Game Set

The Ziggurat game set for the Tabletopia board game simulator includes two main objects. This is a game board and a deck of 54 game cards .

Game board

The game board is divided into several zones , which are used during the game. Also on the game board are interface elements for general control of the program .

1. Game area. This is the area of the game board where the game process takes place.
   The game board is divided into cells along which players move their game cards. The cells are grouped into four rows. Each row has eighteen cells. The rows have starting and finishing cells.Each starting cell is painted in its own color. When making the first move,players place their cards on the game board in accordance with the color of the starting cell. In this way, players choose a row of the game board along which they will move to the finishing cell.

2. The "Player's Hand" Zone. This zone of the playing field contains the game cards that the player receives after the deal or the cards that the player takes from the deck. While the cards are in this zone, the opponent does not see them.
.   When a player moves a card to the playing zone, the card becomes visible to the opponent. To place or return a game card to the player's hand, it is necessary to move the card to the very bottom edge of the screen. If the player moves the cursor to the game card stored in the hand, the image will automatically increase.

3. Bag on the left side. The bag contains the game deck during the start of the game. From this bag, the game cards are dealt to the players at the start of the game. In the future, players can take one card per turn if there is no suitable card in the player's hand.To deal or receive a card, you need to hover the mouse cursor over the bag image. Press the right mouse button. A special menu will open, where you can select the desired action. Cards are automatically moved to the player's hand

The indicator next to the bag shows how many game cards are left inside the bag. When the cards in the left bag run out, they can be taken from the bag on the right side. And the left bag is used to discard cards that have left the game. To do this, cards from the play area are dragged onto the bag image. The bag opens. The player releases the mouse button and the card disappears inside the bag.

4. The bag on the right side, like the bag on the left side, is used to collect cards that have left the game, and to give cards to players after the bag on the left side is empty. During the game, the left and right bags switch roles. Cards that are collected in the bag are automatically shuffled during the game.

5. Player Zone This section of the playing field displays the player's avatar and the number of cards in his hand

6. Enemy Zone This section of the playing field displays the opponent's avatar and the number of cards in his hand

7. Information zone and sound volume adjustment. In this zone, there are buttons for opening the description of the game rules, description of the functionality and adjusting the sound volume.

8. In this place of the playing field there is a button for switching to full-screen mode and back

9. Text and video chat area. This is where the functionality for exchanging text messages or activating video chat is located.

10. Main menu of the game. Using the main menu you can restart the game and exit the game

Playing cards

Playing cards have several information zones. In the center, Sumerian numerals indicate the number of steps that a player can take by placing a card on the track of the playing field. Also, with the help of Sumerian numerals, the direction of movement of the card along the playing track is indicated.

Игрок может двигаться в сторону острой вершины треугольников
Так же, на карточке имеются два поля разного цвета. Переднее цветовое
поле и заднее, в зависимости от направления карты. Цветовые поля
определяют какую карту игрок может выставить следующей на свою или
дорожку соперника .

The set includes special cards that do not have a designation of direction and number
of steps. These cards have not two, but four color fields

These cards allow you to change the color needed by the player for the next move
Such a game card replaces the card standing on the track and turns
the desired color towards the finish cell
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During the game, cards can be laid out not only on your track, but also on the
opponent's track. This moves your opponent away from the finish. To do this,
the new card is matched in color with the back zone of the card standing on the
opponent's track and is placed in the direction of the starting area by the value
indicated on the card

When moving along the opponent's track, in the opposite direction, you cannot use
a card that has a number of steps that take the card beyond the track

Objective of the game

The first player to reach the finish field, on his track, is considered the winner. Opponents using various tactics, can try to move as quickly as possible to the finish, or prevent opponents from approaching the finish field

Preparing for the game

One of the players points the mouse cursor at the bag located on the left side of the playing field. By pressing the right button, he activates the bag menu and selects the action deal cards.


The players are automatically dealt six cards, which are placed in the hands of the players. Now you can start the game
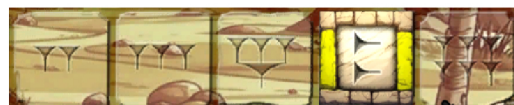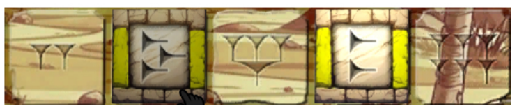
Game

Players determine the order. And in turn, they choose the game tracks. To do this, the player places a playing card in accordance with the color of the starting zone track and makes steps according to the denomination of the card. Then other players, in turn, choose their tracks and put their cards on them.
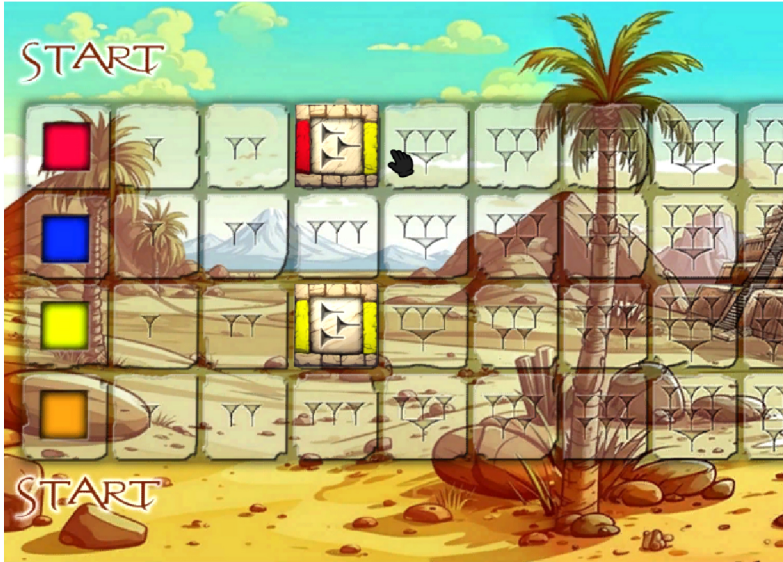
f the player does not have a card whose back color zone matches the color track, he takes a card from the deck. To do this, the player, with the right mouse button, activates the bag menu and selects the action to take a card
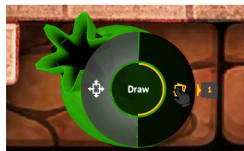
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f it was not possible to get a suitable card,the player adds the card to his cards, and the turn goes to the next player in turn. Similarly, if the player does not have a card with suitable colors to put it on his track or on the opponent's track. He takes a card from the deck, places it on the playing field or adds it to his cards in his hand and passes the turn to the next player. A player cannot place his card on the opponent's track if he himself has not placed his card on his track When a player places his card in accordance with the color and moves in accordance with the card's value, the previous card is removed from the playing field .


Played cards are moved to a bag from which, at the moment of the game, no cards are being dealt

If a player places his card on the opponent's track, he needs to turn the card in the right direction and place it in accordance with the number of steps on the opponent's track. The previous opponent's card is removed to the bag

In order to turn the card on the playing field in the right direction, move the mouse cursor over the card and press the right mouse button to activate the action menu. There you can select a rotation by the desired number of degrees.
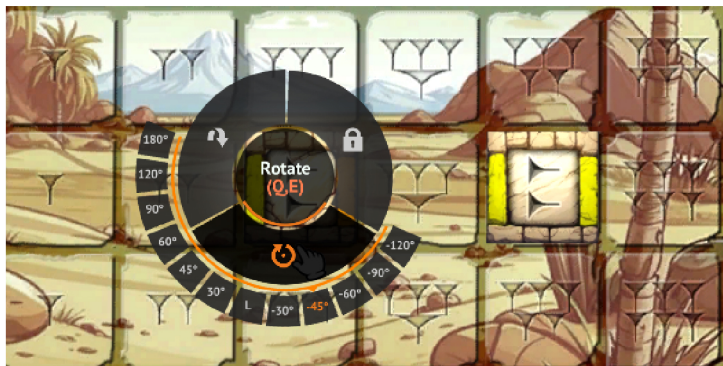
A faster way is to move the cursor over the card and use the keyboard keys "Q" or "E" to turn the card to the desired position.

End of the game

The winner is the player who first reaches the finish line. To do this,he must place a card on his track, the value of which allows him to leave the
playing track for the finish line