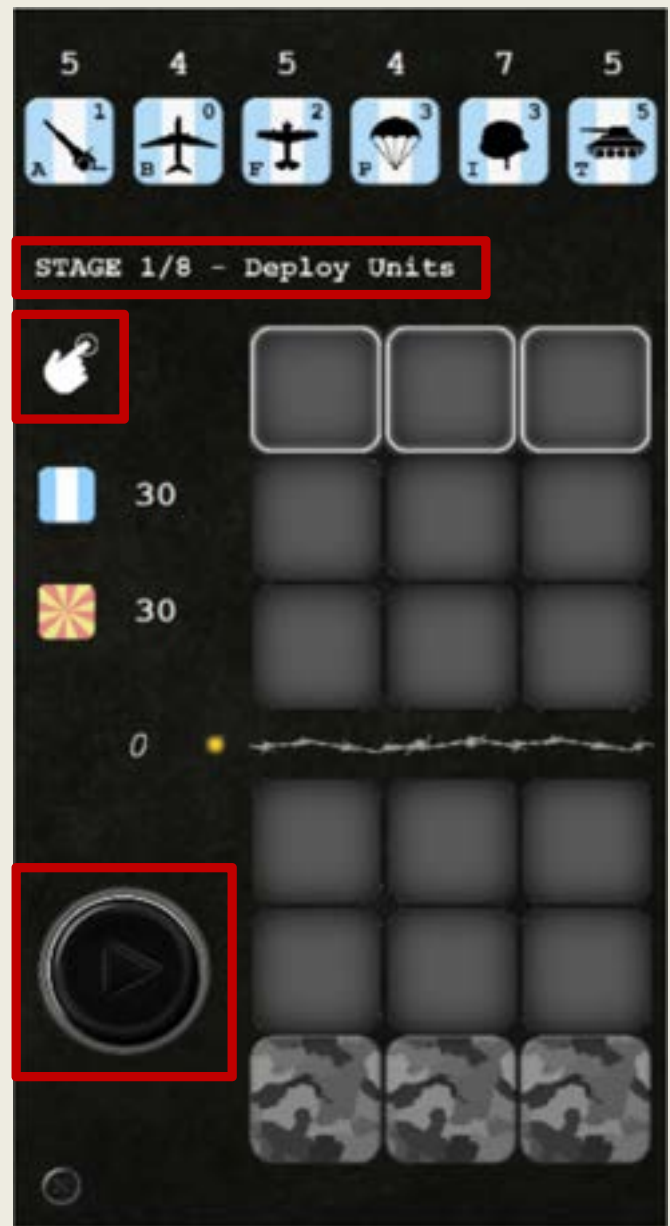
















Figure 2.

### 1.4



Each stage requires a player to make a decision or just observe. If there is a decision to be made, you will see a hand icon  on the game board. Stages where no decision is available will show an eye symbol  (observe only).

# 1.5

The 8 stages in every round are:

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

## 1.6

The tile icons on the left show how many units each player has. The Heroes tile  is your team, and the Dictators tile  is the A.I. opponent. When one player reaches 0 units remaining, the game is over and a winner is declared.

## 1.7

At the top of the game board are the units available to deploy. The number above the tile indicates how many are available.

When units of a certain type is exhausted, the tile will be greyed out with a 0 indicating no more units are available.

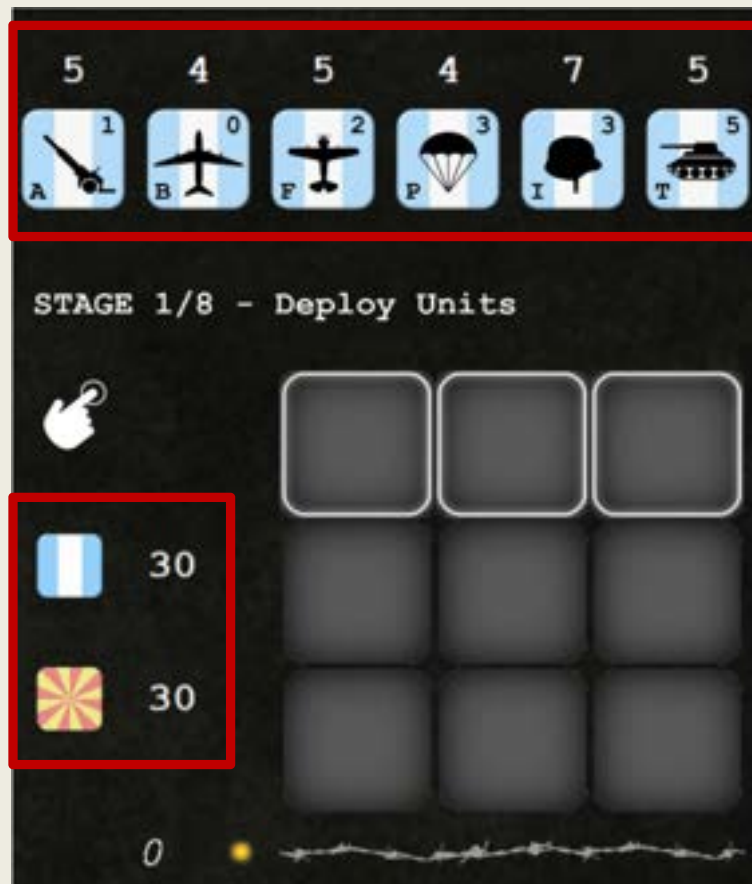


Figure 3.

## 1.8

In Stage 1 players deploy units into available tiles on the first rank. If the tile is occupied, a new unit can not be deployed on that tile.

Both players make their selections in secret. Players are unaware of each others choices until they are revealed in Stage 2.

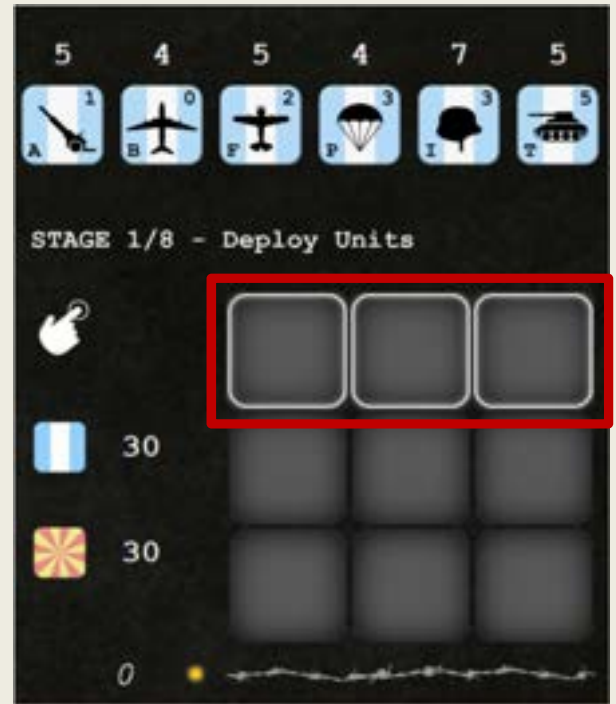


Figure 4.

## 1.9

To deploy a unit, tap on the unit icon 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**.

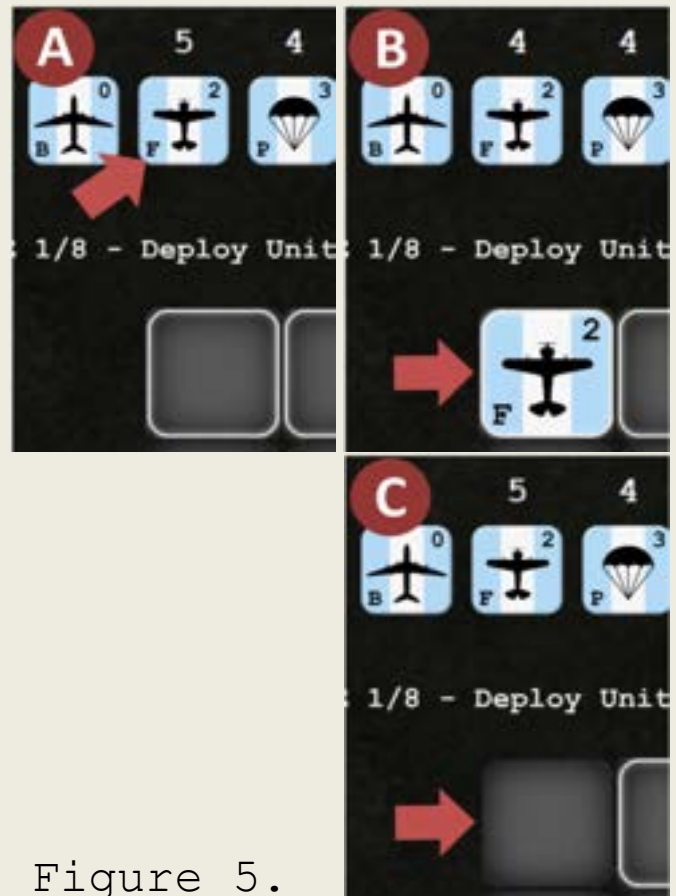



Figure 5.



### 1.10

In Stage 2 a unit is chosen to attack. After a unit is selected it is marked with a shield icon . Units that are candidates for attack are highlighted in color. If a unit does not have an available target to strike, it is greyed out. 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.

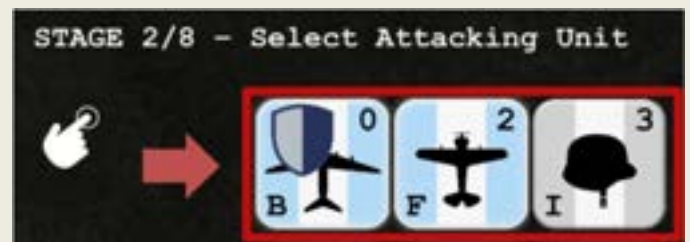


Figure 6.

### 1.11

In Stage 3 a target unit is selected based on the attacker chosen in Stage 2. Opponent tiles that are available targets are highlighted in color. After you select your target it will be labeled with a crosshairs icon.



Figure 7.

## 1.12

In Stage 4 both players' attacker and target choices are revealed. In Stages 2 and 3 both players made their selections in secret.

You can not make changes at this point. Stage 4 there is no action to be taken (observation stage).



Figure 8.

## 1.13

Stage 5 is the attacking phase where both players observe their attacks play out. Stage 5 is an observation stage and does not require any interaction from either player.



Figure 9.

## 1.14

Stage 6 is the frontline battle stage. Every unit type has a number on the right corner **1**. This is the frontline battle score for the unit. Each player sums the battle scores of all their units on the frontline. This is the player's frontline score.

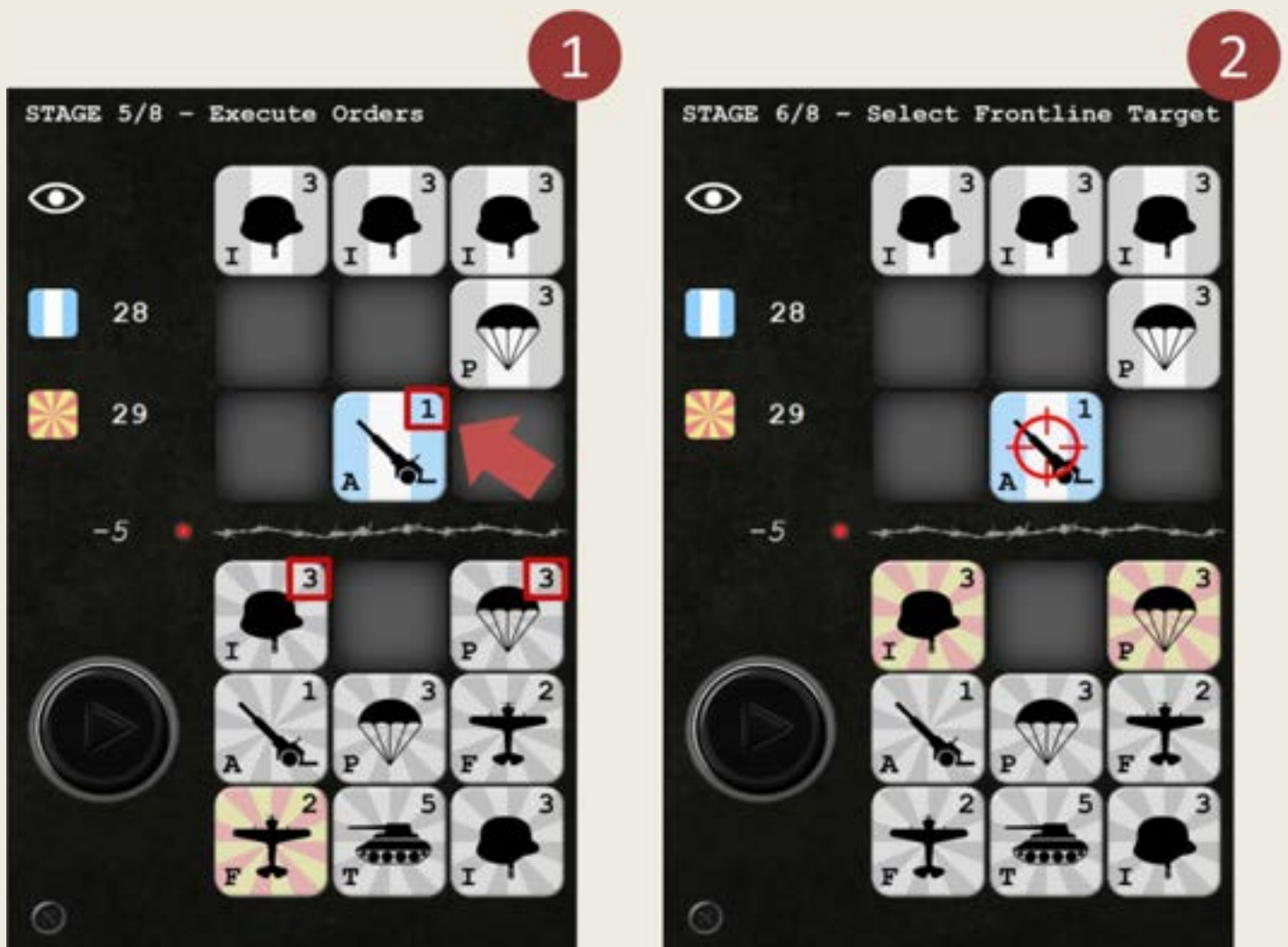


Figure 10.

### 1.15

There is a number and a colored light next to the frontline barbed wire. The number is your frontline score MINUS your opponent's frontline score. In Stage 6 the player with the higher frontline score can choose to destroy any enemy unit on the frontline.



Figure 11.

### 1.16

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

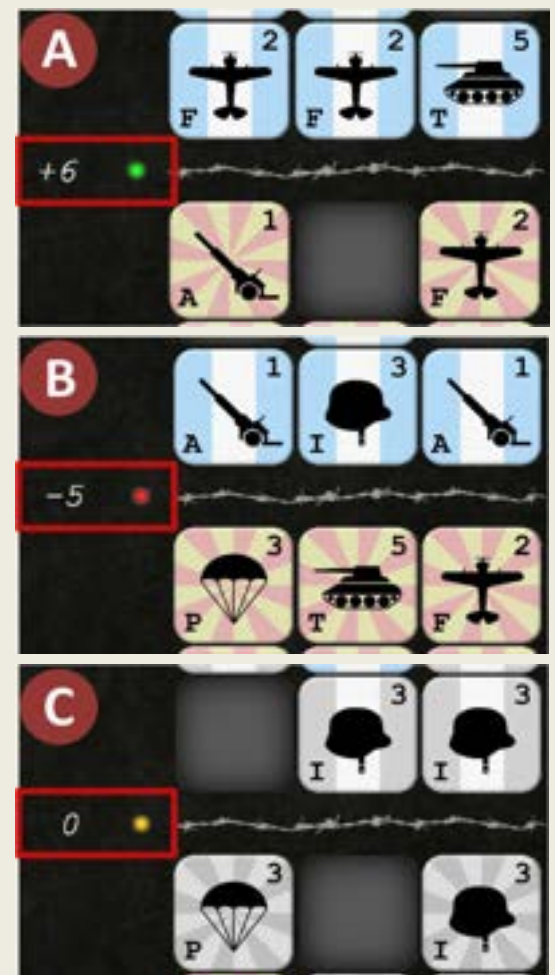


Figure 12.

### 1.17

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

On the frontline any unit can be targeted regardless if it is a ground or air unit **B**.

You are not obligated to choose a unit to destroy even if you won the frontline battle **C**.

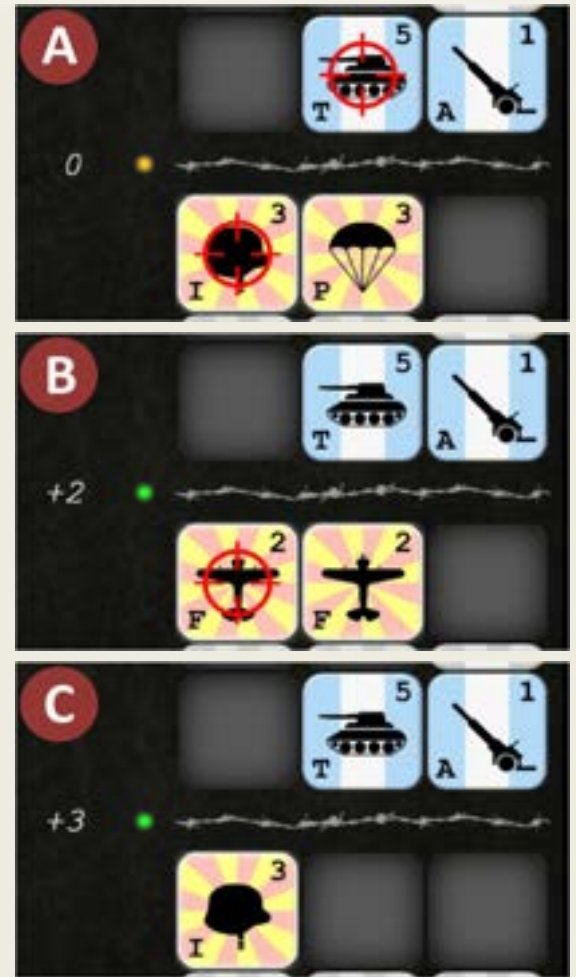


Figure 13.

### 1.18

Stage 7 is an observation stage.

The frontline battle unit(s) selected in Stage 6 are destroyed and removed from the game.

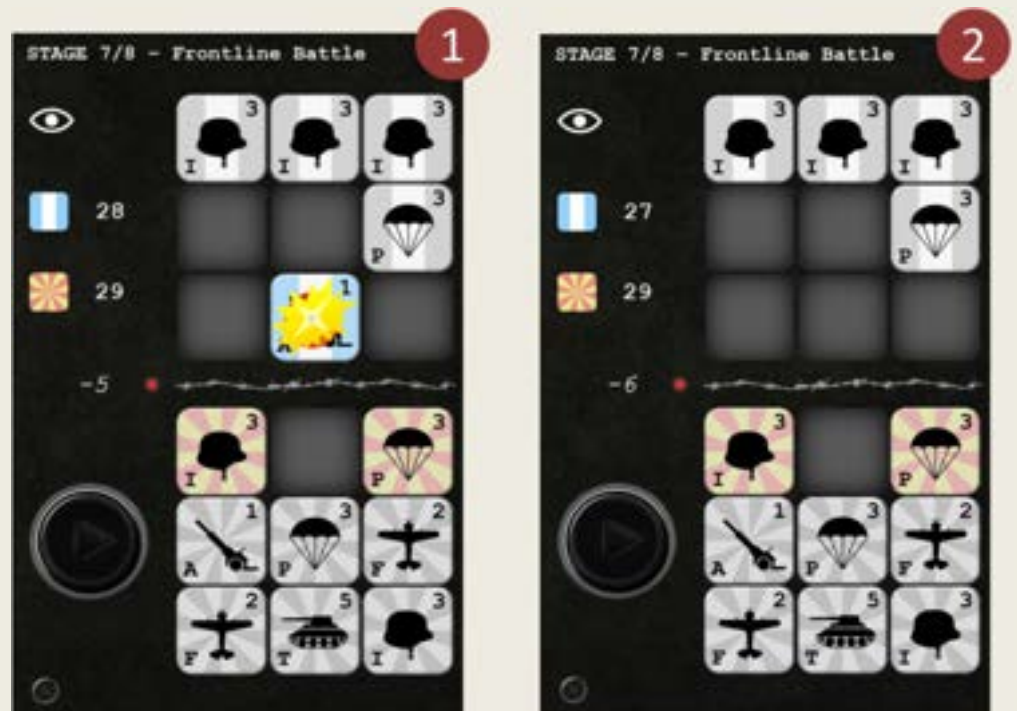


Figure 14.

### 1.19

In Stage 8 all tiles advance one rank towards the frontline. This is not optional. All units with an unoccupied tile in front of it must advance one row.

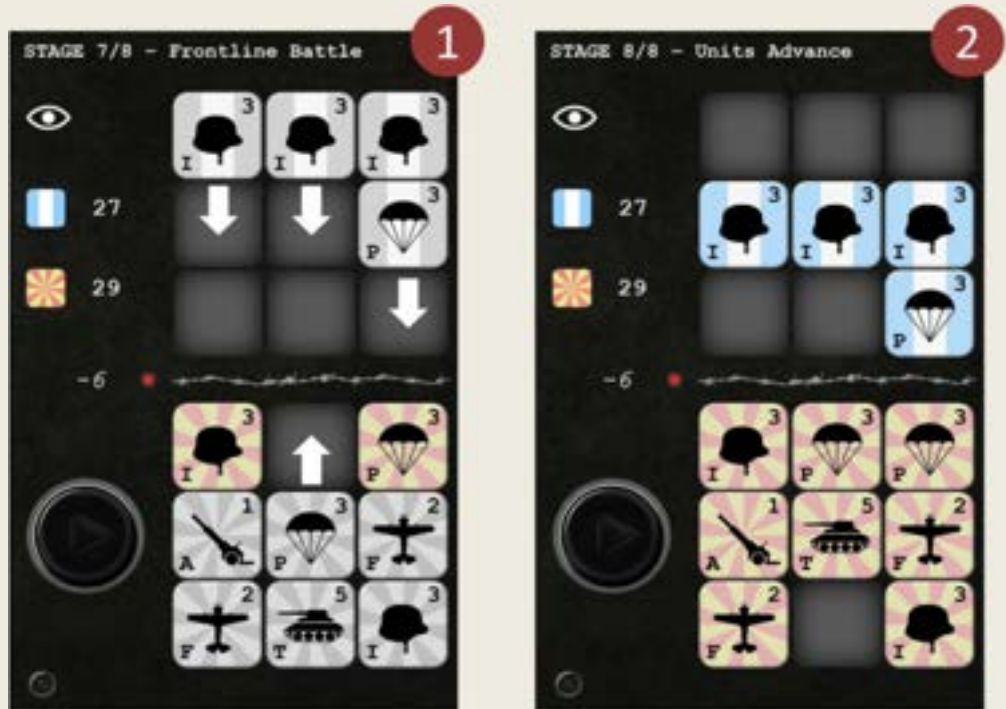


Figure 15.

### 1.20

After Stage 8 we start a new round at Stage 1 and deploy new units to the first rank on the board.

The game continues until one player emerges victorious.



Figure 16.

### 1.21

It is possible for the game to end in a tie. In this unlikely scenario, both players are given 5 randomly selected units. The game continues until a winner is determined. In case of another tie, the process repeats.



Figure 17.

### 1.22

To exit the game to the main menu at any time, press the exit button at the bottom left corner of the game board.

From any screen, pressing your phone's Back navigation button will close and exit the game.

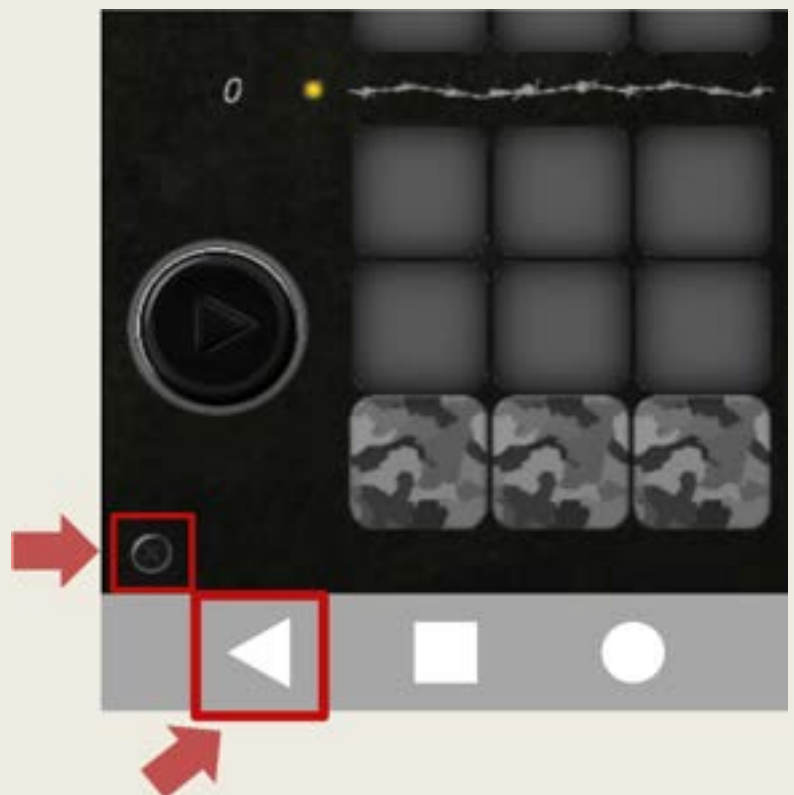


Figure 18.

## 2.1

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

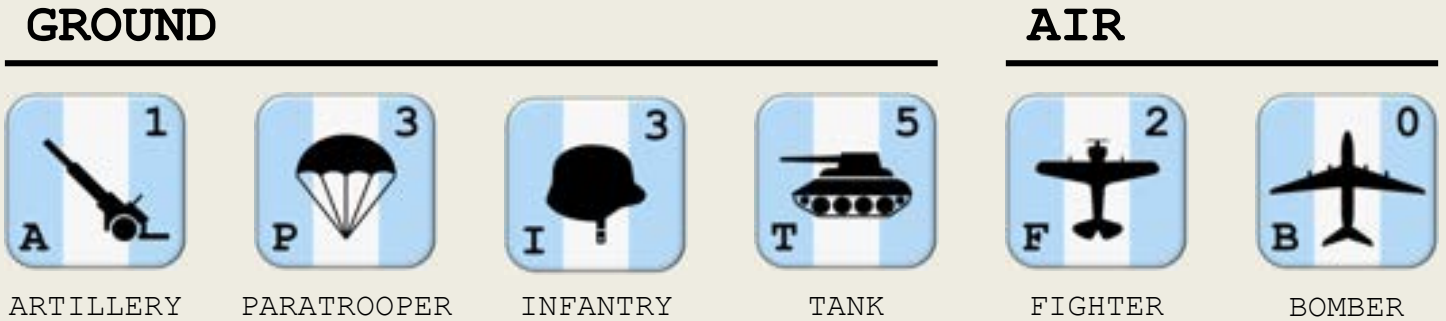


Figure 19.

## 2.2 ARTILLERY



In Stage 2-5 (the attack phase), ARTILLERY can target enemy **ground units 1 or 2 tiles away on the same column.** ARTILLERY is particularly effective at bombarding enemy frontlines. ARTILLERY is weaker up front with a frontline score of 1.

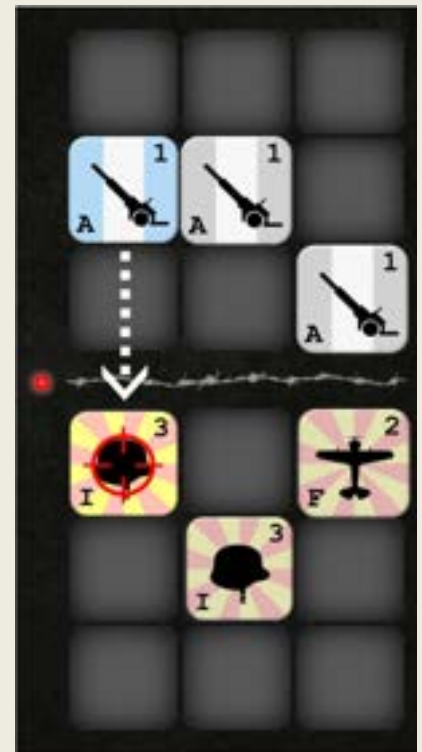


Figure 20.



## 2.3 PARATROOPER



In Stage 2-5 PARATROOPER units do not attack enemies. Instead, PARATROOPERS can **move laterally to any tile on its row**. If the target tile is occupied, the PARATROOPER will swap positions with the target unit (air or ground unit). PARATROOPERS can serve as defense against enemy attacks by moving units out of harms way. Swapping positions can also setup other units for an attack next round. PARATROOPERS have a frontline score of 3.

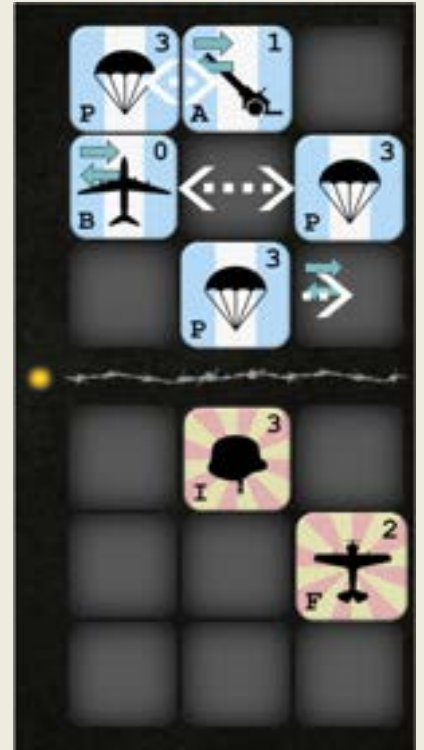


Figure 21.

## 2.4 INFANTRY



In Stage 2-5 INFANTRY do not have any attack capabilities. However, INFANTRY get a **+2 score bonus if three INFANTRY units are aligned along the frontline**. 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 frontline score of 3.

## 2.5 TANK



TANKs are the heaviest frontline units in the game with a **frontline score of 5**. In Stage 2-5 TANKs do not have any attack capabilities. Their strength comes from frontline combat and entrenching a winning position along the frontline.

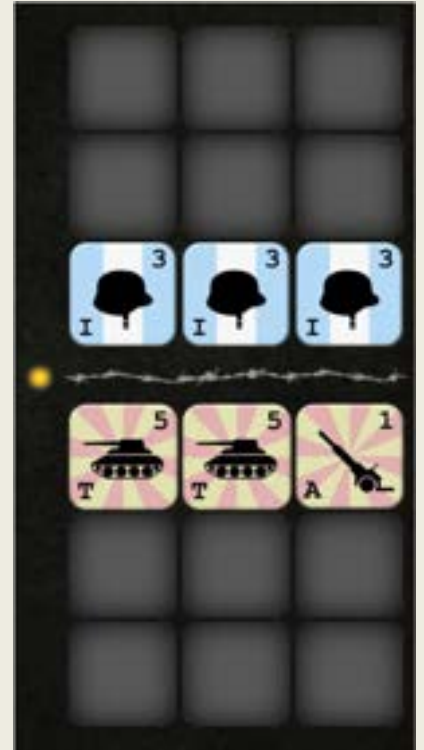


Figure 22.

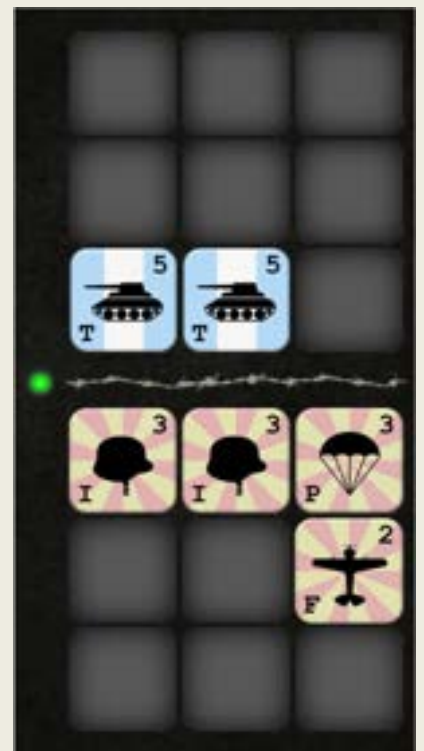


Figure 23.

## 2.6 FIGHTER



In Stage 2-5 FIGHTER units can attack **any air unit along its column**. They are the main defense against BOMBERS and are effective at providing air cover for units along the frontline. FIGHTERS have a frontline score of 2.

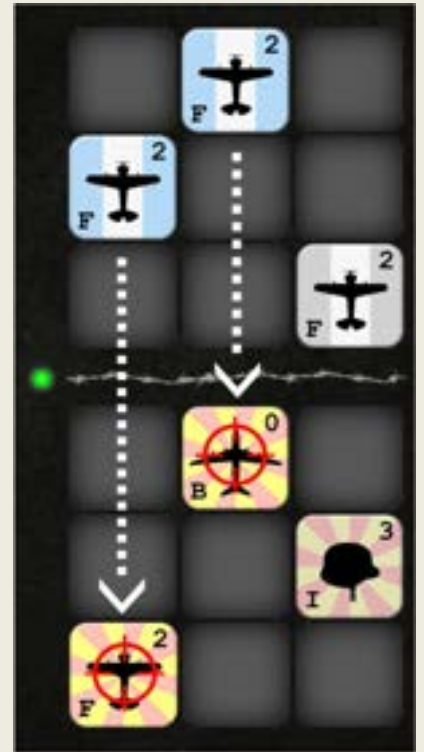


Figure 24.

## 2.7 BOMBER



In Stage 2-5 BOMBER units can attack **any ground unit along its column**. 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 frontline score of 0.

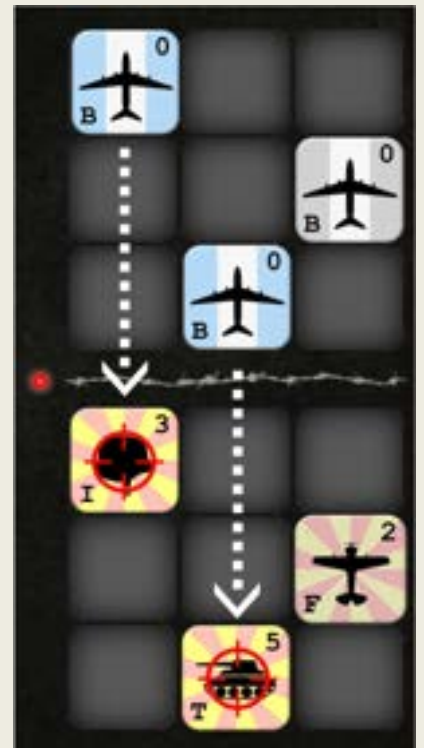


Figure 25.

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## 2.8

In Stage 5 both teams' attack orders are executed. This is an observation stage where you watch the outcome of the battle.

The attack orders follow an important order of priority. Units attack in the following order:

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

TANK and INFANTRY do not have attack abilities in Stage 2-5.

## 2.9

FIGHTER units attack first, then PARATROOPER, then ARTILLERY, then BOMBER units.

If one team's attack makes the other team's attack invalid, then **the other team's attack is cancelled.**

For example, a FIGHTER can destroy a BOMBER before it has a chance to attack.

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.

## 2.10 EXAMPLE 1

In Stage 4 attack orders are revealed **1**.  
The ARTILLERY unit has higher priority than the BOMBER, so the INFANTRY is destroyed first **2**.  
Then the BOMBER attacks and destroys the TANK **3**.

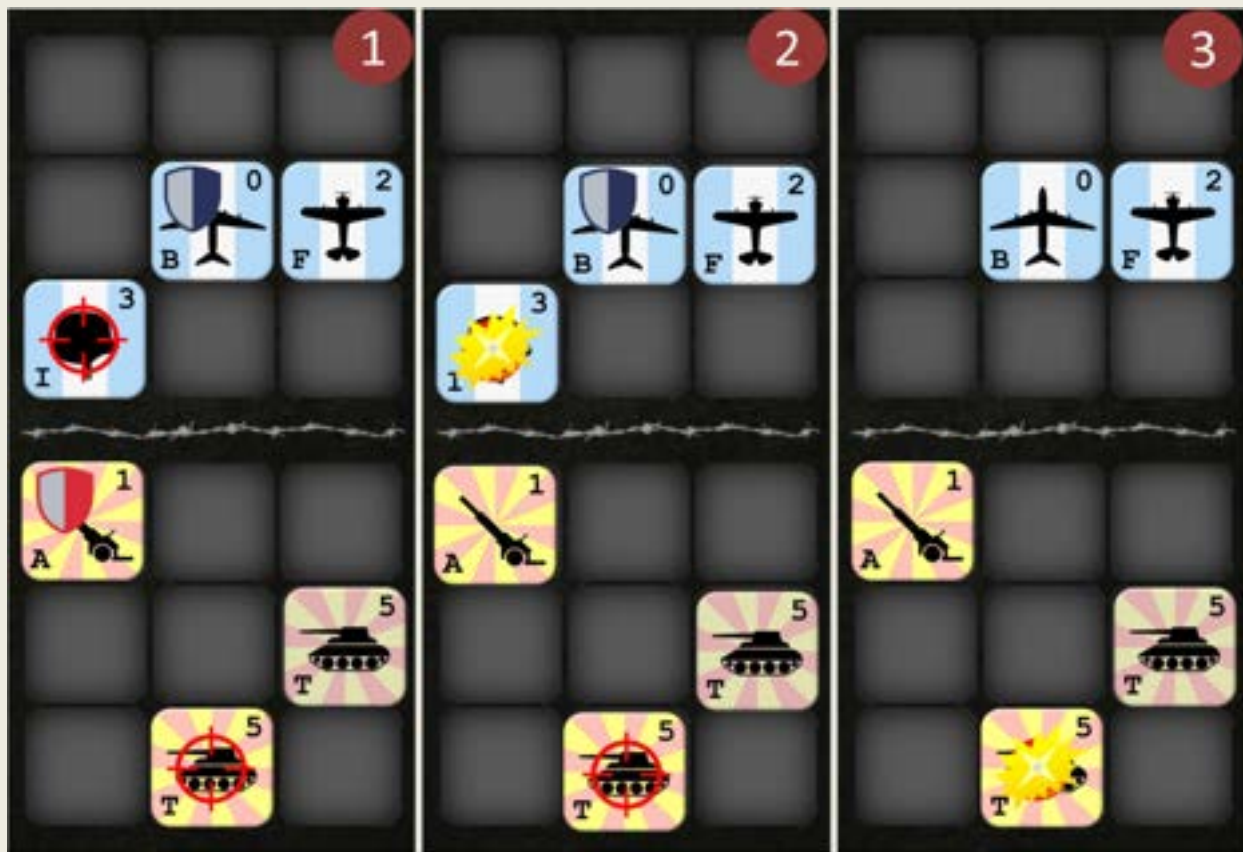


Figure 26.

## 2.11 EXAMPLE 2

The BOMBER is targeting the TANK and the FIGHTER targets the BOMBER ①. The FIGHTER attacks first and destroys the BOMBER ②. The BOMBER is removed from the board and its attack orders are cancelled. The TANK unit remains ③.

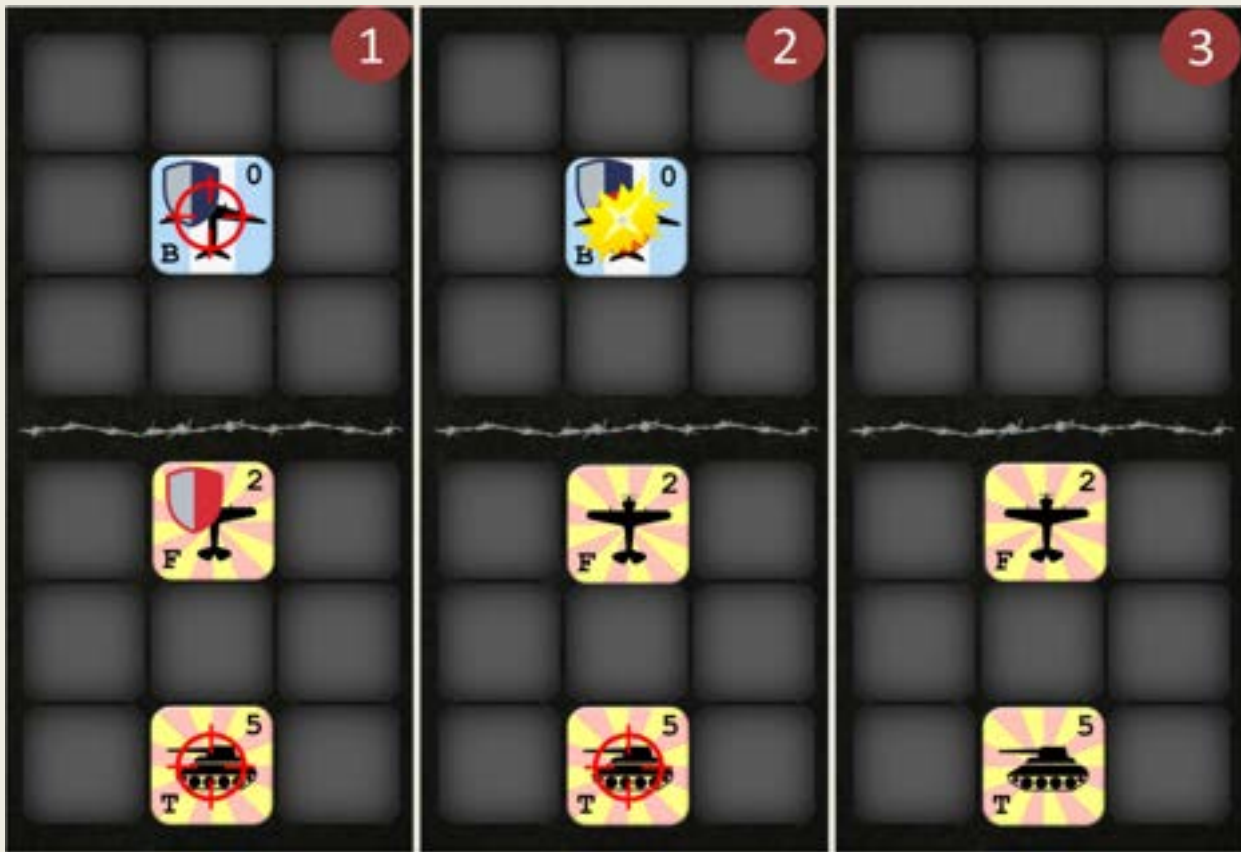


Figure 27.

## 2.12 EXAMPLE 3

Both ARTILLERY units are targeting each other **1**. Both units have the same attack order priority, so they attack each other simultaneously **2**. Both units destroy each other and are removed from the board **3**.



Figure 28.

## 2.13 EXAMPLE 4

The BOMBER is targeting the PARATROOPER, and the PARATROOPER is swapping tiles with a FIGHTER **1**. PARATROOPER moves first since it is higher attack order priority **2**. BOMBERS can not attack air units, so the attack is cancelled **3**.

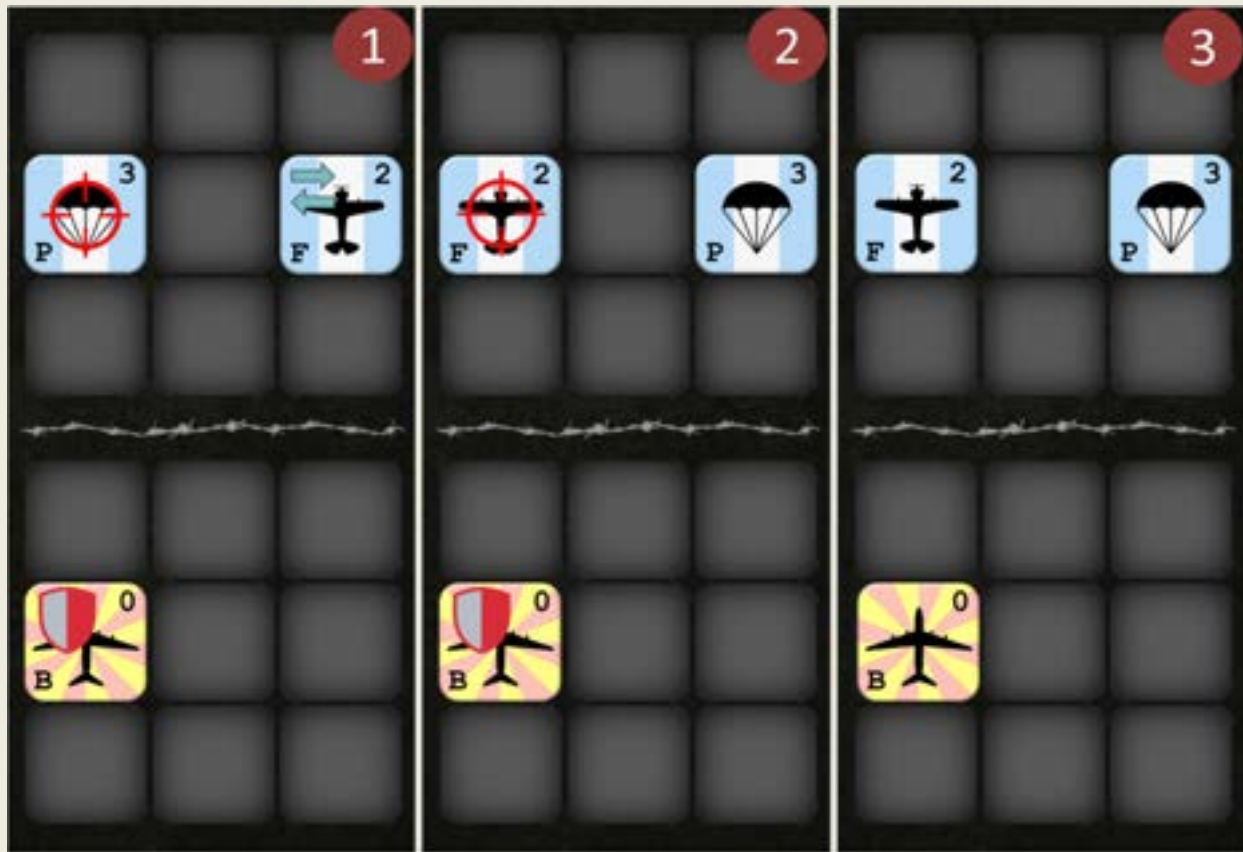


Figure 29.



## 2.14 STRATEGY TIP #1

Every unit has strengths and weaknesses. BOMBER and FIGHTER units are strongest on the first row, ARTILLERY and PARATROOPER units on the second row, TANK and INFANTRY on the second row, TANK and INFANTRY on the frontline.

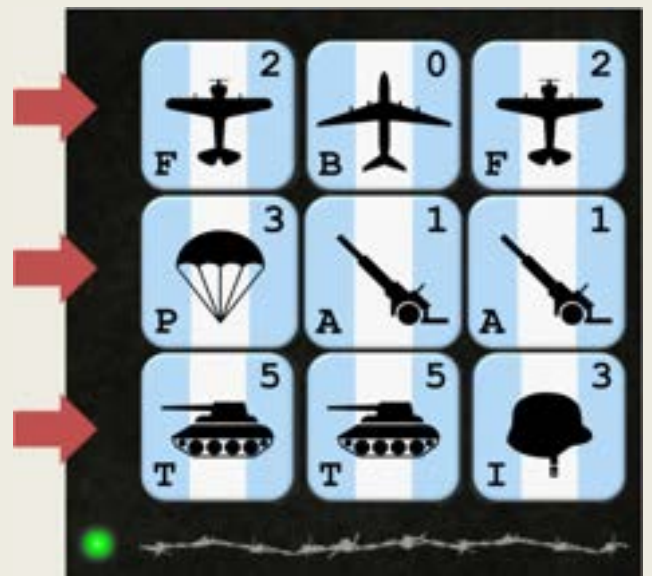


Figure 30.

## 2.15 STRATEGY TIP #2

Use FIGHTERS, BOMBERS, and ARTILLERY to provide support for frontline units.

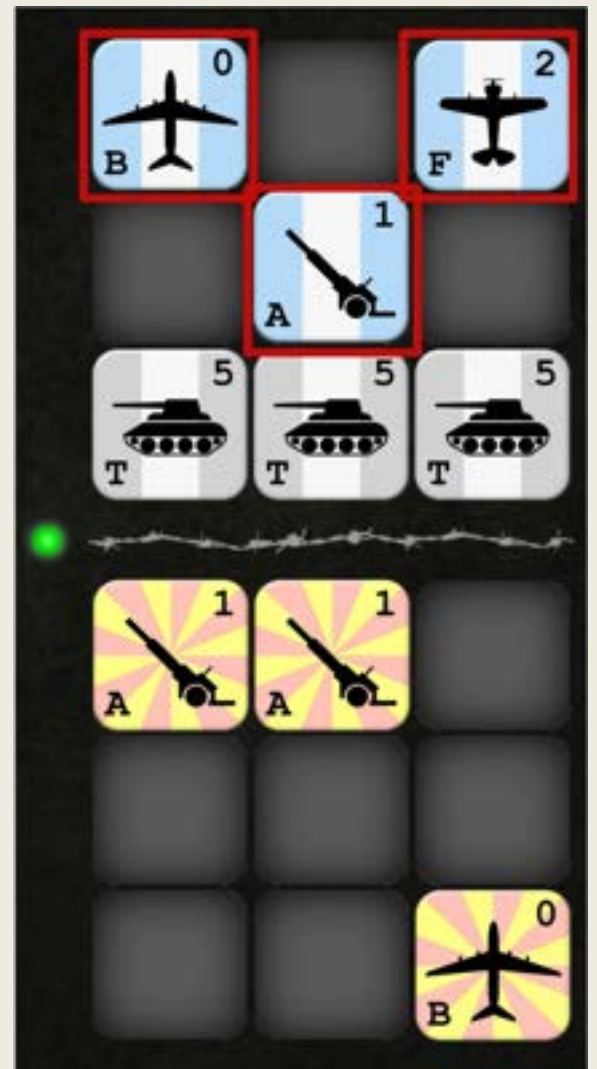


Figure 31.

### 2.16 STRATEGY TIP #3

Focus on maintaining a winning battle score on the frontline. This allows you to destroy multiple units per round - one in the attack stage, and one in the frontline battle stage.

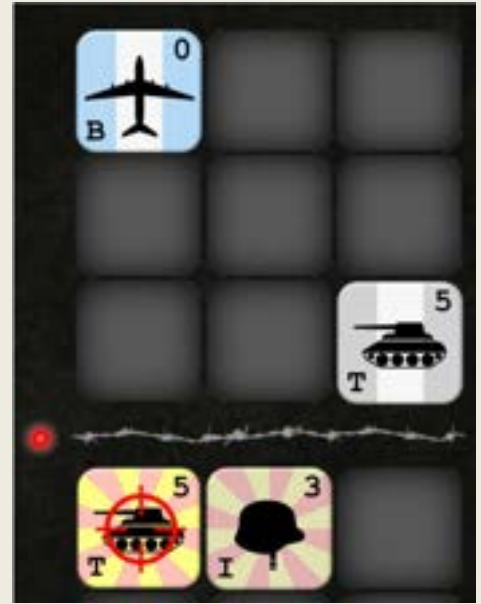


Figure 32.

### 2.17 STRATEGY TIP #4

Focused attacks down a single column can limit your opponent's ability to develop a high frontline battle score.

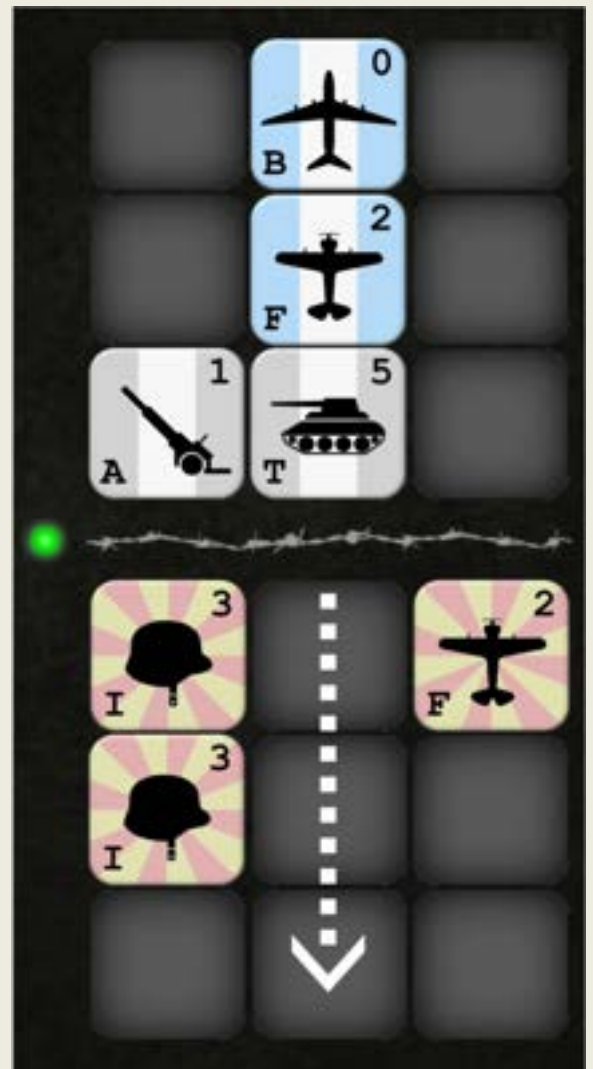


Figure 33.

## 2.18 STRATEGY TIP #5

Leave lower score units on the frontline to prevent higher score units from moving in.



Figure 34.

## 2.19 STRATEGY TIP #6

Use PARATROOPERS to move into gaps on the frontline and keep ARTILLERY and BOMBER units back.

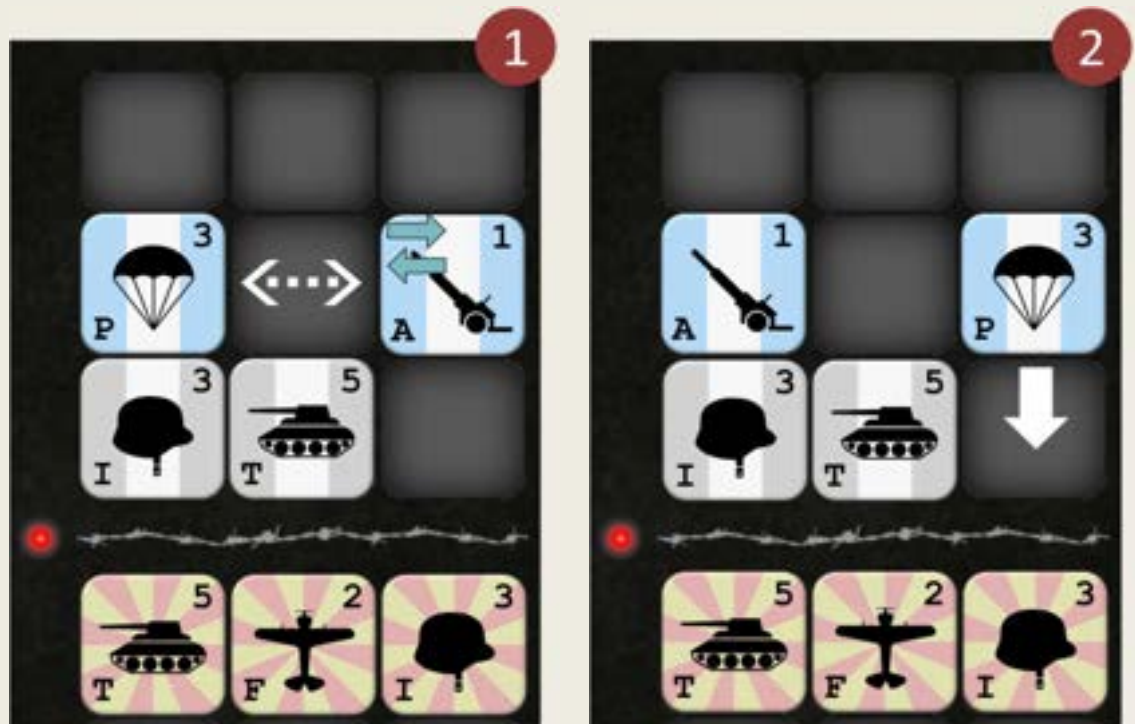


Figure 35.

### 3.1

The 'Select Heroes' button allows you to select your team (Heroes) and your opponent (Dictators). Each Hero has their 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).

### 3.2

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 level and LEÄDER is the most difficult.

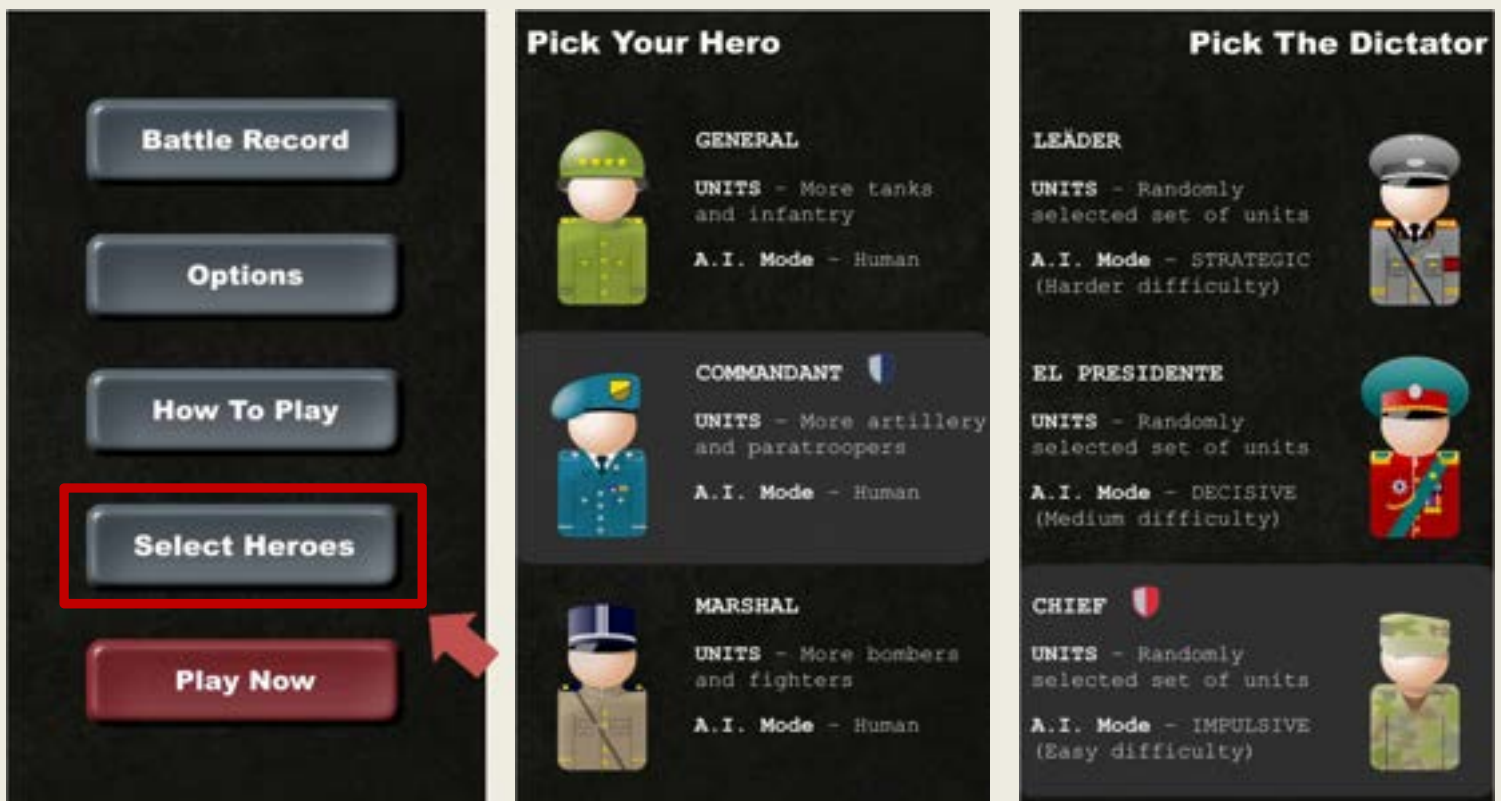


Figure 36.

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## 3.2

The 'Options' button opens a menu of game preferences.

'Game Duration' sets the total number of units both sides starts with. Default is 30 units, but if a shorter game is preferred 20 units can be played.

'Sounds' toggles sounds on and off everywhere.

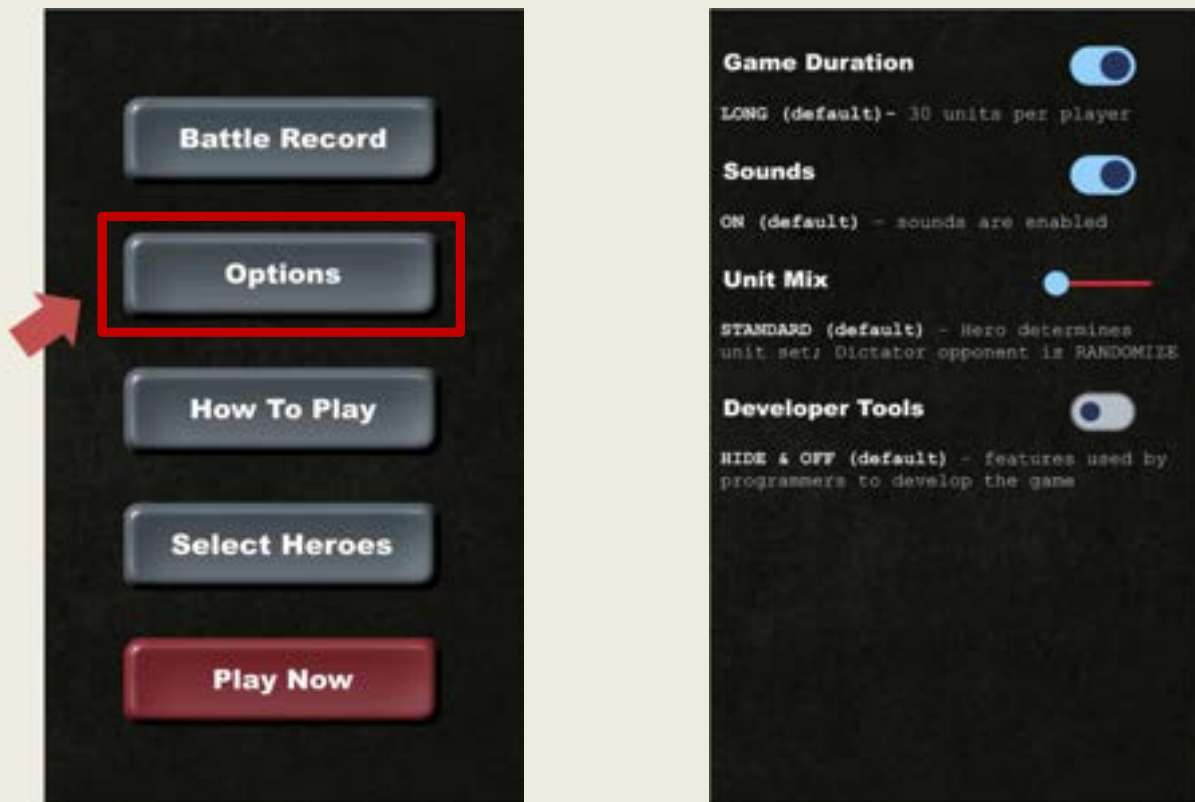




Figure 37.

### 3.4

'Unit Mix' adjusts how many of each unit the players start with.

In STANDARD mode, the Hero team  unit mix depends on which Hero is selected. In STANDARD mode the Dictator team  has a preset set of units with a few randomly selected (same as RANDOMIZE).

In TOURNAMENT mode both teams start with the same fixed set of units.

In RANDOMIZE mode both Hero and Dictator have a preset set of units with a few randomly selected.

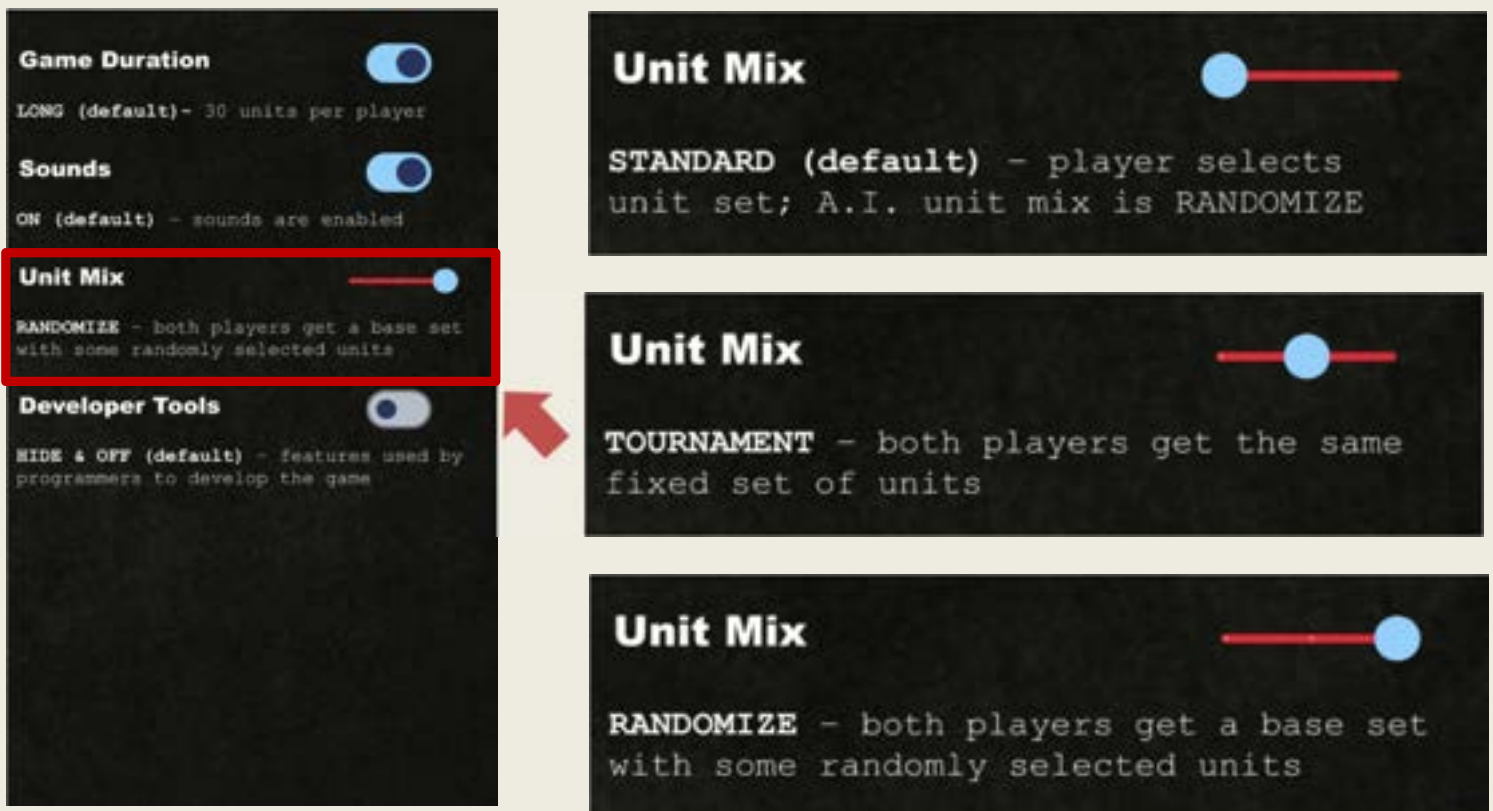






Figure 38.

# 3.5



STANDARD UNIT MIX  
(Duration - 30 units)

				
INFANTRY	9	6	6	6
TANK	6	4	4	4
ARTILLERY	4	7	4	4
PARATROOPER	3	5	3	3
BOMBER	4	4	6	4
FIGHTER	4	4	7	4
RANDOM (?)	-	-	-	5



STANDARD UNIT MIX  
(Duration - 20 units)

				
INFANTRY	5	4	4	4
TANK	4	3	3	2
ARTILLERY	3	4	3	3
PARATROOPER	2	3	2	2
BOMBER	3	3	4	3
FIGHTER	3	3	4	3
RANDOM (?)	-	-	-	3


TOURNAMENT &  
RANDOMIZE UNIT MIX  
(Duration - 30 units)

	TOURNAMENT 	RANDOMIZE 
INFANTRY	7	6
TANK	5	4
ARTILLERY	5	4
PARATROOPER	4	3
BOMBER	4	4
FIGHTER	5	4
RANDOM (?)	-	5

TOURNAMENT &  
RANDOMIZE UNIT MIX  
(Duration - 20 units)

	TOURNAMENT 	RANDOMIZE 
INFANTRY	5	4
TANK	3	2
ARTILLERY	3	3
PARATROOPER	3	2
BOMBER	3	3
FIGHTER	3	3
RANDOM (?)	-	3

### 3.6

'Developer Tools' and 'A.I. Assist' are options to turn on move recommendations for the Hero team .

When 'A.I. Assist' is enabled the game A.I. will make recommendations at every stage. 'A.I. Level' selects the specific Dictator A.I. model that will generate the move recommendations.


You do not need to do anything but keep pressing the next stage button  to accept the recommendation and advance to the next stage. You can override the recommended move with your own choice at any time.



Figure 40.

Figure 39.



### 3.7

'Battle Record' shows your wins and losses history in different game settings.

'Medals' showcase the awards you have won to date.

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

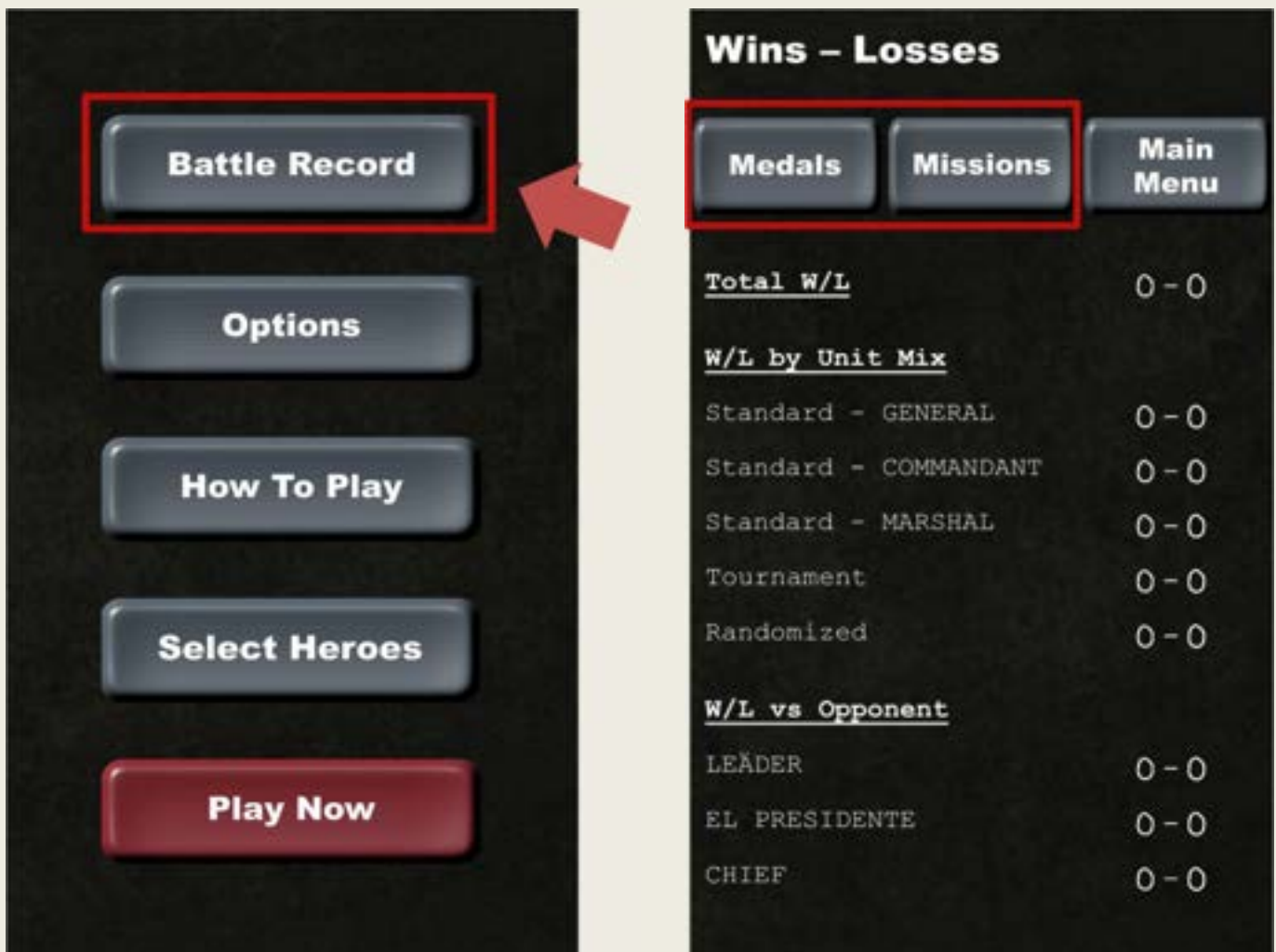


Figure 41.

*You've been forked.*

