

Peacekeepers of Jar-Zabonia



1 - 4+



15 - 45



10+

Pieces

100 Cubes

With sides of various colors (red, orange, yellow, green, blue, purple, black, white, brown, and gray)

1 Playing Field

10 x 10 grid

1 Reference Card

7 Mountain Placement Tokens

14 Mountain Ranges

1 x 6 cube range

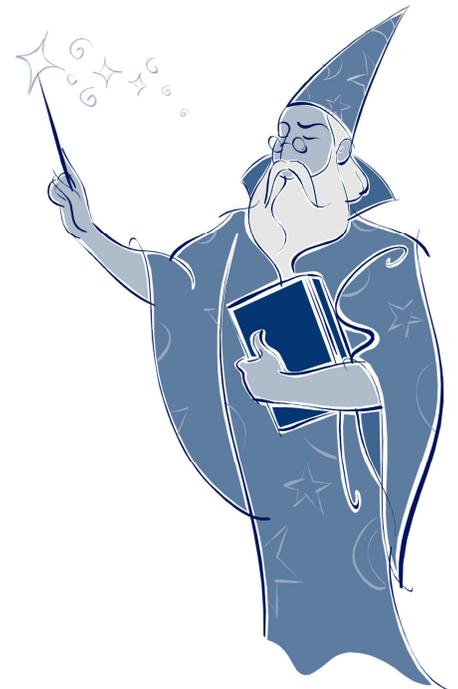
2 x 5 cube ranges

2 x 4 cube ranges

4 x 3 cube ranges

3 x 2 cube ranges

2 x 1 cube ranges



Back Story

In the magical land of Jar-Zabonia the six major races, Wizards, Elves, Dwarves, Trolls, Giants, and Faerie have been fighting for centuries. Queen Moxie has decided to bring peace to the land and has assigned her greatest philosopher, the Great Michuel, the task of finding each creature in her kingdom a place to live peacefully. This is no easy task, however. Most of the races have been feuding for centuries and refuse to live next to several other races. Each race (represented by a color) will only live adjacent to other races whose colors are adjacent on a color wheel.

- Red - Dwarves will only live next to other Dwarves, Faeries, or Trolls.
- Orange - Trolls will only live next to other Trolls, Dwarves, or Giants.
- Yellow - Giants will only live next to other Giants, Trolls, or Elves.
- Green - Elves will only live next to other Elves, Giants, or Wizards.
- Blue - Wizards will only live next to other Wizards, Elves, or Faeries.
- Purple - Faerie will only live next to other Faeries, Wizards, or Dwarves.

In the land of Jar-Zabonia there are also Mountains, Volcanoes, Temples, and Goblin Hordes. Mountains get placed on the playing field before the game starts. Volcanoes (black) and Temples (white) can be next to any race's color. Temples protect adjacent inhabitants from Goblin Hordes. Goblin Hordes attack the perimeter of the settlements, chasing off races. Volcanoes may occasionally erupt and wipe out many inhabitants.

In addition to being very picky about whom their neighbors are each race has some special abilities.

- Red - Dwarves survive and block volcanic eruptions.
- Orange - Trolls can chase off one adjacent inhabitant when they move in.
- Yellow - Giants must live next to at least one other Giant.
- Green - Elves allow you to re-roll one other cube in your hand or your opponent's hand before being placed.
- Blue - When placed, Wizards let you take another turn.
- Purple - Faerie can't be chased off by Goblin Hordes.

Also:

- White - Temples can't be removed once played. They can't be destroyed by Volcanoes (although they don't block a volcano's destructive forces) and can't be chased away by Goblin Hordes. They also protect adjacent cubes from Goblin Hordes.

Game Summary

The object of the game is to place as many races into peaceful positions as possible within the area allowed by Queen Moxie. Players score points for the number of pieces in their 'zone' - side of the board (2 players) or quadrant (4 players) as well as for cubes captured from their opponents.

The game is for 1, 2, or 4 players (other numbers of players can play Collaborative or Puzzle Solver modes) ages 10 and up and should take 15-45 minutes for each game. Multi-player games should take close to 45 minutes, solo games can be played in less than 30 minutes.

There are six ways to play the game:

- **Solo for Points** – Start with a single race and expand out, seeing how much of the area you can fill out, following the standard rules.
- **Multi-Player Collaborative** – Start with a single race and expand out, seeing how much of the area you can fill out, following the standard rules. Players can collaborate to develop strategies for filling the largest area.
- **Multi-Player Competitive – Multiple Games for Points, or Single Games without Points** – Start with a single race and expand out, seeing much of the area you can fill out, following the standard rules. Each player tries to fill their claimed sections of the playing area as much as possible. See the additional rules below for Multi-Player Competitive play.
- **Solo Puzzle Solver – Three Difficulty Levels** – a Set up the field of play according to the supplied puzzle arrangement, start with the cubes listed, and see if you can complete the square by placing all the cubes successfully. See the additional rules below for Solo Puzzle Solver.
- **Solo Puzzle Solver – Create Your Own Puzzle** – Set up the field of play according to the rules below for Solo Puzzle Solver – Create Your Own Puzzle.
- **Multi-Player Puzzle Solver** – Set up the field of play according to the rules below for any Solo Puzzle Solver variant and take turns working to solve the puzzle.

Cubes –Descriptions

Each cube has sides painted in different colors that each represent a different race or geographical feature in the magical land of Jar-Zabonia. When placing the cubes in the field of play some colors may not touch each other along their sides. Cubes may touch at their corners, diagonally.

Red - Dwarves will only live next to other Dwarves, Faerie, or Trolls. Dwarves survive and block volcanic eruptions.

Orange - Trolls will only live next to other Trolls, Dwarves, or Giants. Trolls can chase off one adjacent inhabitant, except Giants, when they move in.

Yellow - Giants will only live next to other Giants, Trolls, or Elves. Giants must live next to at least one other Giant.

Green - Elves will only live next to other Elves, Giants, or Wizards. Elves allow you to re-roll one other cube when being placed.

Blue - Wizards will only live next to other Wizards, Elves, or Faerie. When placed, Wizards let you take another turn.

Purple - Faerie will only live next to other Faerie, Wizards, or Dwarves. Faerie can't be chased off by Goblin Hordes.



White - Temples can be played next to any other piece. Temples are placed permanently. No other effects can remove a Temple once it is placed. Temples can't be destroyed by Volcanos, although they don't block the path of the volcano's destruction. Temples can't be chased off by Goblin Hordes and they protect adjacent pieces from Goblin Horde attacks as well.

Brown - Goblin Hordes don't remain on the field of play. Goblin Hordes chase off or capture all other races in the area they attack (see diagrams below).



Black - Volcanoes can be placed next to any other piece except other Volcanoes, however be careful. If a Volcano erupts it'll destroy everything around it except Dwarves (red) and Temples (white).

Gray - Volcanic Eruptions cause one Volcano on the playing field to erupt, clearing off all cubes in its path, except for Dwarves and Temples. The Dwarves have a vast knowledge of geology and are able to avoid the dangers of a volcanic eruption and survive. Dwarves are also able to redirect a volcano's destructive force, so any cubes beyond Dwarves are also spared.

Standard Game Rules



Setup

Setup for the game is pretty simple. Place all the cubes into the draw bag. Then shake up and toss the 7 Mountain Tokens to determine which Mountain Tiles should be placed on the board. Mountain Tiles with the number of peaks that match the numbers thrown on the Mountain Tokens will be placed on the board. E.g. if the 7 tokens are 6, 5, 4, 3, 3, 2, 1 then take the 6 peak tile, one of the 5 peak tiles, a 4 peak tile, two 3 peak tiles, and a 1 peak tile. Players alternate placing the peaks, starting with the largest peak and working down. Once Mountains are placed on the playing field they cannot be moved or removed, even by Volcanic Eruptions and Goblin Horde Attacks. Mountains cannot be placed in such a way that they isolate a section of the board.

For Solo and Multi-Player Collaborative Games: Draw one cube from the bag that has a white side and place it on the board somewhere. This is the starting location. Then each player draws one cube from the bag and rolls the cube to see what they start with. Reroll Volcanic Eruptions (gray) and Goblin Hordes (brown).

For Multi-Player Collaborative Games, decide who will place a cube first. Play proceeds clockwise.

For Multi-Player Competitive Games: Each player draws 10 cubes from the bag and rolls them to see what they start with. Do not reroll any cubes.

Solo Game Play

To play solo, replace and roll new cubes as you play cubes from your hand. For easy solo games, keep 3 cubes in your hand at all times (draw and roll two cubes if you play Giants). For more challenging solo games, keep 2 or even 1 cube in your hand. If you play with only 1 cube in your hand, if you roll a yellow Giant you may place it in reserve and draw and roll another cube. Once you have two yellow Giant cubes you must play the Giants. If you play a green Elf you may reroll a yellow Giant that is in reserve and then play it.

When playing a solo game you can score your points by subtracting the number of empty spaces on the board from 100. If you have any cubes remaining in your hand when you can no longer play, subtract that number from your total. This is your score; see if you can beat your best!

Multi-Player Competitive Game Play

Once all players have collected their initial cubes play begins. The player that placed the least amount of peaks gets to choose which side (for 2 players) or quadrant (for 4 players) of the board they want as their own (for Multi-Player Competitive games) and gets to play first. For a more challenging 2 player game, players can choose two quadrants that are not adjacent.

The first player will start the game and turns proceed clockwise. They may play any cube from their hand in a space along an outer edge of the playing field in their zone. This is their starting position and they will continue to build from there. Each player will take a turn placing a cube along an edge of their zone.

After players' initial turns they may continue to place cubes within their zone or within an opponent's zone following the placement rules. Cubes must be placed adjacent to at least one other placed cube.

When a player gets down to 2 or less cubes in their hand they may draw 8 to 10 more cubes from the bag to bring their hand up to 10. If there are not enough cubes left to complete a hand of 10 they draw whatever cubes are remaining. The player then rolls those cubes and adds them to their hand.

In Multiplayer Competitive games any pieces destroyed by volcanoes are discarded. Any opponents' pieces driven off by Goblin Hordes are captured and should be kept separate for each player (they'll count toward the player's final score). Any time a player plays a Goblin Horde that attacks cubes in their own zone, those cubes are placed in the discard pile, not captured. If a Troll is played and it replaces or captures an opponent's cube that can be added to the player's capture pile. If a Troll replaces or chases off a cube within the player's own zone that cube is discarded.

Play proceeds until all cubes have been placed, one player fills their zone, or one player cannot place any more cubes.

- If one player fills their zone each remaining player may place one additional cube. If the initial player's zone remains filled the game ends.
- If one player cannot place any more cubes that player is out of the game and each player may place up to as many cubes as were remaining in the 'out' player's hand. E.g. Tom gets stuck and can't place any of his three cubes. The game is now in the End Phase and Mike, Sam, and Julie may continue taking turns to place up to 3 more cubes each. They may still replenish their hands if necessary and possible, but may only place up to 3 more cubes. Remember, you can always place cubes in an opponent's zone to avoid going 'out'.

Scoring

Once the game ends, players total up their scores. Each player should count the number of captured cubes and subtract from that the number of empty spaces in their zone. If they were unable to place any pieces, subtract the number of unplaced pieces. Note that unplaced pieces are only those that are allowed to be placed during the course of the game. So in the example above, when Tom got stuck with 3 pieces in his hand, he would subtract 3 points. If Mike was only able to place two more of his allotted 3 additional pieces he would have to subtract 1 point from his total. Finally, if a player completes their zone they get 5 bonus points.

Placing & Resolving Cubes

The rules below apply to all games except Solo Puzzle games. See below for Solo Puzzle rules.

Placing a Cube

Cubes may only be placed in such a way that they don't touch any cubes for races that they can't coexist with (touching corners is fine, just no adjoining sides). Remember, colors that are not adjacent to each other on a color wheel cannot touch each other on the board.

Some colors have additional properties that must be acknowledged when being placed:

- **Orange** - Trolls can chase off one inhabitant when they move in. This can be an inhabitant adjacent to the space they move into, or they may replace a cube on the board. A player may remove one other cube when placing an Orange Troll cube if they choose. In multiplayer competitive games opponents' cubes are captured, friendly cubes are discarded. In all other games the removed cube is discarded. Trolls cannot replace another Troll, although they can cause an adjacent Troll to leave. Trolls cannot chase off Giants.
- **Yellow** - Giants must live next to at least one other Giant. Giants must be placed two at a time, adjacent to each other. If a player has two Giants in your hand they can play both of them. Remember to remove solitary Giants after resolving Goblin Horde attacks or Volcanic Eruptions. Solitary Giants that are removed are discarded, never captured. Trolls cannot chase off Giants.
- **Green** - Elves allow players to re-roll one other cube in either their own hand or an opponent's hand after the Green Elf is placed.
- **Blue** - When placed, a Blue Wizard lets the player take another turn.



Resolving a *Volcanic Eruption* (gray) Cube

If you play a gray Volcanic Eruption cube the eruption occurs immediately.

One Volcano on the playing field erupts! Place the gray cube on top of the erupting Volcano. A Volcano that already erupted cannot erupt again.

The player that played the Volcanic Eruption cube must select one Volcano from the field of play to erupt, clearing off all cubes in its path, except for Dwarves and Temples. The Dwarves have a vast knowledge of geology and are able to avoid the dangers of a volcanic eruption and survive. Dwarves are also able to redirect a Volcano's destructive force, so any cubes beyond Dwarves are also spared. All other cubes within 2 spaces of the Volcano in all directions, including 1 space diagonally and adjacent to the diagonal spaces, are removed from board, unless protected by Dwarves. Mountains are also unaffected by Volcanoes.

Opponents' cubes removed by Volcanic Eruptions are added to a player's captured cubes
 Friendly cubes destroyed by a volcanic eruption are discarded.

pile.

See these diagrams to see the Volcano's (V) path of Destruction (X):

Volcanic Eruption Diagrams

Volcano Damage Zone					With Dwarves & Temples				
Gray	X	X	X	Gray	Gray	-	-	X	Gray
X	X	X	X	X	-	D	D	X	T
X	X	V	X	X	X	X	V	X	X
X	X	X	X	X	-	D	T	X	X
Gray	X	X	X	Gray	Gray	-	X	X	Gray
Destruction Path					With Mountains				
Gray	↑	↑	↑	Gray	Gray	-	X	X	Gray
←	↖	↑	↗	→	M	M	X	X	X
←	←	V	→	→	-	M	V	X	X
←	↙	↓	↘	→	-	M	M	X	X
Gray	↓	↓	↓	Gray	Gray	-	-	X	Gray
Black = Volcano Red = Dwarves White = Temples Dark Gray = Mountains Orange = Removed Gray = Undamaged									



Remember, Dwarves block the progress of a Volcano's destruction and Temples can't be destroyed. Also, remember to remove solitary Giants after resolving Volcanic Eruptions.



Resolving a *Goblin Horde* (brown) Cube



The *Goblin Horde* can attack any open space that touches at least 1 colored cube, not including Temples, cubes protected by a Temple, Faeries, Volcanoes, or Mountains. When played, all cubes within the attack zone of the *Goblin Horde* are removed from the field of play. Opponents' cubes are captured and any friendly cubes removed are discarded. Cubes protected by a Temple, a Faerie, or on the other side of a Volcano or Mountain are not removed.

If a Temple is in the path of a *Goblin Horde* attack that cube remains in place, as do any cubes adjacent to the Temple. All other cubes are removed from the field of play and returned to the bag.

Goblin Hordes do not attack Volcanoes or Mountains, nor do they attack past a Volcano or Mountain.

Goblin Hordes also do not attack Faeries. The Faeries are not frightened of *Goblin Hordes* and simply hide until the attack is over.

The attack zone of the *Goblin Horde* is two spaces vertically or horizontally and one space diagonally.

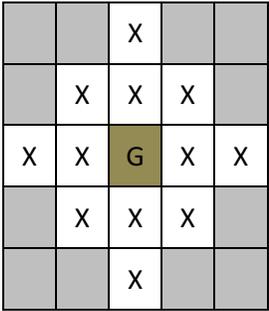
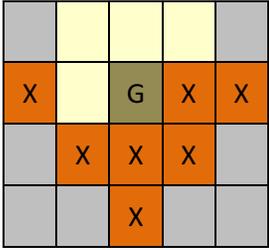
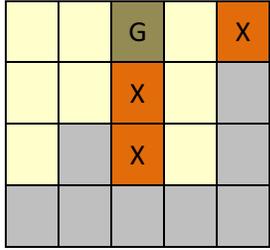
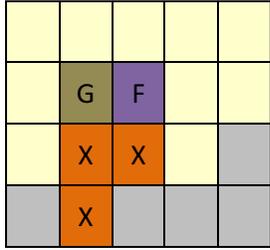
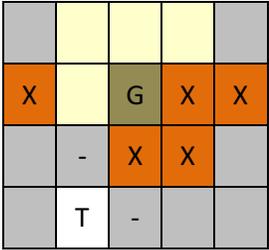
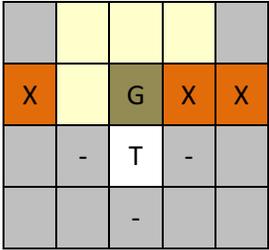
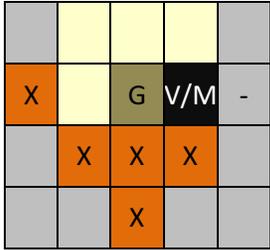
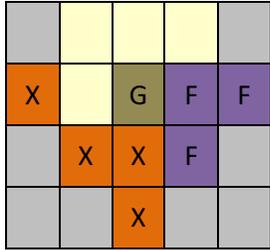
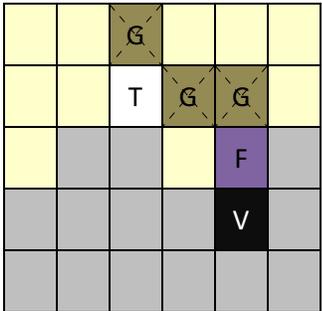
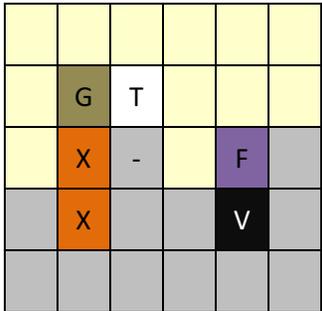
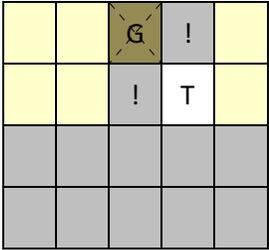
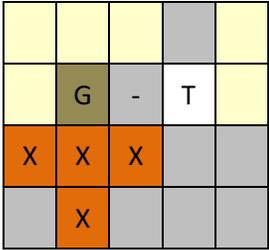
Remember to remove solitary Giants after resolving *Goblin Horde* attacks.

The *Goblin Horde* cube is then discarded.

See the diagrams below for examples of the attack zones of a *Goblin Horde* in different situations.



Goblin Horde Attack Diagrams

Attack Range	Example Attack 1	Example Attack 2	w/ Faerie	
				
w/ Temple	w/ Temple Alt	w/ Volcano or Mountain	w/ Faerie Alt	
				
Illegal Attack		Legal Attack		
				
				<p> Brown = Goblin Horde White = Temple Black = Volcano/Mountain Ivory = Empty Spaces Orange = Removed Gray = Unaffected </p>

Rules Variants

Multi-Player Competitive – No Points Version

In Multi-Player Competitive games the object is to be able to place cubes longer than your competitor(s). The last player able to place a cube is the winner.

If a player cannot place a cube in the field of play they are out of the game. If only two players are playing the game is over and the other player has won. If more than two players are playing, play continues with the remaining players (including drawing cubes from the bag). Players return their remaining cubes to the stock pile as they are eliminated and cannot rejoin as the result of a Goblin Horde Attack or Volcanic Eruption.

Solo Puzzle Solver

Set up the field of play according to the supplied puzzle arrangement, start with the cubes listed, and see if you can complete the puzzle by placing all the cubes successfully. With Solo Puzzle Solver games you can place cubes anywhere in the allowed field of play. You don't have to place cubes touching another cube, but you do have to respect which races can coexist next to each other.

Solo Puzzle Solver – Standard

Using the included puzzle sheets lay out cubes in the positions specified. Each puzzle sheet may indicate a number of cubes to start with in your own stock pile. Using only the cubes indicated, see if you can complete the layout specified by the puzzle card.

Solo Puzzle Solver – Easy

Again, use the included puzzle solver sheets to lay out the cubes in the positions specified. Instead of using cubes indicated on the puzzle card to complete the puzzle, simply take cubes as needed from the stockpile. This will make solving the puzzles easier since you'll be able to pick and choose which cubes to place each time. You may choose to play with or without Goblin Hordes, Volcanoes, and Temples.

Solo Puzzle Solver – Challenge

Again, use the included puzzle solver sheets to lay out the cubes in the positions specified. Instead of using cubes indicated on the puzzle card to complete the puzzle, draw cubes from the bag and roll them one at a time before placing. You may choose to keep a hand of 2 or 3 cubes and replace and roll new cubes as you play cubes from your hand. This will make the puzzle more challenging to solve since you won't always get the cubes you need. You may choose to play with or without Goblin Hordes, Volcanoes, and Temples. If you play with Goblin Hordes or Volcanoes, resolve those cubes immediately upon rolling them.

Solo Puzzle Solver – Create Your Own Puzzle

Decide on the size of your field of play before you start. Draw and roll cubes from the bag to determine the initial setup for the field of play. Start at the top-left corner of your field of play and place a cube for the first card drawn. Then draw for the next cube to place. Place the new cube in the first space horizontally where it can be placed without contradicting the rules. When you get to the end of the first row of your designated field of play, wrap around to the left side of the next row. Continue drawing and placing cubes, skipping spaces as necessary until your entire designated field of play is filled. Place Goblin Horde and Volcano cubes as you would any other cubes. Goblin Horde cubes can be placed next to any other race. During setup, Yellow Giant cubes may be placed individually (they will need a Giant or Temple placed next to them at some point during solving the puzzle).

Play may now proceed according to the Easy or Challenge levels of Solo Puzzle Solver. Note that randomly generated puzzles may not always be solvable.

Multi-Player Puzzle Solver

Follow any of the rules above for Solo Puzzle Solver variations, but take turns placing cubes to fill out the field of play. Multi-Player Puzzle Solver variations work best collaboratively.

For Beginners

For an easier game, re-roll the Goblin Horde and/or Volcanic Eruption cubes or play solo with 2 to 4 cubes in your hand, replacing and rolling new cubes as you play cubes from your hand.

Credits

Game design by: George Jaros

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

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Number of Sides	% Probability	Name	Color	Allowed Next To					Special Properties	
				Red	Orange	Yellow	Green	Blue		Purple
70	12%	Dwarves	Red	Yes	Yes	No	No	No	Yes	Can block the effects of Volcanos
50	8%	Trolls	Orange	Yes	Yes	Yes	No	No	No	When placed, can replace or remove one adjacent cube from board.
120	20%	Giants	Yellow	No	Yes	Yes	Yes	No	No	Must be adjacent to at least one Yellow.
100	17%	Elves	Green	No	No	Yes	Yes	Yes	No	Can re-roll one other cube in hand before being placed.
60	10%	Wizards	Blue	No	No	No	Yes	Yes	Yes	When placed, take another turn.
40	7%	Faerie	Purple	Yes	No	No	No	Yes	Yes	Can't be chased off by Goblin Hordes.
50	8%	Volcanos	Black	Yes	Yes	Yes	Yes	Yes	Yes	Can't ever be moved once placed, but may erupt.
35	6%	Oracle Temples	White	Yes	Yes	Yes	Yes	Yes	Yes	Can't be removed once placed, can't be destroyed by Volcanos or chased off by Goblin Hordes.
50	8%	Goblin Hordes	Brown	No	No	No	No	No	No	Captures adjacent blocks 2 levels orthogonally and 1 level diagonally.
25	4%	Volcanic Eruption	Gray	No	No	No	No	No	No	One volcano on board explodes. Capture adjacent squares 2 levels deep, except Dwarves and Oracle Temples.
600 Sides on 100 Cubes										