

THE ZORRO™ DICE GAME

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An aging and battle-weary Zorro™ can no longer adequately defend the people from oppression. He seeks a worthy successor. Prove yourself to him by showing your heroism and proficiency in battle by defeating the scoundrels and villains that are persecuting your fellow citizens. After the final battle, it will be clear who deserves to wear the mantle and become the next Zorro™! Will it be you?

Skip the rules and
watch the video!

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COMPONENTS



6 Zorro™ Dice

8 Hero Dice

6 Hero Tokens

16 Heroic Feats

1 Mask



7 Premium Equipment

22 Common Equipment

4 Scoundrels

4 Villains

OBJECTIVE

Gather Equipment and Hero Dice by completing Heroic Feats and defeating Scoundrels to prepare yourself for the final battle against a powerful Villain. Whoever can defeat the Villain will win the game and become the next Zorro™!

SETUP

- 1 Player Colors:** Give each player a Hero Token.
 - 2 Scoundrels and Villains:** Lay the Scoundrels and Villains on the table off to the side, as shown, with the Hero Die matching its location on top of each.
 - 3 Premium Equipment:** Shuffle the Premium Equipment cards and put them into a face-down deck near the Scoundrels and Villains to make up the Premium Equipment Deck.
 - 4 Common Equipment:** Shuffle the Common Equipment cards and put 4 of them face-up in the center of the table. The rest make up the Common Equipment Deck.
 - 5 Heroic Feats:** Shuffle the Heroic Feat cards and put 1 face-up on each of the 4 face-up Common Equipment in the center of the table. The rest make up the Heroic Feat Deck.
- Starting Player:** The player who most recently completed a heroic feat goes first.

Dice: Give the 6 black Zorro™ Dice to the starting player.



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ON YOUR TURN

The following 3 steps make up your "TURN":

1. TRAVEL

Choose one of the 4 face-up Heroic Feats and place your Hero Token on it. Other players may offer to join you to help you succeed. You may take one player who offers with you or attempt it alone. *TIP: Ask for help in early rounds!*

2. ATTEMPT

Roll the 6 Zorro Dice plus any Hero Dice you may have acquired to try to meet the requirement on the Heroic Feat. After rolling, select any of the dice you'd like to "save" and re-roll the rest. You can do this up to 3 times and each one is called a "ROLL".



If another player joined you, you may use any of their Equipment in addition to your own during your ROLLS. Also, if you have not succeeded after 3 ROLLS, you may give them any dice you wish to roll as a 4th and final ROLL. They may not use any of your Equipment in that ROLL, but they may use any Hero Dice they have collected.

3. COLLECT

After your 3 ROLLS, if you have NOT met the requirement, there is no penalty. Your turn is over.

If you HAVE met the requirements for completing the Heroic Feat, do the following:

- Take the Heroic Feat** and put it in front of you. If it matches the location of a Heroic Feat you already have, take a die from that location and you will trigger a Scoundrel or Villain (see "HERO DICE" section).
- Take the Equipment** at that Heroic Feat. If another player was helping you (even if you didn't end up needing their help), they draw an Equipment from the top of the Common Equipment Deck.
- Draw a new Heroic Feat** to replace the one you took in the center of the table and draw a Common Equipment to put face-up under it.

Return all Hero Tokens to their owners and give the Zorro™ Dice to the player to your left so they can take their turn.

EQUIPMENT

Equipment will help you complete Heroic Feats and defeat Scoundrels and Villains. There are two types of Equipment (shown below): Common and Premium.

Limits: Each player may have up to 1 Premium Equipment and up to 3 Equipment total, combined between Common and Premium Equipment. If you already have 3 Equipment and you get another one, choose 1 of your 4 Equipment to discard. If you already have 1 Premium Equipment and you get another one, choose 1 of your Premium Equipment to discard.

Discarding Equipment: If Equipment is ever discarded, it gets put on the bottom of its corresponding Equipment deck.

Conflicts: If an Equipment effect conflicts with a Scoundrel or Villain ability, resolve the Equipment effect first. Using Equipment is optional.

Equipment Running Out: If there is no Equipment left in an Equipment Deck when you would normally add one to a Heroic Feat or a player would draw one, the card is not added/drawn.

COMMON EQUIPMENT



The Common Equipment with just a die symbol give you that symbol for "free." It's as if you have an extra die and it has been set to that symbol. These are never "used up" and you may have multiples of the same symbol.



The Common Equipment with an arrow and a die allow you to re-roll any Zorro™ Dice that show that symbol. There is no limit to the number of times you can do this in a turn. These do not work on Hero Dice.

PREMIUM EQUIPMENT

The Premium Equipment will allow you to do something special that no one else can do. They are very powerful, which is why they are limited to one per player.



HERO DICE

When you acquire your **second** Heroic Feat from the **same location** (Farm, Tavern, Plaza, Market), you permanently acquire a Hero Die matching that location.



If you acquire a **third** Heroic Feat from the **same location**, you permanently acquire a second Hero Die matching that location.



Each time you acquire a Hero Die, a Scoundrel or Villain emerges (see "SCOUNDRELS" and "VILLAINS" sections).

Use your Hero Dice on all future turns, starting when you fight the Villain or Scoundrel that emerged. Only you may use your Hero Dice.

SCOUNDRELS

Each time a player acquires the first Hero Die for a location, the Scoundrel matching that location emerges and then the next player in turn order immediately fights them.

When a Scoundrel emerges, they are fought just like a Heroic Feat except:

- They are always fought solo.
- They have a harder die requirement and an ability that makes them more difficult.
- When a player defeats a Scoundrel, they are rewarded with a **Premium** Equipment from the top of the deck instead of a **Common** Equipment.



There is no penalty for failing to defeat a Scoundrel. Once the Scoundrel is defeated or each player has fought it, put it back in the box and resume attempting Heroic Feats with the next player in turn order.

VILLAINS

You will always fight exactly 1 Villain in each game. The Villain emerges and the Final Battle begins when one of these two things happens:

Players have collectively acquired **both** Hero Dice for a given location. The Villain matching that location emerges.



OR

The last Heroic Feat has been drawn from the deck. The Villain matching that Heroic Feat location appears.



FINAL BATTLE

Each player gets exactly 1 attempt to fight the Villain. They do so in turn order, starting with the player following whomever triggered them. You fight them just like you would a Scoundrel except you do not draw Equipment if you win.

If a player defeats the Villain, put their player token standing up in the center of the table while the remaining players fight the Villain. If a player is unsuccessful, knock their player token over to show they have been defeated. Once each player has had 1 attempt at the Villain, one of these things will happen:

- **If only 1 player defeated the Villain**, they win the game and become the next Zorro!





- **If multiple players defeat the Villain**, they DUEL each other to see who becomes the next Zorro.



- **If no players defeat the Villain**, all players DUEL to see who becomes the next Zorro.



DUELING

If the next Zorro™ has not been decided after fighting the Villain, a DUEL is held as a tie-breaker. Each player involved in the duel takes a turn (3 ROLLS), still using their Equipment and Hero Dice, but just trying to get as many  as possible. Any time a player rolls less than another player on their turn in a duel, they are out of the game. If multiple players tie for the highest number of , those players continue with another dueling round. Once only one player is left, they win the game and become the next Zorro™! They can grab the Zorro™ mask and take a selfie with it for all to see.