

# GoldZed

## The game components:

- 1 Chessboard composed of 79 hexagonal cells
- 15 tokens for each player (1 ZED 14 tokens)
- 1 "GoldZed" in the center of the board

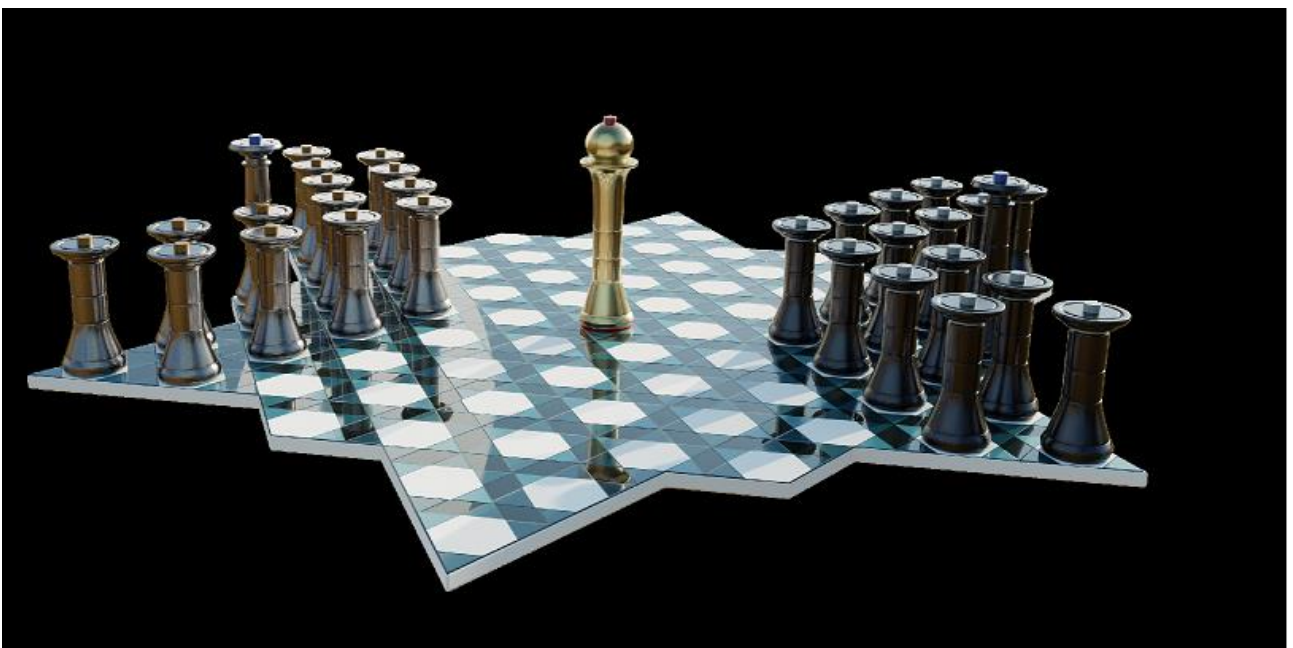
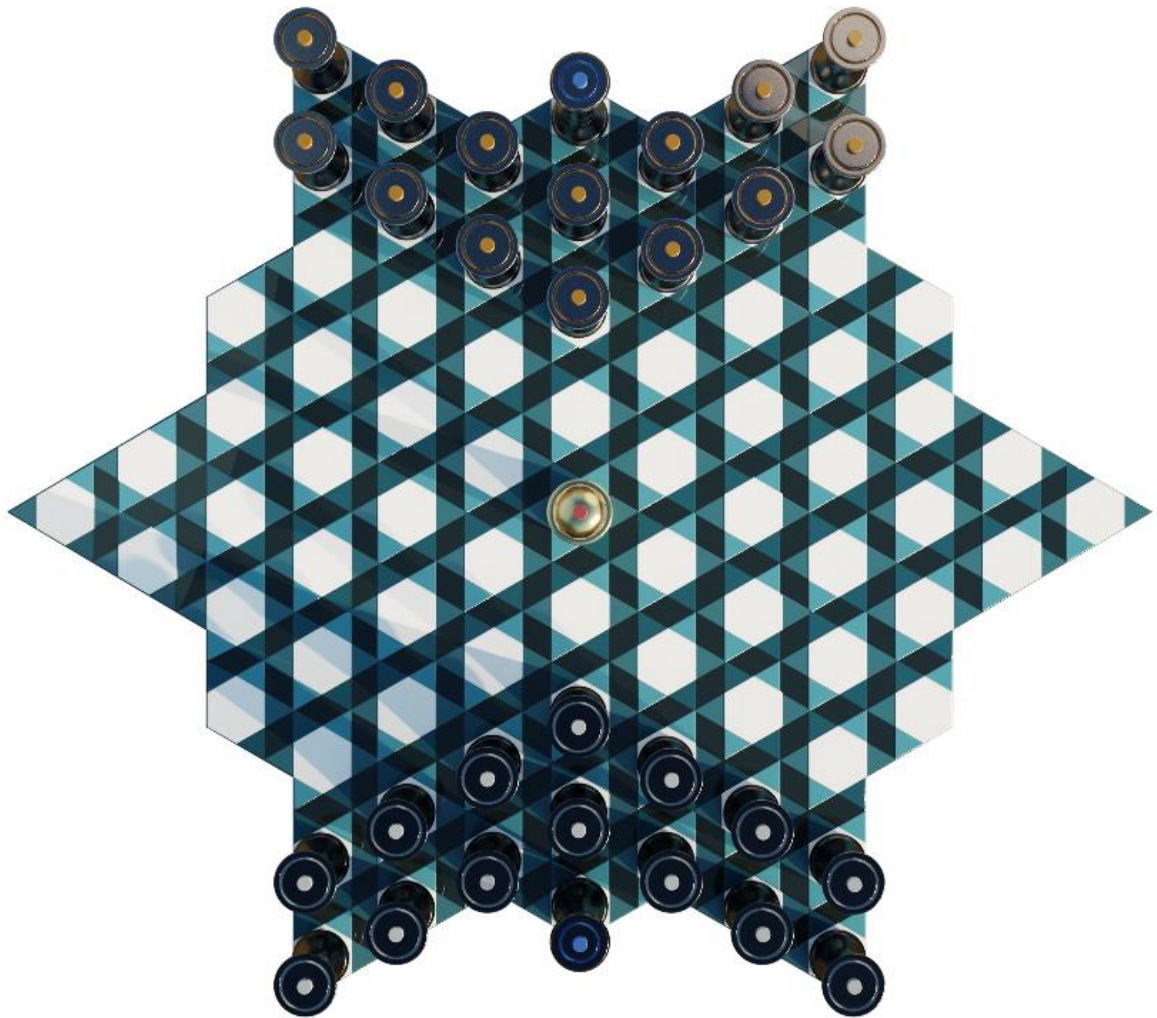
## Rules of the game:

1. Players can move the ZED and the Tokens diagonally to forward/backward free, only once for turn of game
2. The player who eliminates with his token or with the ZED, the opponent's token, it takes the place of the same
3. The ZED and the Tokens cannot overstep the other pieces
4. The pieces eliminated remain at the disposal of the players that, their turn of game, they can put back in the game it in any hexagonal cell, without that players being able to eliminate any opponent's piece; this move only involves reintegration into the game and not elimination
5. The GOLDZED moves anywhere but it cannot eliminate any Tokens/Zeds and, at the same time, the Goldzed cannot be removed from the game
6. The GOLDZED can be moved by the players, only when both players, they will have moved their ZEDs
7. The GOLZED cannot be moved twice consecutively by the same player but, to remove it, he will have to wait until the other player has made the move (Goldzed)

## PURPOSE OF THE GAME:

- Eliminate the opponent's ZED

# STARTING POSITION



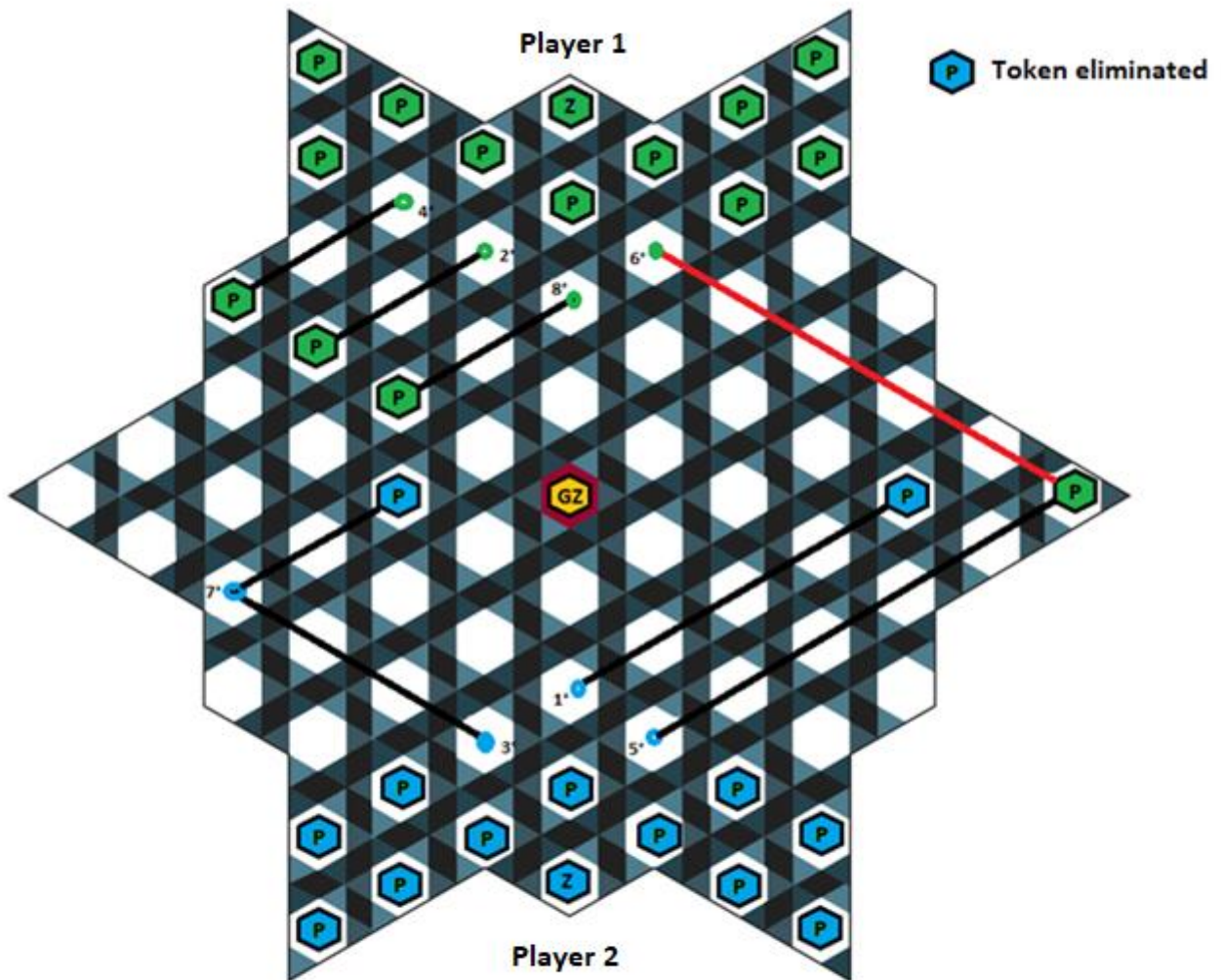
# Examples

Rules n° 1-2-3

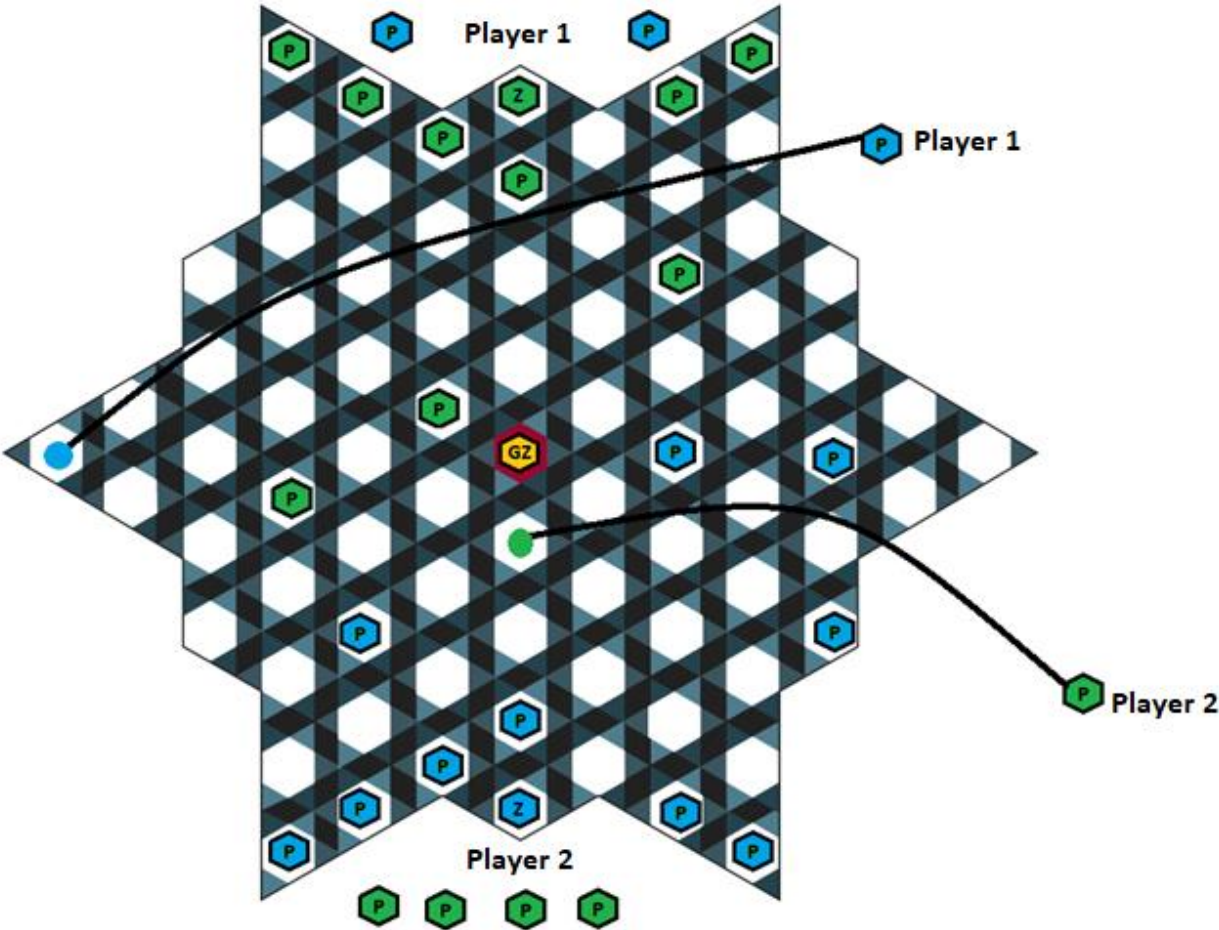
 GoldZed

 Zed player 1     Tokens player 1

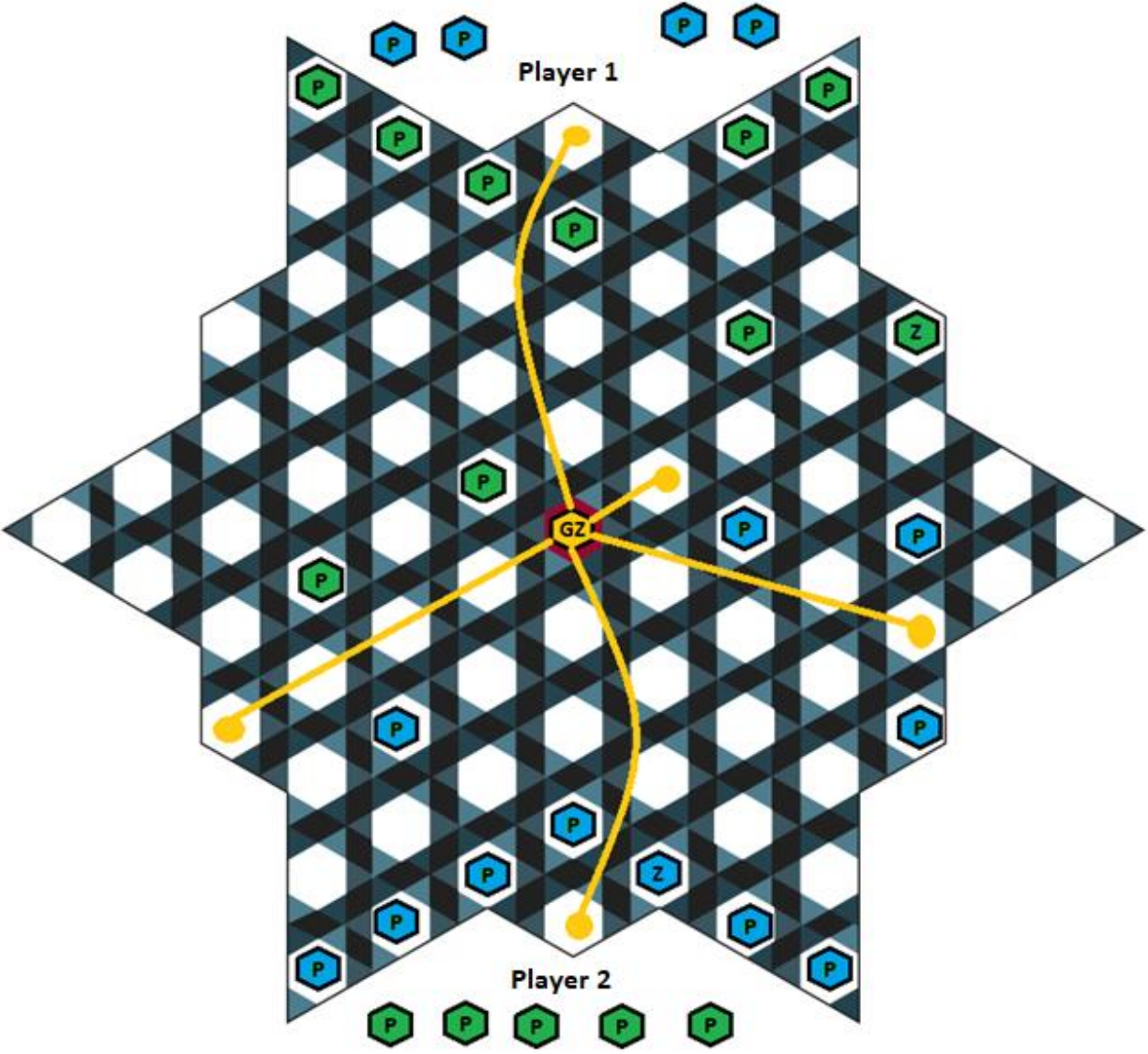
 Zed player 2     Tokens player 2



Rule n° 4



Rules n° 5-6



Rule n° 7

