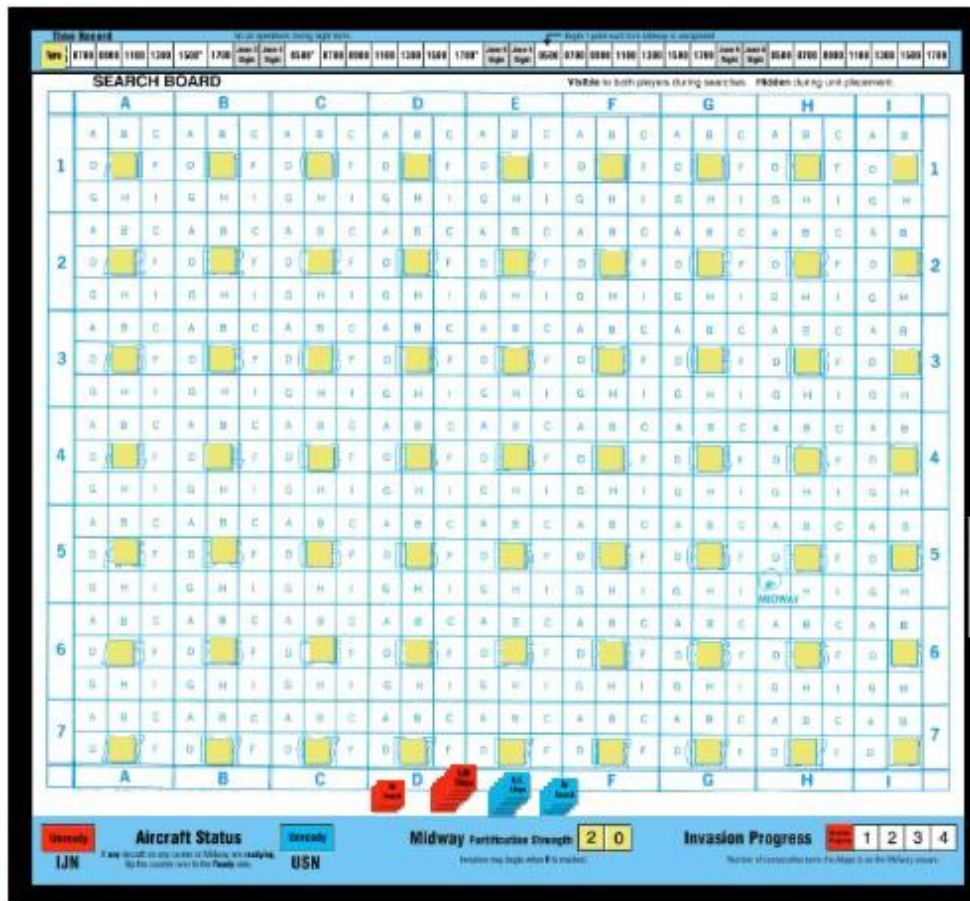


Midway for ZunTzu

General overview:

This Midway gamebox uses ZunTzu's powerful features to make true "double-blind" play possible *without a third player observer*. There is no calling out of grid coordinates, no giving away your position while searching; all searching is done in secret. The first time you know where the enemy is looking is when he finds you!

Midway ZT uses three(!) main Boards: a hidden one for each player and a common one for both. This third board has a blank marker in each search area. Both players put their ships down—in secret—and turn them over to show a flip side identical to the blank markers. Searching is done by flipping markers over to reveal the enemy's ships.



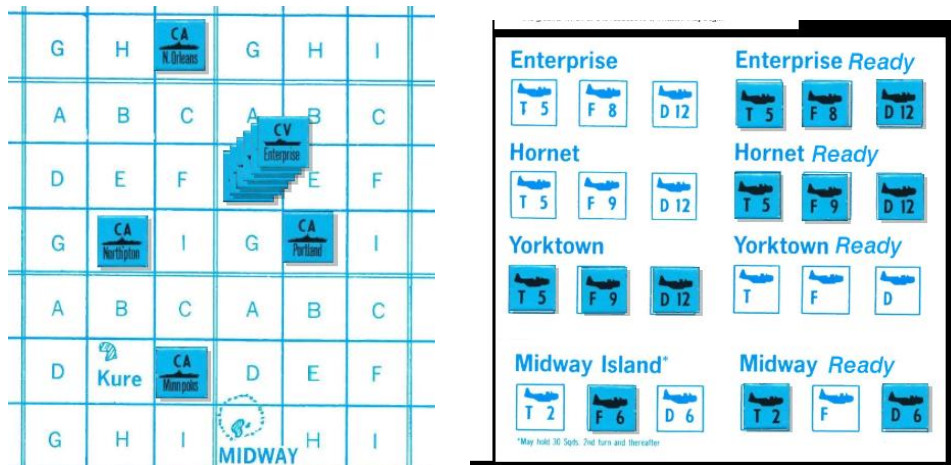
*Clarification Note: The Avalon Hill names for the Search Boards have been changed to better reflect what happens on each board. The "U.S.(Japanese) Search Board" is now the "U.S. (Japanese) Movement Board." The new third board is named the "Search Board." Furthermore, the Carrier information—originally printed on the Battle Board—is now a part of the U.S./Japanese Movement Board and includes a section for **Ready** aircraft.*

Procedure:

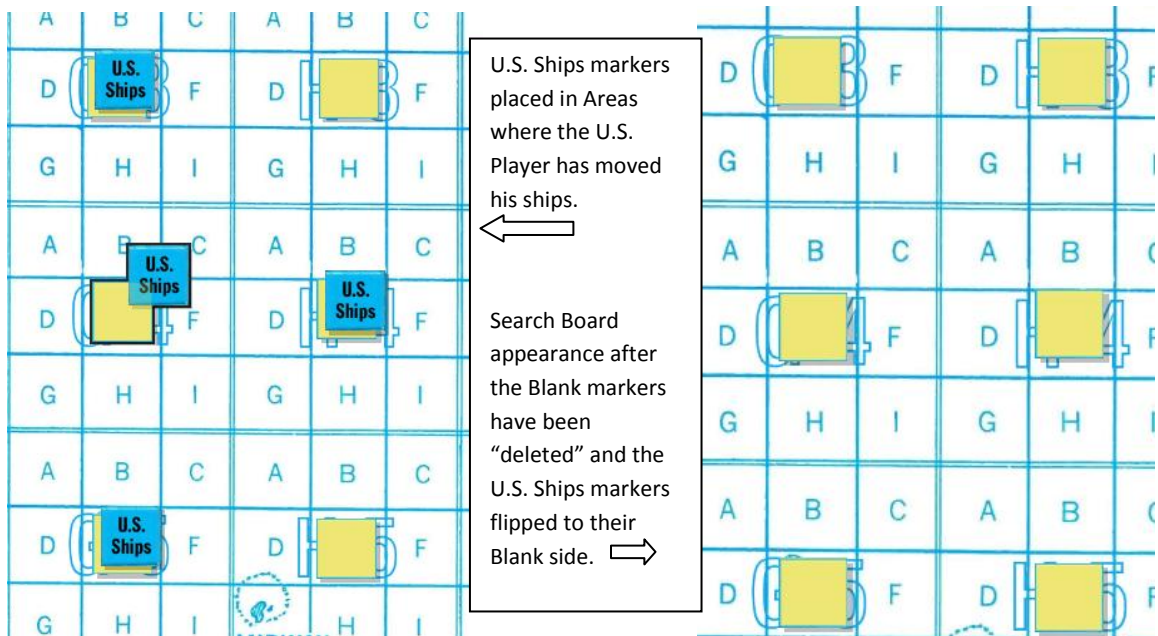
Setup: Both players hide their respective **Movement** and **Operations** boards using ZunTzu's **Hide Board** icon.

Fleet Movement:

1. The US Player moves his ships on his **Movement Board**. He adjusts his carriers to show which planes are "readying."



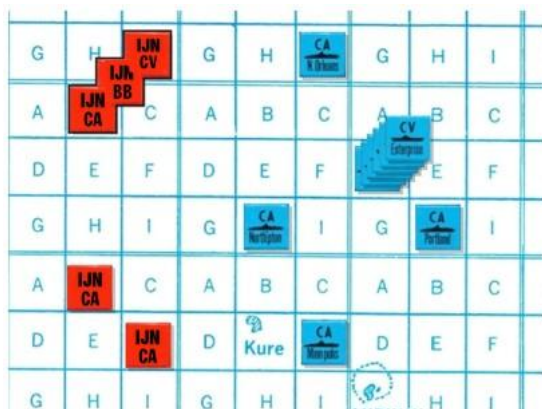
2. The US Player switches to the **Search Board** and **Hides** it. He places a **US Ships** marker in every **Area**—not zone—that he has moved ships into. He replaces the **Blank** marker with a US Ships marker and "flips" the US Ships marker over to its Blank side. He "deletes" the Blank marker to return it to the **Search Counters** sheet.



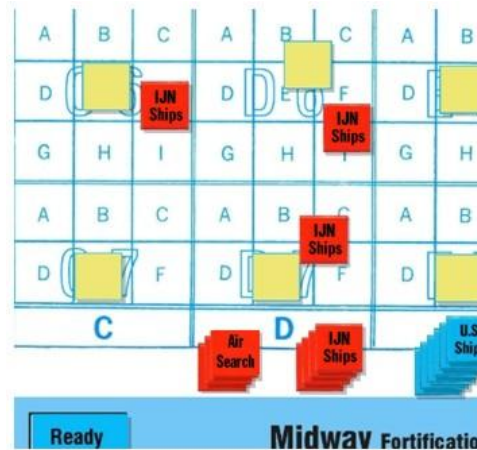
He finishes his move by **Revealing** the Search Board and flipping his **Aircraft Status** marker to the **Ready** side since he readied planes on Enterprise, Hornet and Midway Island.



3. The IJN Player now moves his ships on his Movement Board and adjusts his carriers to show which planes are readying.
4. The IJN Player switches to the Search Board and Hides it. He places an **IJN Ships** marker in every Area he has moved ships into. *He does not attempt to flip any Blank marker until he has placed all his IJN Ships markers.*
5. Ships Search: The IJN player now conducts a “surface unit search” by flipping the Blank markers in the Areas where he has ships. If the Blank marker flips over to reveal a US Ships marker, he tells the US Player his **types** of ships and the **zones** they are in. The US Player gives the same information in return. If opposing ships are in the same **Zone**, the players note that a Surface Combat will be conducted at the end of air operations. If no US Ships are revealed, the IJN Player replaces the Blank marker with an IJN Ships marker and flips the marker to its Blank side. He finishes his move by Revealing the Search Board and flipping his Aircraft Status marker to the Ready side if he has any planes readying on his carriers.
6. Air Search: The US Player now **Hides** the Search Board and places a **Search Marker** in any Area (so long as he holds Midway) on the board and flips the blank marker there. If an IJN Ships is revealed, the IJN Player immediately tells him the type and zones of his ships in that area. The US Player repeats the procedure for his remaining three Searches, one at a time.
7. The IJN Player now hides the Search Board and conducts three air searches into Areas that are within 12 squares of *any* IJN ship. If a US Ships marker is turned up, the US Player tells him the type and zones of his ships.
8. The US Player now marks enemy positions on his Movement Board using **IJN CV, BB, CA** markers. The IJN Player then does the same on his board.



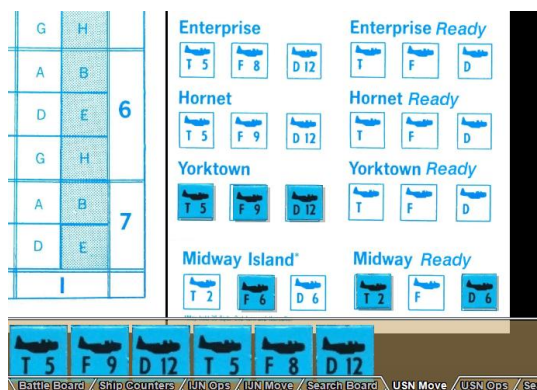
- The Search Board portion of the turn is now over but the board needs to be “reset.” The US Player Hides the Search Board and removes his US Ships markers. He replaces them with the Blank markers from the Counter Sheet. The IJN player then does the same for his IJN Ships markers.



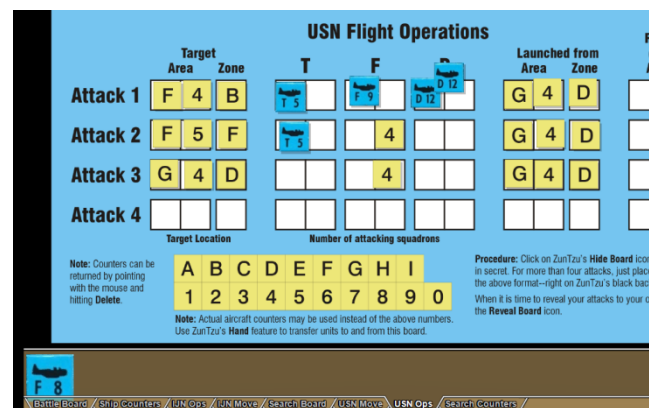
The IJN Player has returned the **Blank Markers** to their area locations on the Search Board and is putting the **IJN Ships** markers back at the bottom of the screen.

Air Operations:

- The US Player refers to his Hidden Movement Board and his **Hidden Air Operations Board** to plan any air attacks he wants to conduct this turn. *ZunTzu note: The **Hand** feature can be used to transfer air units from the Movement Board to the Air Operations Board and then to the Battle Board.*



The U.S. Player has taken all the **Ready** squadrons from two carriers and brought them into his **Hand**.



The U.S. Player has split his F8 counter, using 4 each in Attacks 2 & 3. Note that Attack 3 is really a CAP flight.














- When he has finished the IJN Player does the same.
- Both players now reveal their Air Operations Board to verify their attacks.

Battle Board:

The Battle Board is visible to both players and is conducted according to the rules in the Midway Battle Manual. **Anti-aircraft Markers** are available to make defensive fire less confusing and **Ready** markers are available to show which carriers are vulnerable. When all air attacks have been resolved, any surface combat noted in Step 5 of Fleet Movement is carried out.

End of Turn:

Each player, US then IJN, returns his planes to the Non-ready section of his carrier display and the turn is over.

Enterprise	 5	 8	 1  5
Hornet	 5	 2  4	 1  5
Yorktown	 5	 9	 12
Midway Island*	 2	 6	 6

*May hold 10 Septs, 2nd turn and thereafter

The U.S. Player lost 5 Torpedo, 3 Fighter, and 12 Dive Bomber squadrons in his attacks. He chose to split the surviving squadrons as shown.

Gamebox Philosophy or Why the Gamebox is Different from the Printed Version

Printed games are designed within the constraints of the physical world. They can only be so big or they wouldn't fit on a dining room table. They can only have so many components or they would cost too much to produce. ZunTzu doesn't have those limitations...so why make a gamebox the same way? A gamebox should take advantage of all the ZunTzu potential to make a game easier to play.

In Midway's case, Avalon Hill could have accomplished the same "true double-blind play" that this gamebox features, but it would have had to print a third board, two new charts, and a third counter sheet. Most likely these extra components would have exceeded the budget. So, in the printed version—because of cost constraints—a player gives away a lot of information when he searches for the enemy. That doesn't make for good game play. Why copy that?

Not anywhere near as important, but extremely annoying, is the way anti-aircraft fire is handled on the Battle Board. There are the ship counters and the plane counters...but no anti-aircraft counters. Trying to designate which ship is firing at which plane is confusing. It wouldn't have been that way if Avalon Hill had punched out a measly 37 extra counters. Again, why copy that?

There's no good reason to.

So this Midway gamebox is optimized for ZunTzu. In addition to the above improvements, there is an extended carrier display for “Ready” aircraft; enemy “CV, BB, and CA” counters in *the enemy’s color*, (Really, why were they printed in the same color as friendly ships?); and Flight Operations cards with a necessary supply of alphanumeric counters.

And there are the little enhancements: The search boards now have the grid labels on all four edges instead of just the top and left, (the new search board goes one better and puts the grid coordinate in each area); and there are new counters to indicate aircraft readiness and others for Midway’s defense and invasion status.

Finally—and just because both players look at the screen from the same direction—all the names and numbers are oriented the same way. You don’t have to turn your head sideways to read the names on the ships or the tables and labels on the Battle Board. Avalon Hill printed them that way to accommodate players on opposite sides of a table. There’s no need to continue that logic in ZunTzu.

There could have been a lot more changes—like bigger printing in the combat results tables—but ultimately Midway is an old game; enough is enough.

I hope you like what I did with it.

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