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CZOLG! is a pocket battlefield strategy game for two players.

The board features two 3x3 tile grids separated by barbed wire (the **frontline**). You control the **top grid** (Heroes), and your opponent controls the **bottom grid** (Dictators). Both players start with **20 units**.

Win by destroying all your opponent's units.

The game is played in rounds. Each round has 4 phases:

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

And then a new round begins... That's the whole game.



Press the game button to go to the next stage

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- I **Deploy Phase** - Place units onto the back row.
“What do I deploy to influence the frontline two rounds from now?”
- II **Attack Phase** - Select one unit to act.
 - FIGHTERS attack **air** units in their **column**
 - PARATROOPERS move **sideways** and may **swap** positions
 - ARTILLERY attacks **ground** units 1-2 tiles away
 - BOMBERS attack **ground** units in their **column**
 - TANKS and INFANTRY **do not** act here
 “Which action best improves my future frontline score?”
- III **Frontline Battle Phase** - Add the battle scores of units on the frontline. The player with the higher total can destroy one enemy unit.
“Can I win the frontline this round?”
- IV **Advance Phase** - All units move forward one row.

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- The unit you selected to act
- The target you selected
- The tile you are moving to
- Action required (make a selection)
- No player input needed for this stage (press game button)



The game is about who reaches the frontline, not who gets attacked. Attacks are not just for eliminations. They are tools for frontline control.


Maintain a Winning (Higher) Frontline Score

This allows you to destroy two units per round. One in the attack phase, and one in the frontline battle phase.

Position Units According to their Strengths

Keep FIGHTERS, BOMBERS, and ARTILLERY back. Move TANKS and INFANTRY to the frontline. PARATROOPERS can reposition units.

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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  (move).

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.

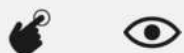
Stage 7 - Frontline Battle


The targeted frontline units are removed from the game.

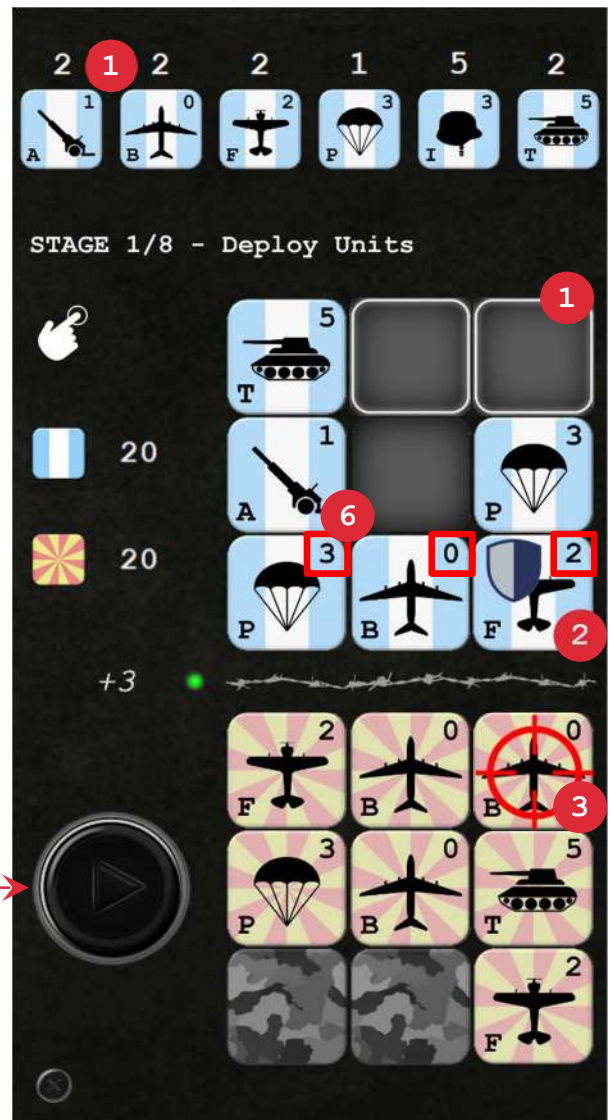
IV Stage 8 - Units Advance Advance Phase

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).



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

1 FIGHTER

Attack any air unit on its column

2 PARATROOPER

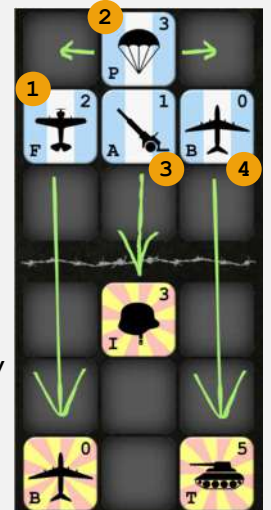
Move sideways to any square

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).