

GAME SETUP

1. Each player chooses a pawn color and a Home Base, and places all of their pieces in their Home Base.
2. Each player chooses a Class, and places the appropriate Class card in their color card stand. There must be at least 1 Ninja or Pirate player. There may be multiple Ninjas and Pirates, but only 1 player of each other Class.
3. Every player gets four cards dealt out from the main deck.
4. Players choose among themselves who goes first. We recommend whoever can do the best impression of their chosen Class, but any other method is fine.

WINNING

Each Class has a different way to win. Goals generally involve reaching certain spaces on the board or doing something to player pieces. Play ends as soon as a player has met his or her win condition (even if the action would normally lead to a further action, like combat). Consult your Class card for your basic win condition.

TAKING YOUR TURN

Each player's turn has four distinct possible phases, in this order: Entrance, Movement, Combat, and Draw.

Entrance Phase

This phase is optional.

To bring a new piece onto the board, pay 1 Point per piece you already have on the board. Any time you have no piece on the board, such as on your first turn, the first piece is free. When you bring a new piece onto the board, you place it in one of the two Gates in front of your Home Base. If both Gates are occupied, you cannot bring a new piece out.

Movement Phase

This phase is optional.

You choose one of your pieces on the board to move. This can be a piece you brought out during the Entrance Phase, or it can be a different piece. The first space you move is free. Every subsequent space costs 1 Point. The only limit on how many spaces you can move is how many Points you are willing to spend. You are not allowed to move onto a Gate of another active player.

Anyone can move onto a Great House or Buried Treasure spot, even if it's not their win condition, but doing so will likely provoke a fight.

Combat Phase

This phase is triggered any time two enemy pieces stop their movement next to each other.

Players spend points to bolster their Combat Rating until one player runs out of resources or concedes defeat. The losing player's piece is then sent back to its Home Base. All combat must be resolved before play can continue to the next phase. See the Combat section for more details.

Draw Phase

You draw one card from the deck. Then you draw an additional card for every Resource Zone you have a piece in. Multiple pieces in the same Resource Zone do not increase the number of cards you get from it.

After you have drawn your cards, play passes to the player on your left.

Phase Replacement

If you have a Class Ability that replaces a given phase, you may use it when you would normally have that phase. You would not be able to take any actions you normally would on that phase; instead you would take only the actions described in your Class Ability.

RESOURCE ZONES

There are six zones on the board, each a different color. Each zone has seven spaces within it. Having a piece or pieces in a zone allows you to draw an extra card on your Draw Phase.

GATES

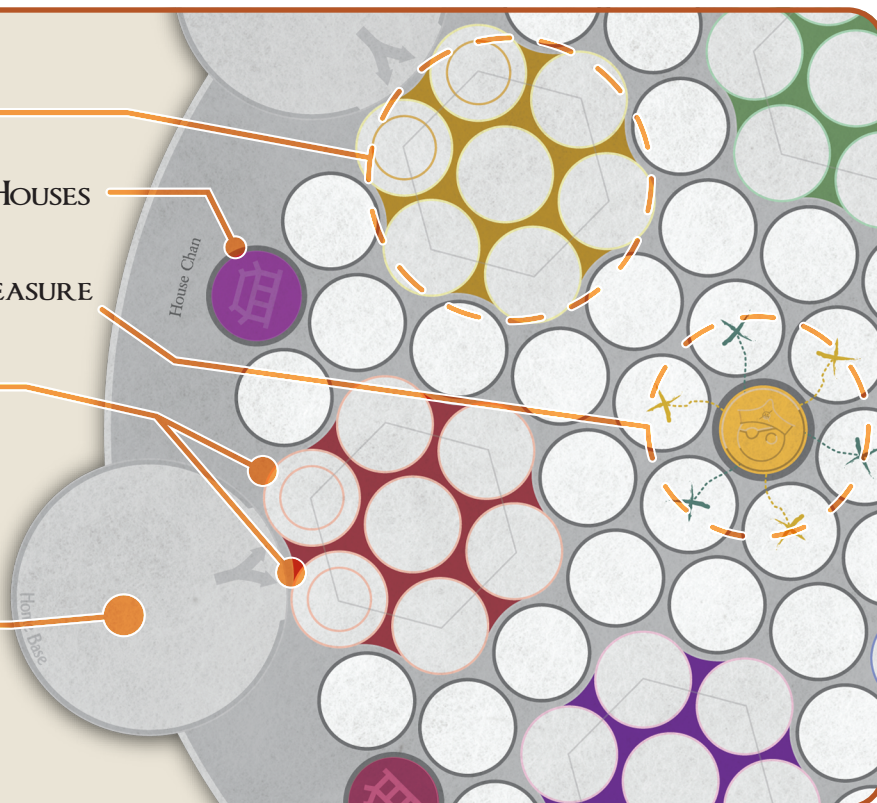
New pieces enter on the Gates. Gates are also important for Zombie and Ninja abilities. Other players can't move onto and block your Gates, and any piece you have on your Gate has a +5 advantage in direct combat.

HOME BASES

This is where all of your pieces live. When in Home Base, they are not considered in play, or on "the board".

GREAT HOUSES

BURIED TREASURE



COMBAT

The piece that moved into position to start the combat is the Aggressor. The other piece is the Defender. Defenders win ties.

Connected Pieces

When combat starts, each side's Combat Rating is equal to the number of pieces they have involved in combat. If you have other pieces next to the piece you have fighting (Aggressor or Defender), they count as being involved, or "Connected". Your pieces can be in any arrangement as long as they form one continuous clump or chain.

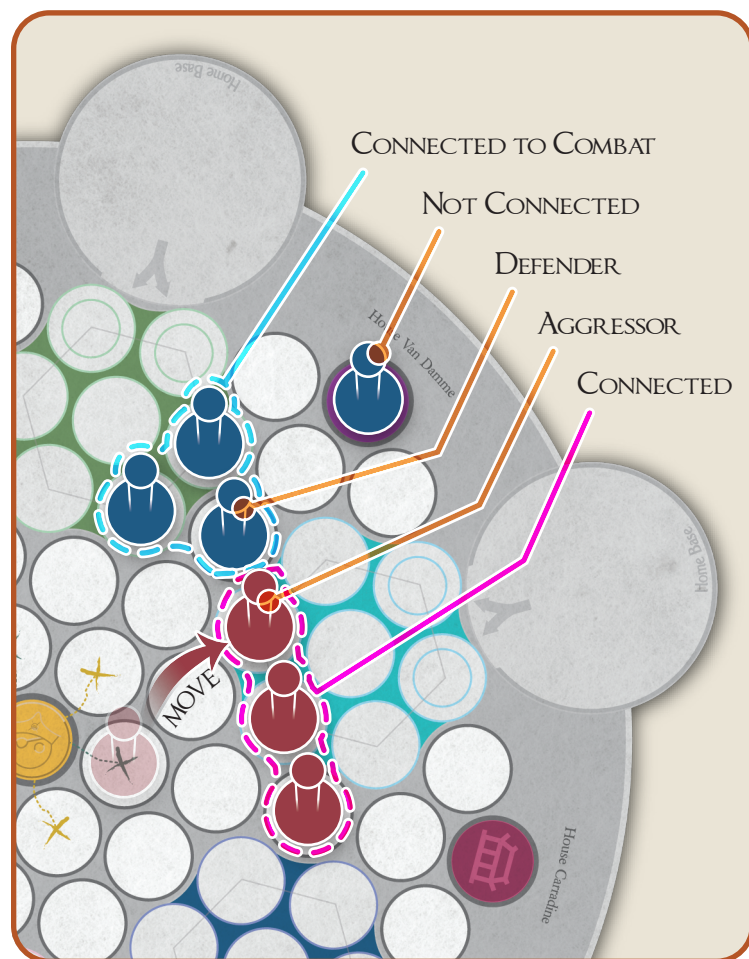
Each piece is worth 1 Point of Combat Rating, so if you have a string of four pieces and your opponent has a pair, your respective Combat Ratings would start at 4 and 2.

Gaining Advantage

Players take turns playing Points or other cards to gain an advantage in Combat Rating. The Aggressor needs at least one Point more than the Defender to win combat. Any card can be played for its Point value, which directly adds to Combat Rating. Some Specialty cards can be played for different effects during combat (see the Specialty Cards section).

Home Advantage

If either the Aggressor or Defender piece is on its own Gate, the Home Base adds +5 to its Combat Rating.



Assisting Others

You can play Points to help another player in combat. You can play Specialty cards for someone as well, but the player you are trying to help has the option to refuse. Any cards you spend in favor of another player remain spent; you cannot change your mind about helping someone and take your cards back.

After Combat

Combat ends when one player can't pay enough points to increase their Combat Rating anymore, or concedes defeat. The losing piece gets sent back to its Home Base and any cards played during combat get discarded. If there are still any enemy pieces next to each other, they must fight a new combat.

Multiple Combats

If an Aggressor would potentially have combat with more than one player, the combats are fought with Defenders in clockwise order around the table. If a player has more than one piece threatened by the Aggressor, the defending player may choose the order in which they are fought.

POINT CARDS

Point cards can be worth either 1 or 2 points. They are played whenever you need Points for various tasks. Specialty cards also can be played for Points (see below). If a card gives you more points than you need for a task, you cannot use the leftovers for another action.

Points are most commonly used for the following actions:

1. Bring a new piece onto the board (1 Point per piece already out).
2. Move a piece (1 Point per space after the first free space).
3. Increase Combat Rating.
4. Activate a Class ability (usually 2 Points; see the Classes section).

SPECIALTY CARDS

Playing Specialty Cards

Specialty cards contain special rules that allow you to take actions you might not normally be able to. Ninjas use the Ninjutsu side of a Specialty card, while Pirates use the Pillage side. Other classes either can't use the special rules, or have additional conditions to using them.

In addition to their special rules, a Specialty card can also just be played for its Point Value, which can be found inside the grey circle in the upper left corner. Ninjas must use the Point Value of the Ninjutsu side, while Pirates must use the Point Value from the Pillage side. All other classes can choose the Point Value from either side.

Many Specialty Cards can only be played during a particular phase. See the "Use" part of the card description to see when you may play it.

Cards that can be played during the Draw Phase cannot be used on the turn in which they are drawn. You must wait until your next turn to play them.

If you are using a Phase Replacement ability, you also can't use any Specialty cards that would be played during the normal phase that you are replacing. However, if the "Use" time includes the word "Resolution", you may still play the card between phases as usual.

Specialty Card Descriptions

Every card has a description of what it does, but the rules here also include some clarifications and exceptions. If a card description does not explicitly state that it allows you to affect another player's pieces, assume it refers to pieces owned by you.

Pillage

Jury Rig

Point Value: 1

Upon defeat, losing piece is moved to an open Gate instead of Home Base. You can't use this card if you have no open Gate.

Use: Combat Resolution

Foreign Training

Point Value: 4

Allows the use of one Specialty card from the opposite class (Ninjutsu).

Use: Any Time. This is used in conjunction with playing another card. The other card may still be restricted as to when it can be played.

Treasure Everywhere

Point Value: 1

Discard this card and draw two more.

Use: Draw Phase

New Crew

Point Value: 2

Bring a piece onto the playing field for no cost.

Use: Entrance Phase

Blockade

Point Value: 4

Take another player's cards on their draw phase.

Use: Target player's Draw Phase. If the target player is another Pirate, this cannot be used during Salvage Operation due to phase replacement.

Cannoneer

Point Value: 1

Allows any friendly piece on the playing field to count as connected for the purposes of attack rating.

Use: Combat Phase.

Flanking Maneuver

Point Value: 4

Move a second piece one space.

Use: Movement Phase.

Full Sails

Point Value: 1

Move your piece up to two extra spaces at no cost.

Use: Movement Phase

Gunpowder, Sabre of Yarr

Point Value: 1

Increases attack rating by 2.

Use: Combat Phase

Keel Haul

Point Value: 3

Skips the next turn of the player you designate.

Use: After Draw Phase, before next player's turn.

Plunder

Point Value: 2

Draw two cards for each Resource Zone instead of one on your draw phase.

Use: Draw Phase

Tactically Advance Backwards

Point Value: 3

Move your piece one space out of combat. Cannot move into other combat.

Use: Combat Phase.

Ninjutsu

Roll with the Punch

Point Value: 1

Upon defeat, losing piece is moved to an open Gate instead of Home Base. You can't use this card if you have no open Gate.

Use: Combat Resolution

Amazing Disguise

Point Value: 4

Allows the use of one Specialty card from the opposite class (Pillage).

Use: Any Time. This is used in conjunction with playing another card. The other card may still be restricted as to when it can be played.

Fortune's Favor

Point Value: 1

Discard this card and draw two more.

Use: Draw Phase

Deployment

Point Value: 2

Bring a piece onto the playing field for no cost.

Use: Entrance Phase

Geta of Speed

Point Value: 1

Move your piece up to two extra spaces at no cost, or spend 1 point and move your piece up to four extra spaces.

Use: Movement Phase

Honor Bound

Point Value: 2

Causes combat to be one vs one. No connected pieces add to attack rating and no other players can assist further.

Use: Combat Phase.

Killing Katana, Wailing Wakazashi, Shrieking Shuriken

Increases attack rating by 3.

Use: Combat Phase

Point Value: 1

Mystic Binding

Point Value: 4

Negates another player's use of a specialty card. This card can negate another Mystic Binding, allowing the original Specialty card to be played.

Use: After target player plays card.

Resourcefulness

Point Value: 2

Any Ninjutsu card may be used to increase attack rating by double its Point value. This may be retroactive on cards already played in the current combat. This has no affect on straight Point cards.

Use: Combat Phase

Self Sacrifice

Point Value: 4

When you are the Aggressor, attacking piece and all adjacent pieces are defeated. All are returned to home base. Only pieces immediately adjacent to the Aggressor are affected. Pieces that were Connected but not next to the Aggressor remain on the board.

Use: Combat Phase.

Smoke Bomb

Point Value: 3

Move your piece one space out of combat. Cannot move into other combat. This ends the combat.

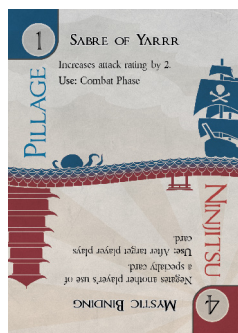
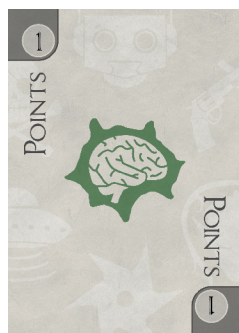
Use: Combat Phase.

They're Everywhere

Point Value: 2

Move a second piece next to any other piece on the board, but cannot move into combat.

Use: Movement phase.



CLASSES

Each player has to choose a Class. Classes determine the way a player wins the game, as well as providing unique abilities and tactical options. For a two-player game, only Ninjas or Pirates may be used. For 3 or more, there may be one each of the other classes. In any game, there must always be at least one player who is either a Ninja or a Pirate.

Consult your Class card for diagrams showing your win condition.

NINJA

Ninjutsu

Specialty Cards: Ninjas can freely use the Ninjutsu side of specialty cards.

Leap Across the Heavens

Activation Cost: It costs 2 Points up front to use this ability.

Description: When you have a piece in one of your Gates, you may spend two points to launch it to any open space on the board except for the Great Houses. On landing, the piece is "disoriented" and has an attack rating of 0 until the beginning of your next turn.

Phase Replacement: This replaces the Movement Phase. If you have taken any actions of a normal Movement Phase, you cannot use this ability.

I Was Not Here to Fight

Description: Without playing any cards to participate in combat, you concede defeat and go back to your home base. In addition, you take one card at random from your opponent's hand.

Phase Replacement: This replaces the Combat Phase. If you have taken any actions of a normal Combat Phase, you cannot use this ability. "Roll With the Punches" is still a valid card, because it is played after combat has been resolved.

Dojo Domination

Winning: Ninjas win when they have placed three pieces in three of the Great Houses in a triangle formation. If there are only two players, the Ninja must place a piece in all six Great Houses.

PIRATE

Pillage

Specialty Cards: Pirates can freely use the Pillage side of specialty cards.

Dirty Rotten Scoundrel

Activation Cost: It costs 2 Points up front to use this ability.

Description: Instead of moving your own piece, you can move someone else's piece. As usual, the first space is free (ignoring the Activation Cost you already paid). Any additional spaces cost two points per space rather than the normal one point. If you move another player into initiating combat, that piece is considered to be the attacker!

Wise to Your Ways: You cannot use this ability on the same piece two turns in a row. They're on the lookout for you now! You also cannot use this ability on a piece that is on that player's win condition (buried treasure for Pirates, great houses for Ninjas, and both for Gunslingers).

Phase Replacement: This replaces the Movement Phase. If you have taken any actions of a normal Movement Phase, you cannot use this ability.

Salvage Operation

Description: If you took no actions during your turn, then on your Draw Phase you draw one card for every piece that is in a Resource Zone, even if multiple pieces share the same Resource Zone.

Phase Replacement: This replaces the Entrance Phase, Movement Phase, and possibly Combat Phase. If you have taken any actions normal for any of those phases, you cannot use this ability.

X Marks the Spot

Winning: Pirates win when they have placed three pieces in a triangle formation on the Xs surrounding the Buried Treasure. If there are only two players, the Pirate must place a piece on all six Xs.

ZOMBIES

Brainless

Specialty Cards: Zombies cannot use specialty cards for anything other than their Point values.

Contagion

Description: Whenever a Zombie piece or a Carrier engages in combat, an Infection Ring is left in the defeated piece's space. Infection Rings can't be moved like pieces and do not initiate combat. However, they add to combat rating for any connected Zombie pieces.

Infection: If any other player's piece crosses over an Infection Ring, they become a Carrier, and the ring is placed on that piece. A Carrier is worth 0 points if in combat with a Zombie.

Mutation: Zombie pieces also pick up Infection Rings that they cross over. A Zombie piece with 1 ring is worth 2 points in combat. A Zombie with 2 rings is worth 3. A Zombie with 3 rings is worth 3 and can move two spaces for free instead of just one.

Cleansing: When a Zombie piece or Carrier is defeated, they lose one Infection Ring.

Outbreak

Description: Every Infection Ring in play reduces Entrance costs by 1 each.

Unrelenting

Description: Zombies always win ties, even if they are the aggressor.

Zombocalypse

Winning: Zombies win when they have three pieces mutated with 2 Infection Rings each.

ROBOTS

Emulation Software

Specialty Cards: Robots can use either the Ninjutsu or the Pillage side of a specialty card, but they must pay one point to use a Specialty ability.

Cyberlink

Description: You can move multiple pieces at the same time, as long as they all move the same number of space in the same direction. For the first "free" space all pieces may be moved for free. For each subsequent movement, you must still pay the usual cost for each space the extra pieces move.

Exception: If you are using a Specialty card that allows you to move a piece extra spaces ("Full Sails", "Geta of Speed"), only one piece can be moved.

Upload

Description: You can move a piece onto the very middle of the board (Buried Treasure) and upload the piece to the Cloud Mind. For every piece that you upload, you have that many extra Points to spend each round.

Exception: The uplink is serial, not parallel. You can only upload one piece per round, and you must resolve combat before uploading.

Still in Play: Pieces that you have uploaded still count as being in play for the purposes of determining the cost of bringing a new piece onto the board during your Entrance phase.

Artificial Intelligence

Winning: You win when you have Uploaded all six of your pieces.

GUNSLINGERS

The Gambler

Specialty Cards: A Gunslinger can play either Ninjutsu or Pillage cards, but he must play them as two-of-a-kind. If a specialty card is played for its point value (for example as a pair of 2s), the specialty part of it is ignored.

Two-of-a-Kind: By playing two-of-a-kind, you can either choose to use the point value of both cards, or you can use the special action.

Three-of-a-Kind: By playing three-of-a-kind, you get double the total point value present.

Straight: By playing a set of (1, 2, 3) or a set of (2, 3, 4), you get double the total point value present.

All or Nothing: Points used from playing card sets cannot be split up to pay for different actions.

Quick Draw

Description: A Gunslinger always has a set hand size, beginning at 4 cards. You draw extra cards normally by being in Resource Zones, but you must discard down to four afterwards. The upside is that you draw extra to bring you up to your limit if you are ever below it on your draw phase.

Extra Sleeves

Description: Each piece you have on the board increases the number of cards that you can have in your hand by one. For example with one piece on the board you would draw to five cards on your draw phase. With four pieces on the board you would draw to eight cards on your draw phase. If you lose a piece from combat, you do not need to discard down until your next draw phase.

Into the Sunset

Winning: A Gunslinger wins the game when he has positioned four of his pieces in a straight line across the board: two in Great Houses and two on treasure Xs.

ALIENS

Lost in Translation

Specialty Cards: Aliens cannot use specialty cards for anything other than their Point values.

Weather Balloons

Activation Cost: It costs 2 Points up front to use this ability.

Description: You may move any one of your pieces to any free space on the board as long as doing so causes that piece to enter combat.

Phase Replacement: This replaces the Movement Phase. If you have taken any actions of a normal Movement Phase, you cannot use this ability.

Bright Lights

Description: When you defeat an opponent's piece in combat, instead of sending that piece back to its own Home Base, you place it inside yours. That piece is considered Abducted.

Limit: You may only have 6 pieces in your Home Base at a time, including your own. If you have 6 pieces in your Home Base, you cannot use this ability.

Duration: The Abducted pieces stay in your Home Base until you are defeated by the owning player in combat. If you have Abducted pieces from multiple opponents, only the one you lost to in combat receives his or her pieces back. The released pieces go to the owning player's Home Base. This release does not count as defeat, so the piece cannot be placed on the owning player's Gate though a card or class ability.

Tag & Release

Description: You may willingly release an Abducted piece during your Draw Phase. Doing so allows you to steal two cards from the player that owns that piece.

Resource Probe

Description: When you have a piece Abducted, any time its owner is able to draw cards during his or her Draw Phase, you also draw one card. Additionally, the owning player is unable to assist against you as a third party in combat.

All Your Base Are Belong to Us

Winning: Aliens win when you have four Abducted pieces, with at least one piece per player. If there are six players, you are allowed to only have one piece from four of your five opponents.

ELVES

Solitude and Memory

Description: Elves cannot leave their home base.

Noninterference

Description: Elves do not initiate combat with other players that land at their Gates.

The Price of Immortality

Winning: Elves win if the game lasts more than three hours.

GAME COMPONENTS

Zerpang! contains the following components:

- 1 10 inch game mat.
- 99 card Main Deck
- 9 Class cards
- 6 card stands
- 36 pawns (6 of each color)
- 12 Infection Rings

Credits:

Game Design: Mark Major
 Graphic Design: Christina Major
 Mark Major
 Illustration: Christina Major
 Playtesters: Anna Pow
 Sam Pow
 Skylar Lenox

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