

ZEROA

A Game by Adam Rickert
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Gameplay Instructions

A game for 2 to 8 players

Each round a player may do 2 actions:

- Place a tile on an empty grid space
- Rotate a tile which has already been placed
- Move their character one space following the maze path
- Switch lanes on a currently occupied tile
- Play a power-up

Move Restrictions:

A tile can only be rotated once per round. If a tile has been rotated by one player then it cannot be rotated by another player in the same round.

Starting Positions:

Before the game starts players choose a tile which to enter the board from. They may only enter the maze from one side of a space (players starting in a corner will need to choose which face they are entering from before play starts).

How to get power ups:

4 placed on the board at the start of the game

Power Ups:

- 1 - Potion of speed: Move up to 2 spaces for one turn
- 2 - Potion of Might: Rotate up to 2 non-occupied tiles on the board
- 3 - Scroll of misdirection: When played on a character all 8 adjacent tiles rotate 90 degrees
- 4 - Scroll of Entrapment: When played on a character, the nearest 3 adjacent tiles rotate to form a square around them
- 5 - Helping Hands: You may take 2 actions this turn, and so may each other player
- 6 - What goes around: Undo 1 action performed by another player (Playing or rotating a tile or moving their character ONLY)(Cannot undo the use of a power up) and then take 1 action yourself.
- 7 - We're Not in Minos Anymore: Your character may swap positions with another character on the board.
- 8 - Breadcrumb trail: A chosen tile can no longer be rotated for the duration of the game.
Force another player into another lane

Curse cards:

- 9 - Hot Potato: Player that draws this card must use their action to move their character every round if available for 3 rounds.
- 10 - Body Snatcher: Swap control of your characters with another player for 3 rounds.

How to Win:

Collect three power ups and then return to your starting position