

ZIG-ZAG

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ZIG-ZAG is a game of chance and skill for two or four players. Learned in two minutes, it is easy enough for young children to enjoy, yet has possibilities of skillful play that are fascinating to adults. So simple are its rules that, in the first game, the beginner can get the thrill of playing with real strategy.

ZIG-ZAG is played on a board with 144 squares, marked from one to six, like the sides of dice. The players alternate throwing two dice, and placing two pieces on any two squares which correspond to the numbers on the dice thrown. Once a piece is played, it is not moved.

OBJECT OF THE GAME: The Object of ZIG-ZAG is to form a chain of pieces Indian File, from the side of the board nearest the player to the opposite side,

and at the same time to prevent the opposing player from forming such a chain by "barricades." The chain of pieces may go forward, sideways or diagonally; it may twist and turn any number of times or double back on itself to avoid obstructing enemy pieces — the only requirement for victory being that the chain of occupied squares must extend without a break from end to end of the board, each square touching the next, on a side or corner.

RULES FOR TWO-HANDED ZIG-ZAG

Each player throws two dice, the higher throw having the privilege of first turn.

The **loser** of this throw, or player with **second** turn, places **ONE** piece on any square on the board he desires. (This is to equalize the advantage the first player would otherwise have with two pieces more than his opponent on the board after each play.)

The winner, or player with **first** turn, then throws two dice, and places two pieces on any two squares which bear the same numbers as those of the dice he threw. Doublets are played like any other throw. The players then alternate throwing two dice and placing two pieces on the board.

The player who first completes a continuous chain of

occupied squares, touching front to back, side to side, or corner to corner, from the edge of the board nearest to him to the opposite edge, **WINS**. The pieces on the edges may be on corner squares or on any square between. A chain running from one side of the board to the opposite side, or from a side to either the front or back edge, does not count.

If a player succeeds in making a complete barricade from side to side of the board, so as to prevent his opponent from completing his chain, his opponent will ordinarily resign the game. His opponent, however, has the privilege of continuing the game, playing to form a counter barricade, and thus secure a draw game.

In subsequent games, the players alternate having first turn.

RULES FOR FOUR-HANDED ZIG-ZAG

In four-handed **ZIG-ZAG**, the two players sitting opposite one another play as partners, the play of the game being the same as in two-handed.

The first turn is determined by throwing the dice. The winner of this throw also has the privilege of placing the board and naming the two edges between which the chains shall run. The player to the right of the winner plays the first piece, and the turn

passes from right to left.

CRISS-CROSS ZIG-ZAG

This is an amusing variation of four-handed ZIG-ZAG in which the two chains run across the board at right angles to one another; that is, each team of two players tries to complete a chain running between their edges of the board. Barricading is considerably easier in this game. The rules for play are the same as in the two-handed game.

HINTS ON STRATEGY

Each player's object is to cut his own chain of pieces across the path of his opponent's chain so that his opponent's path will be barricaded, and he will thus have to waste turns making a new and longer chain. Often a player will temporarily abandon his play for a game, and will play to form a long barricade cutting off a whole group of enemy pieces. If such a barricade can be made along a vertical file, it will both cut off the enemy and advance the player's own game. The game is thus an exciting struggle to cut off one's opponent, and to overcome his barricade. Each play presents a fascinating problem in which the player decides whether the pieces shall be placed to advance his own chain, or to cut off the enemy.