

[Home](#) * [Engines](#) * [Zillions of Games](#)



[Z](#)illions of Games 2.0 Start Screen

Zillions of Games, a commercial [general game playing Windows](#) program developed by [Jeff Mallett](#) and [Mark Lefler](#) to play [abstract strategy board games](#) with [perfect information](#) and up to 32 players, first released in 1998. Zillions of Games 2, released in 2003, comes with 100 new features, able to enforce maximal capturing rules as used in some versions of [Checkers](#), and is packed with 350 board games, puzzles, and variants [\[1\]](#), including chess and 60 [chess variants](#). Zillions further supports randomness in games through a special, computer-controlled "random player" that chooses its moves randomly, which allows to simulate [dice games](#).

Table of Contents

[Zillions Rules Language](#)

[Selected Games](#)

[Chess & Variants](#)

[Board Games](#)

[Puzzles](#)

[See also](#)

[Publications](#)

[Forum Posts](#)

[External Links](#)

[References](#)

[What links here?](#)

Zillions Rules Language

The game rules are specified by the Zillions rules language, persistent in [ASCII](#) readable Zillions rules files with the extension **zrf** ^[3], based on [Lisp](#) like [S-expressions](#):

```
(game
  (title "...")
  (players ...) ; up to 32
  (turn-order ... )
  (board .... )
  (piece ... ; up to 32
    (moves ...))
  )
  (board-setup ...)
  (draw-condition ...)
  (win-condition ...)
  )
)
```

Besides defining how pieces move, Zillions can define how pieces may be dropped. All piece and board graphics referred in the rule files, are required in Windows [BMP format](#).

Selected Games

Chess & Variants

- [Chess](#)
- [Chinese Chess](#)
- [Crazyhouse](#)
- [Knightmate](#)
- [Losing Chess](#)
- [Shatranj](#)
- [Shogi](#)

Board Games

- [Arimaa](#)
- [Breakthrough](#)
- [Checkers](#)
- [Clobber](#)
- [Go](#)
- [Hex](#)
- [Kalah](#)
- [Lines of Action](#)
- [Reversi](#)
- [Nine Men's Morris](#)

Puzzles

- [Eight Queens Problem](#)
- [Knight's Tour](#)

See also

- [Game Description Language](#)
- [Games](#)

Publications

- [Jeff Mallett](#) (2003). *ZRF Language References*. [pdf](#)
- [Ingo Althöfer](#) (2003). *Computer-Aided Game Inventing*. [Friedrich Schiller University of Jena](#), [pdf](#)
- [Ingo Althöfer](#) (2004). [Improved game play by multiple computer hints](#). [Theoretical Computer Science](#), Vol. 313, No. 3

Forum Posts

- [moderation:question about allowed discussions](#) by [Uri Blass](#), [CCC](#), June 26, 2004
- [Re: Zillions of Games is fantastic](#) by [Ingo Althöfer](#), [CCC](#), June 26, 2004 ^{[\[4\]](#)} ^{[\[5\]](#)}
- [Zillions of Games and WinBoard](#) by [Harm Geert Muller](#), [CCC](#), December 11, 2007

External Links

- [Zillions of Games - Unlimited Board Games & Puzzles](#)
- [Zillions of Games - How Many Games?](#)
- [Zillions of Games - Free Games for Download](#)
- [Zillions of Games - 2358 Free Games for Download](#)
- [Zillions of Games - Wikipedia](#)

- [Zillions of Games](#) from [Chessvariants.org](#)
- [600 Zillions Games](#) by [Karl Scherer](#)
- [WinBoard Adapter for Zillions of Games](#) by [Andreas Kaufmann](#)
- [Galton Game](#) by [Ingo Althöfer](#)

References

1. [^ Zillions of Games - How Many Games?](#)
2. [^ Zillions of Games - Wikipedia](#)
3. [^ Jeff Mallett \(2003\). ZRF Language References. pdf](#)
4. [^ Nina Hagen from Wikipedia](#)
5. [^ BEZZENBERGER Rechtsanwälte - Kanzlei für gewerblichen Rechtsschutz, Urheber- und Medienrecht](#)

What links here?

Page	Date Edited
17th Computer Olympiad	Aug 12, 2017
Crazyhouse	Dec 27, 2017
Engines	Mar 10, 2018
Games	Feb 20, 2018
General Game Playing	Dec 22, 2017
Jeff Mallett	Jan 8, 2016
Languages	Nov 26, 2017
Mark Lefler	Nov 23, 2017
Occam	Jan 21, 2016
SAL	Dec 7, 2017
Zillions of Games	May 29, 2017

[Up one level](#)