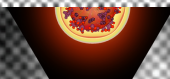
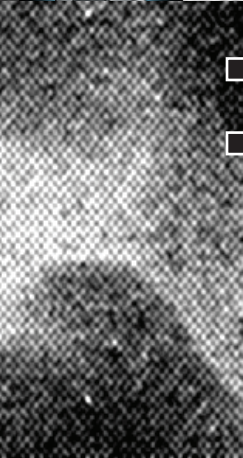
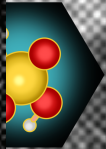
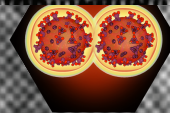
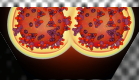
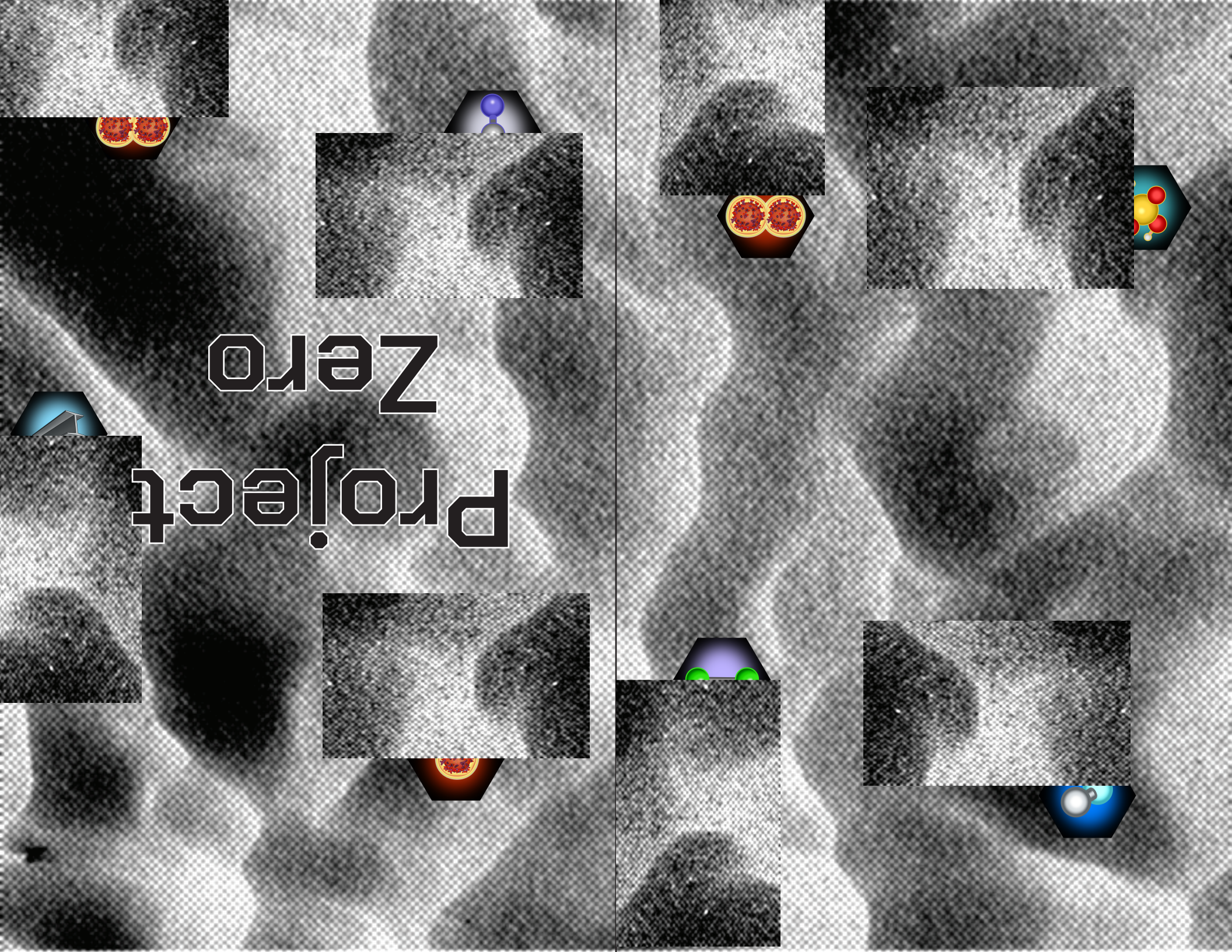


Project Zero

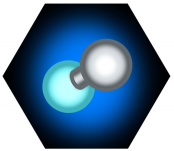


OBJECTIVE

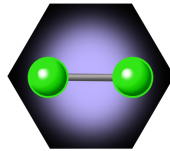
It is the year 4023 and in this apocolypctic world, two corporate giants exist for one sole purpose, to beat the other to a cure that will save humanity from computer viruses that infest human bodies.

4 player game: Divide into teams of 2. One team will be BioMania Co (red base). and the other will be Oracleutions Co (blue base). Beat the other team by collecting the following 4 chemical components to make a cure and save your group.

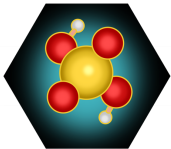
- Hydrofluoric Acid



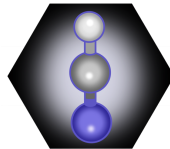
- Chlorine



- Sulfuric Acid



- Cyanide



COMPONENTS

- **Home Base:** Each corporation has a homebase that is made up of 6 Skyscrapers. The home base has a total of 6 ELL (1 ELL per skyscraper). All chemical components will be teleported here through the teleporation hex.

- *Card Action:* Play a card from your hand or draw an additional card. Either card action must be performed once every turn.

Basic Actions:

Choose up to one basic action to perform every turn.

- *Basic Attack:* Deal 1 DMG to an adjacent character, item, or obstacle.(entity)
- *Basic Move:* Roll 1d6 and move up to that number of hexes in any direction. The direction of the move does not need to be in a straight line.

Free Actions:

Perform any number of applicable free actions every turn.

- *Collect:* Collect an item or resource located in your current hex
- *Trade:* Trade any number of items or resources with a character in an adjacent space
- *Move Minion:* Move any minion who hasn't moved yet this turn. By default, Minions move according to the Basic Move action and use the same dice roll as the Character that turn. If the Character did not move that turn, roll 1d6 once for the movement of all Minions.

SETUP

Start on any hex next to your base

Randomly mix all the hexes. Then place them all in any order on the board.

On the hexes labeled fort space, place a skyscraper. Each base should have a total of 6.

GAMEPLAY

Each team starts at the home base that corresponds to their chosen corporation.

Each player rolls a D6 to determine the order of turns. Highest roll goes first.

During the day, flip over the hex you land on, if its a virus leave in place. Any other tiles can be collected. (Hexes can't be flipped over at night)

ACTIONS PER TURN

Actions that can be taken by characters

1. **Compulsory Actions:** Must be performed once by every character every turn
2. **Basic Actions:** Optional, can only be performed once on a given turn
3. **Free Actions:** Optional, can be performed as many times as the player wants on their character's turn.

Compulsory Actions:

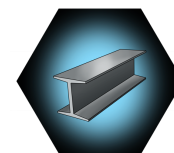
Perform both compulsory actions once every turn.

- *Draw a Card:* Draw a card and add it to your hand. Perform this action once at the start of your character's turn.

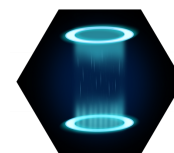
- **Day/Night Cycle:** Game starts with daytime. After two rounds it switches to night. The following actions can be done during each time

- **Night:** Attack the opposing teams base. Once 6 DMG is dealt to a base, it is considered destroyed and you may steal their chemical components. When a component is stolen, it must be carried back to your teams tele-transportation hex to consider it safely yours. If you are attacked while carrying it back to the teleportation hex, it is considered intercepted and stolen back. If day arises and it hasn't reached any sides telepor-tation hex, it will automatically go to the team who last had it.

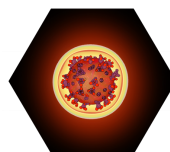
- **Day:** Flip over hexes you land on. Rebuild your destroyed base by collecting a total of 6 metal beams. They can be found through the hexes that are flipped



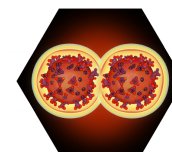
- **Teleporation Hex:** This hex is where all chemical components must be dropped off. They are then be teleported to your home base.



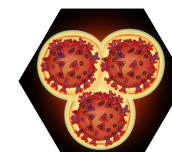
- **Virus Hexes:** Any of these viruses can be revealed after flipping over the hex you land on. Your character will recieve DMG depending on which one it is.



1 DMG



2 DMG



3 DMG

SETUP

Randomly mix all the hexes. Then place them all in any order on the board.

On the hexes labeled fort space, place a skyscraper. Each base should have a total of 6.

GAMEPLAY

Each team starts at the home base that corresponds to their chosen corporation.

Each player rolls a D6 to determine the order of turns. Highest roll goes first.

During the day, flip over the hex you land on. (Hexes can't be flipped over at night)

ACTIONS PER TURN

Actions that can be taken by characters

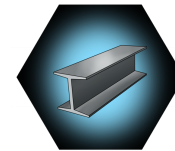
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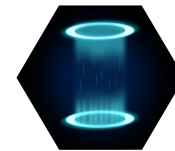
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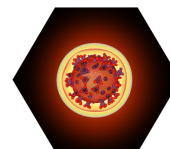
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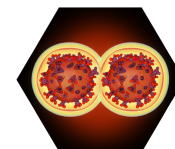
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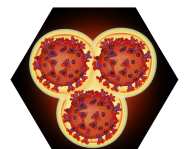
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