

ZVEALFX

A GUIDE FOR WARRIOR MONKS & RESEARCHERS

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THE ZONEPLEX UNIVERSE

Story

“In the far future, the humanoid empires of the universe have turned to an intense study of the ancient civilizations of a planet known as Earth. They have learned that these ancient earthlings not only built numerous pyramids pointing towards the sky, but also had an extensive knowledge of the stars. It is rumored that perhaps they were the original colonizers and space-farers of the first human age. Now, at the edge of a colossal black hole, a highly advanced pyramid-craft known as the Zoneplex has emerged bearing legendary markings and glyphs rooted in the deep past. The known empires have sent their elite warrior monk mystics on a one-way mission to gain control of the Zoneplex—to emerge victorious and ultimately control the pathways of the universe and time itself.”

— As inscribed on The Timeless Tablets of Xaroc-7, Author Unknown.



Goal

In Zoneplex, each player is a warrior monk vying for control of the Zoneplex pyramid. The monks strategically explore the Zoneplex and encounter otherworldly guardians known as Fears, which they must capture in order to become worthy to enter The Eye or survive the cataclysm and judgement of the Zoneplex itself! During their journey within the pyramid, aided by various Relics of the bygone future eras, players must use Spirit Stones to maintain Influence over one another. When the game comes to an end, the winner is that brave player who has earned the most Influence Points and captured at least one of each Fear Class. The Zoneplex may soon be yours!

GAME COMPONENTS & INITIAL SET-UP

ACTION CARDS
FACE DOWN

ACTION CARDS
ARE TURNED UP AND
STACKED HERE

CONTROL THE ZONEPLEX, CONTROL THE UNIVERSE!

1

FEAR STRENGTH

WARRIOR MONK STRENGTH (WMS)

INFLUENCE (WMS + CONTROLLED ZONES + INFLUENTIAL RELICS)

INFLUENCE IS CALCULATED WHEN THE ZONEPLEX PYRAMID IS COMPLETE

2

INFLUENCE: SPIRIT STONES: +2 FOR TILE WITH YOUR SACRED SYMBOL, +1 FOR NEUTRAL SPIRIT CHAMBER TILE, +1 FOR TILE WITH UNCLAIMED SACRED SYMBOL, +2 FOR TILE WITH ANOTHER PLAYER'S SACRED SYMBOL. EYE: +2 UPON ENTERING THE EYE, TO WIN VIA ENTERING THE EYE, ONE MUST HAVE A DECISIVE WIN NOT A TIE.

INFLUENCE: SPIRIT STONES: +2 FOR TILE WITH YOUR SACRED SYMBOL, +1 FOR NEUTRAL SPIRIT CHAMBER TILE, +1 FOR TILE WITH UNCLAIMED SACRED SYMBOL, +2 FOR TILE WITH ANOTHER PLAYER'S SACRED SYMBOL. EYE: +2 UPON ENTERING THE EYE, TO WIN VIA ENTERING THE EYE, ONE MUST HAVE A DECISIVE WIN NOT A TIE.

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INFLUENCE: SPIRIT STONES: +2 FOR TILE WITH YOUR SACRED SYMBOL, +1 FOR NEUTRAL SPIRIT CHAMBER TILE, +1 FOR TILE WITH UNCLAIMED SACRED SYMBOL, +2 FOR TILE WITH ANOTHER PLAYER'S SACRED SYMBOL. EYE: +2 UPON ENTERING THE EYE, TO WIN VIA ENTERING THE EYE, ONE MUST HAVE A DECISIVE WIN NOT A TIE.

NETHERZONE (SPIRIT STONE STORAGE): MAX 4 RELICS

CAPTURED FEARS (ALL 3 CLASSES REQUIRED TO ENTER THE EYE):

6

3

4

7

5

8

9

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11

1 Base Board

The Base Board houses the Action Cards, displays the meters for Warrior Monk Strength (WMS) and Influence, the meter for the Fear's strength, and denotes where base Zone Tiles are to be placed.

2 5 Player Mats

Each player chooses a color and places their Player Mat in front of himself/herself. The Player Mat houses their unused spirit stones and captured Fears.

3 15 Warrior Monks

Each player receives three wooden miniatures, of the same color, which are known as Monkles. Each player should do the following:

1. Place the 1st Monkle anywhere on or near their Player Mat.
2. Place the 2nd Monkle at "1" on the Base Board's Warrior Monk Strength Meter.
3. Place the 3rd Monkle at "1" on the Base Board's Influence Point Meter.

4 20 Spirit Stones

Each player receives 4 Spirit Stones of their chosen color. These stones are placed on Spirit Chamber Tiles to gain Influence Points. Once placed, Spirit Stones can be spent to weaken otherworldly guardians, known as Fears, that players encounter throughout the Zoneplex. When starting, each player places all 4 stones on their Player Mat in The Netherzone area.

5 6 Sacred Symbol Cards

The Sacred Symbol cards display the player's Sacred Symbol, which will remain unknown to other players until later in the game.

Before the game begins, the Sacred Symbol Cards are shuffled and one card is dealt face down to each player. This card is viewed and memorized. Do not show this to any other player. Return the unused cards to the box **face down**.

6 72 Action Cards

These cards represent player actions. In the beginning of each player's turn, a card is turned over and the player does as instructed. During setup, remove 2▲, 2▲▲, and 2▲▲▲ cards from the Action Card deck and set these six cards aside. Shuffle the remainder of the cards and place them face down on the Base Board. Shuffle the cards that were set aside and place them on top of the other Action Cards. This stacking order will ensure exploration and building before combat is initiated.

7 30 Relic Cards

Relic Cards offer bonuses, Influence Points, and affect other players through interference. These cards are gained when landing on an unoccupied Reliquary Tile and are rewarded when defeating a Fear.

The cards are shuffled and placed face down next to the Base Board. A player may have a maximum of 4 relics in hand, including face up and face down cards.

8 48 Zone Tiles

Zone Tiles are the building blocks of the Zoneplex pyramid. Players build and explore the pyramid leading up to the apex, which is known as "The Eye." This is done by placing a number of tiles determined by the Action Cards. Shuffle the tiles and place them in several face down stacks.

9 1 The Eye Zone Tile

This tile is the apex and is placed face up roughly at the top of the pyramid to be built. As building progresses, the pyramid will eventually connect to The Eye. When setting up, make sure to remove this tile from the pile. It is easily found with its unique lighter background.

10 Pyramid Die

This die is used for combat and when directed by card events.

11 1 Clear Fear Token

This clear token is used to indicate the strength of the Fear being fought. Place the token on the Fear Strength Meter located on the Base Board.

Find the Others



SACRED
SYMBOL CARD



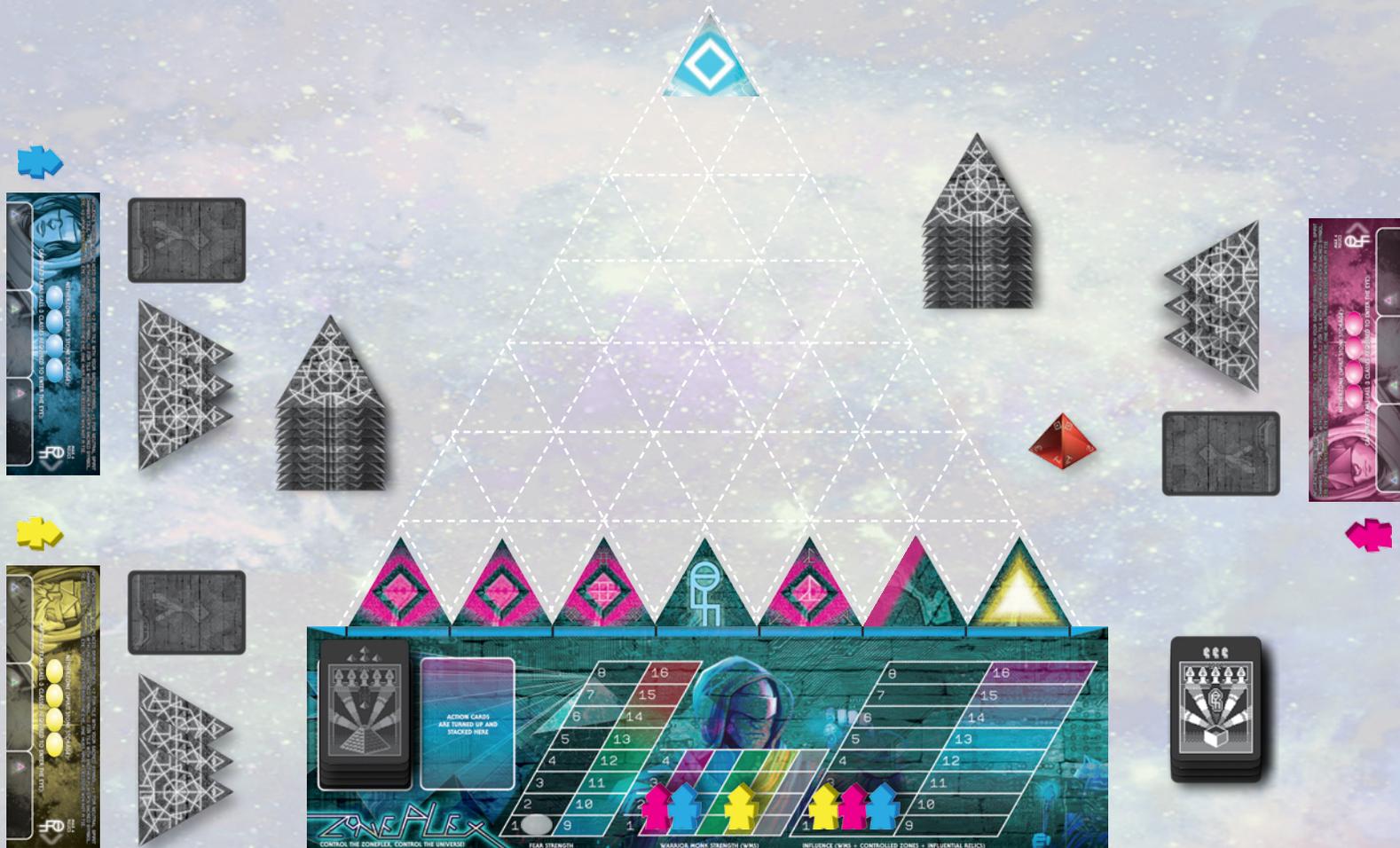
ACTION
CARD



RELIC
CARD

Back designs of cards for easy identification.

START A NEW GAME



Locate The Eye Zone Tile and place it face up at the top of the pyramid, as shown in the above picture. This is the apex of the pyramid. Shuffle the remaining Zone Tiles and place them in several face down stacks. Draw 7 tiles and place them face up along the marked edge of the Base Board. These initial 7 tiles are the foundation of the pyramid. The Base Board is marked on both sides so you can choose your preferred orientation.

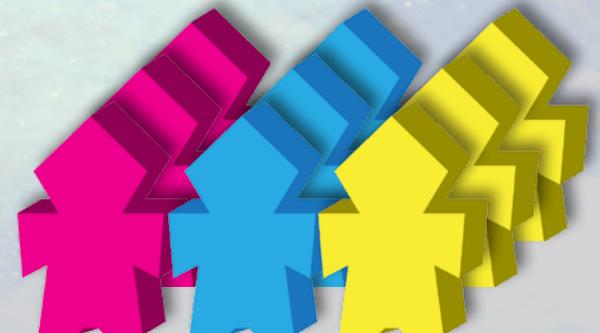
Remove 2▲, 2▲▲, and 2▲▲▲ cards from the Action Card Deck and set these six cards aside. Shuffle the remainder of the

cards and place them face down on the Base Board. Shuffle the six cards that were set aside and stack them on top of the other Action Cards. This stacking order will ensure that the initial rounds of the game focus on building and exploration before combat.

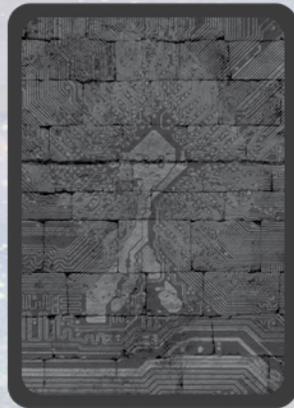
Shuffle and place the Relic Cards face down within comfortable reach of all players.

Place the transparent stone, a.k.a. the Fear Token, on the Fear Strength Meter located on the Base Board.

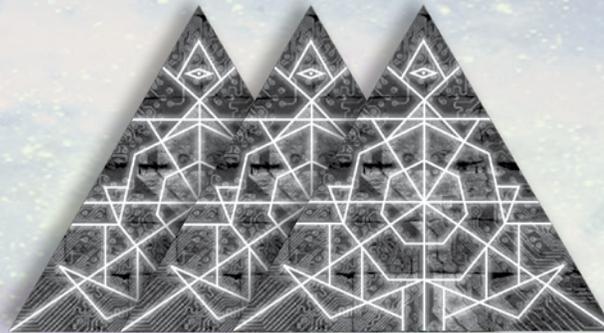
Place the Pyramid Die within comfortable reach near the Base Board. Each player chooses a color and receives a Player Mat, 4 Spirit Stones, and 3 Monkles of their chosen color.



PLAYER SETUP



SACRED SYMBOL CARD



3 ZONE TILES



1 MONKLE



PLAYER MAT & 4 SPIRIT STONES

3 areas to organize your captured Fears by classes: ▲▲▲

For each player:

Players place 4 Spirit Stones in The Netherzone, which is indicated by four ovals located in the center of each Player Mat.

Place the 1st Monkle anywhere on or near each Player Mat. This Monkle will be used to explore the Zoneplex pyramid.

Place the 2nd Monkle on the Warrior Monk Strength Meter upon the "1" value row of the player's chosen color column

on the Base Board. Place the 3rd Monkle upon the "1" value row of the Influence Point Meter, which is also located on the Base Board.

Got that? Monkle 1: Near player. Monkle 2: Warrior Monk Strength Meter. Monkle 3: Influence Meter.

Shuffle the six Sacred Symbol Cards and deal one to each player face down. This card is viewed and memorized. Do not show this to anyone, as this symbol is secret knowledge. The Sacred Symbols correspond to tiles within the

Zoneplex pyramid and award extra Influence Points. *More on this later on...*

Return the unused Sacred Symbol Cards to the box face down and unseen. They will not be used for the rest of the game. *They will, however, remain mysterious.*

Each player draws 3 Zone Tiles from a stack, views them, and places them face down by their Player Mat.

The player who last visited a pyramid structure on Earth begins, otherwise the eldest player ("The Elder") goes first.

A Guide for Zone Tiles In The Zoneplex Pyramid

A player can land or end their movement on any Zone Tile, unless otherwise specified. Some Zone Tiles allow placement of Spirit Stones, while others trigger events. More than one player can occupy the same tile with their Monkles, however, certain tile events can't occur when occupied by two or more Monkles.



Neutral Spirit Chamber

(9 total): If a player's movement **ends** on any Spirit Chamber, they may place a Spirit Stone on it unless it is occupied by another Spirit Stone or another player's Monkle. Only one Spirit Stone can occupy a Spirit Chamber.



Sacred Spirit Chamber

(18 total, 3 of each symbol): The same rules used for Neutral Spirit Chamber Tiles apply here. However, these tiles offer additional Influence Points to the player who carries the Sacred Symbol Card corresponding to the Zone Tile's symbol. These symbols are indicated at the tips and at the center of the tile.

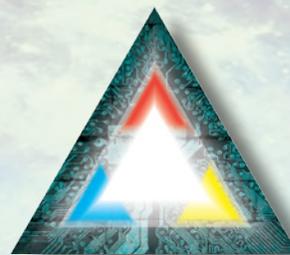
All players may place Spirit Stones on any Sacred Spirit Chamber Tile, regardless of whether the tile's symbol matches with the Sacred Symbol Card they carry. The value of these placements will become apparent later in the game.

Early placement of Spirit Stones is a good strategy for advantage in battle later.



Teleporter Tiles

(2 of each color **Blue, Red, Yellow**): When a player lands on a teleporter, he/she has the option to teleport if the other matching Teleporter (**Blue, Red, Yellow**) or a **Master** Teleporter Tile is in play. Alternatively, the player can opt to continue on to another tile to complete their movement. However, if the player's movement **ends** on a Teleporter Tile they immediately are transported to the other matching Teleporter (**Blue, Red, Yellow**) or a **Master** Teleporter Tile. **The actual act of teleporting isn't counted as a movement step.**



Master Teleporter Tiles

(2 of each): When landing on a **Master** Teleporter the player has the option of teleporting to any other teleporter, of any color of their choosing, that is in play. All Teleporters can lead to a **Master** Teleporter and all **Master** Teleporters can lead to all other Teleporters (**Blue, Red, Yellow** and **Master**). If the player ends their movement on a **Master** Teleporter Tile they immediately activate it and must appear at another Teleporter Tile of their choosing. **The actual act of teleporting isn't counted as a movement step.**



Reliquary

(5 total): If a player **ends** movement on this tile, and if it is unoccupied by another Monkle, then the player can freely draw one card from the top of the Relic Deck. *Note: A player may have a maximum of 4 Relic Cards in hand, including face up and face down cards.*

Players with 4 Relics can choose to discard one of their Relics when landing upon a Reliquary Tile in order to draw a new one.



The Eye

The Eye is the apex and known to all knowledgeable warrior monks as the Multi-Dimensional Master Control of the Zoneplex. This tile can be entered only if the player has met the criteria. *See: Endgame/The Eye on Page 15.*



Wall

(8 total): Wall Tiles contain a wall on one side that cannot be moved through. **NOTE:** a player is not allowed to build walls that completely trap players, completely block off Sacred Spirit Chamber Tiles, or block the pathway to the Apex. *See Below.*

A Primer on Wall Placements



Illegal placement:
Blocking pathway



Correct placement:
Open pathway



Illegal placement:
Walling in Sacred Spirit Chamber Tile



Illegal placement:
Walling in Player

Note: It is **legal** to wall in Neutral Spirit Chambers, Reliquaries or Teleporters.

A Word on Teleporters

A player can land on a Teleporter without teleporting if his/her final step ends on another tile.

If the other matching Teleporter or a Master Teleporter is in play then a player can never end their movement

on a Teleporter and choose not to teleport.

If a player starts their movement while standing on a Teleporter they **cannot** teleport as their first move. The player must first step off the Teleporter Tile and then enter

it again to activate it. If a player wants to teleport from **Red** → **Master** and then further on to **Yellow** in **one turn via the Master teleporter**, they must step off the **Master** teleporter and re-enter it to reach the **Yellow**.

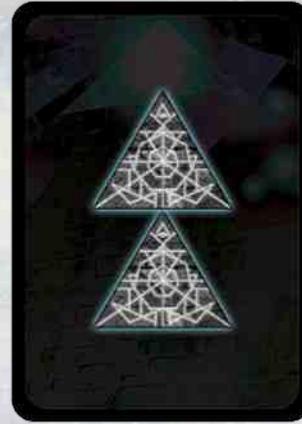
ACTION CARDS



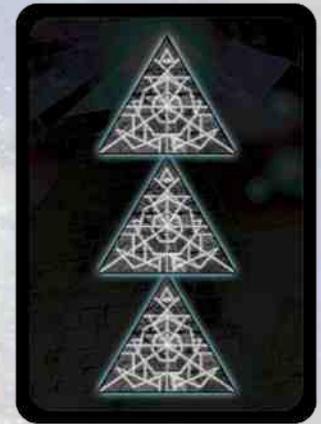
Pictured: back of an Action Card. The first thing a player does when it is their turn is to draw an Action Card and place it face up to the right of the Action Card deck on the Base Board. Action Cards can be one of the following displayed on this page.



The player must add 1 new Zone Tile to their hand, place 1 Zone Tile and move 1 step in the Zoneplex pyramid.



The player must add 2 new Zone Tiles to their hand, place 2 Zone Tiles and move 2 steps in the Zoneplex pyramid.



The player must add 3 new Zone Tiles to their hand, place 3 Zone Tiles and move 3 steps in the Zoneplex pyramid.



The player must add 3 new Zone Tiles to their hand, place 3 Zone Tiles and move 1, 2 **or** 3 steps in the Zoneplex pyramid. However, the player has the option of forfeiting the drawing and placement of Zone Tiles and forfeiting movement to **dislocate** a placed Spirit Stone that is on an **unoccupied** Neutral Spirit Chamber or Sacred Spirit Chamber Tile. The player then removes the placed Spirit Stone of his/her choice from the tile and returns it to the associated player. The dislocated Spirit Stone can be any player's Spirit Stone, including their own.



The player must face and battle the displayed Fear. Immediately **Roll** the die to determine the Fear's total Strength. See: *Turn Actions - Battle: Face Your Fears on page 12.*

PHASES OF THE GAME & TURN ORDER

PHASE 1: Explore and Construct

The first part of the game, in which the players build/explore the Zoneplex, is called Phase 1. This phase continues until the last Zone Tile is placed.

During Phase 1:

- Players keep their Sacred Symbol Cards hidden from the other players.
- Influence Points are **not** counted. This is simply because it isn't possible to see the player's Sacred Symbol Cards, which are concealed until Phase 2.
- A player is **not** permitted to enter The Eye because the Zoneplex is not yet complete.

Turn Order

A player's turn proceeds as follows:

1. Player draws an Action Card.
2. If the Action Card shows ▲, ▲▲, or ▲▲▲, then the player draws the corresponding amount of tiles shown and **adds them** to their other concealed tiles. The player then views their Zone Tiles and **places** the amount as indicated by the Action Card. The placed Zone Tiles can be a combination of newly drawn tiles or tiles already in the player's hand. After placing the tiles, the player **must** then move their Monkle the number of steps indicated by the Action Card.

3. Based on which tile a player's Monkle ultimately ends its movement on, a player can engage in further actions if desired. Refer to *Zoneplexology* on Pages 6 & 7 for tile events.

If the Action Card drawn is a Fear, the player **must face their fear and battle!** Read the previous sentence aloud with a dramatic voice for full effect. There is absolutely no fleeing in the Zoneplex! The player can decide if they want to battle alone or ask other players for assistance. This is detailed under *Turn Actions - Battle: Face Your Fears* on page 12.

Note: A player can always use as many Relic Cards as he/she desires on their turn. The Relic Cards specify their powers and when they can be used. However, **a player cannot use Relics on the same turn in which they are acquired.** Carefully read your newly acquired Relic Cards during the other player's turns so you are wise and prepared.

4. End of turn. The game continues with the next player clockwise.



PHASE 2: Strategize and Survive

When the last Zone Tile is placed and the Zoneplex pyramid is complete the game enters Phase 2.

The player who places the last Zone Tile completes his/her turn and then all players must reveal their Sacred Symbol Cards and calculate their Influence Points. All players then adjust the Influence Meter accordingly on the Base Board.

Influence Points are adjusted constantly from now on in the game as soon as a player does something that alters their Influence Points. For example, if a player places one of their Spirit Stones on a Spirit Chamber, their scoring Monkle on the Influence meter needs to be adjusted accordingly. Scoring Influence is detailed under the *Influence Points* section of this tome on page 15 and is summarized on the Player Mat.

During Phase 2:

- If a player draws an Action Card that shows placement/movement, he/she only moves since there are no more Zone Tiles to place.
- A player **can win** the game by entering The Eye. But, **only if** he/she has one of each Fear type ▲green, ▲blue, & ▲magenta, and **if** the 2 bonus points they receive when entering gives them the most Influence Points for a **decisive win** and **not a tie**. What is the meaning of this? See: *Endgame: Entering The Eye* on Page 15.

TURN ACTIONS - EXPLORING THE ZONEPLEX

Zone Tile Placement

Players must place a Zone Tile so that its side touches another previously placed Zone Tile.

A player must build upwards from the base of the Zoneplex towards the apex. Players cannot place tiles on the outer edges or build outside of the pyramid shape. See outline on page 4.

A player may leave gaps in the pyramid while they are building as long as 1 side connects with another Zone Tile's side.



For references about **Wall Tiles** and their placement, please refer to page 7.

Movement

Players can step forward or backward to any adjacent Zone Tile. The number of steps is determined by the number of ▲ icons on the Action Card. A player can move on Zone Tiles that are occupied by other players' Monkles and/or Spirit Stones. *Example: If a player draws a ▲▲▲ Action Card they can move 1 step forward, 1 step backward, and then 1 step forward again.*

At the final step of a player's movement a player may engage in a further action based on what that tile is. See: *Zoneplexology* on pages 6-7.

In the beginning of the game, for their first movement the player chooses one of the 7 tiles at the bottom as their first step.

A player must move the full amount of steps as displayed on the Action Card, except on the very first turn only if it is physically impossible. However, if it's possible to build a path long enough to fulfill the required movement, the player **must** build it.

For instructions about the use of **Teleporter Tiles** when moving, refer to pages 6-7.

Exception of The Eye: When a player enters The Eye the player doesn't have to use all of their steps. *Example: If a player stands 1 tile away from The Eye and draws an Action Card that instructs them to move 2 steps, the player can just move 1 step into The Eye and end the game.* The Eye is multi-dimensional!

Spirit Stones



A player may, at the end of their movement, place 1 of their unplaced Spirit Stones **if** their final step is on a Neutral Spirit Chamber or Sacred Spirit Chamber Tile. This can only occur if the chamber is not already occupied by another player's Monkle or Spirit Stone.

Spirit Stones that are placed within the Zoneplex **control a zone** and increase a player's Influence Points. This is detailed under *Influence Points* on Page 15 and it is important in Phase 2 of the game when the Zoneplex is complete. NOTE: during Phase 1 it is suggested to place Spirit Stones whenever one can in order to sacrifice them in battle. See: *Turn Actions - Sacrificing Spirit Stones* on Page 13.

A player cannot place Spirit Stones on Wall Zone Tiles, Teleporter Tiles or Reliquary Tiles. 2 or more Spirit Stones may **never** be placed on the same Spirit Chamber. All Spirit Chambers allow only one Spirit Stone. *Tips on strategically placing Spirit Stones located on Page 17.*



TURN ACTIONS - CLAIMING & USING RELICS

Relic Cards

Relic Cards can alter Movement, Battle, Influence Points, and award other bonuses. A player may have a maximum of 4 Relic Cards in hand, which includes both revealed (face up) and concealed (face down) relics. Most relics in Zoneplex will be concealed by the players until they are used.

After a player uses a Relic Card, it is discarded and placed **face up** in a discard pile. If the Relic Card deck is depleted, you may shuffle the discard pile to restart the Relic Card deck.

Influential Relics are revealed immediately and set alongside a player's other relics when received, and award 1 Influence Point. The **Canopic Jar** acts as a captured Fear and is also revealed immediately, however, it is placed amongst captured Fear cards on the Player Mat.



A standard Relic Card that a player receives on their turn **may not be played during the same turn** due to the Warrior Monk needing time to examine the relic to learn of its powers.

All Relics contain instructions as to what they do. Take the time to read your newly acquired Relics when you receive them and plan your insidious strategies.



*Example: A player uses a Mummy Hand Relic Card on their turn in order to take another player's Relic Card. The card they take may **not** be used during that same turn, but may be examined and added to their possessions **unless** it is an Influential Relic or the Canopic Jar.*

There are three ways to receive Relic Cards in Zoneplex:

From Fears: All Fears carry a certain number of Relics that players are awarded if the Fear is defeated. When awarded, the players take as many cards as determined according to the Relic icons on the Fear's card (see Page 12). During a successful Group Combat the players

divvy up the Relics, randomly and face down, from the top of the deck as was pre-determined before the battle.

From Reliquary Tiles: If a player lands on an **unoccupied** Reliquary Tile, the player may draw 1 Relic Card. If they have the maximum of 4 Relic Cards they may discard 1 Relic Card and draw a new one.

In Group Combat Negotiation: A player can receive Relic Cards from other players, if agreed upon during Group Combat negotiation. See: *Group Combat/ Negotiation on page 13.*

Max 4 Relics & Receiving More Fear Awarded Relics

*Example: Pablo has 3 Relic Cards in hand and defeats a Fear which awards 2 Relics. He may only draw 1 Relic Card to add to his hand. This is because a player may only have a maximum of 4 Relics. Thus, Pablo **may not** pick up the 2 Relic Cards awarded by the Fear, sort through them, compare with the Relic Cards in his hand and then choose which 4 he wishes to keep.*

NOTE: a Fear that carries 3 Relics is a Master Fear and is difficult to defeat alone, so the other assisting players will gladly take their share of Relic Cards.



TURN ACTIONS - BATTLE: FACE YOUR FEARS

Battle

Fear Class: ▲ blue, ▲ green, and ▲ magenta. If all 3 ▲▲▲ are highlighted, the Fear is a Master Fear and can count for any class.



Indicates points added to die roll for the Fear's total strength. Adjust Fear Strength Meter on the Base Board accordingly.

Indicates how many Relics the Fear awards if defeated (2 in this case).

When a player flips over an Action Card to reveal a Fear, he/she **must** face it. The Fear Card instructs the player to roll the die to determine the Fear's total strength. There is no way to escape—only success or defeat.



The Eye = 0

▲ (1 die roll) + the number equals the Fear's total strength. The player who draws the Fear rolls the die and adds the number on the die to the number on the card. If the die roll is **The Eye** the modification is zero. *Number on card + 0.*

Next, the player calculates and places The Fear Token upon the corresponding number on the Fear Strength Meter, which is to the left of the Base Board, so that all other players can see the Fear's total strength.

*Example: If the Fear Card says ▲ + 8 and the die roll is 2 the total is 10 (2 + 8 = 10). If the die roll is **The Eye** the total is 8 (0 + 8 = 8).*

Attack

When a player wants to attack the Fear, the player **must announce that they will attack before they roll the die** due to the fact that sacrificing placed Spirit Stones can **only occur before** the actual attack! Spirit Stones can assist in weakening Fears. *See: Sacrificing Spirit Stones on Page 13.* The player's attack is determined by their Warrior Monk Strength (WMS) + a die roll. **If the player's die roll is "The Eye", it is a critical miss and his/her WMS is not accounted for.**

ATTACK IS:



+ **WARRIOR MONK STRENGTH**

IF DIE ROLL =  = **CRITICAL MISS! NO DAMAGE!**
The Eye = 0

In order to defeat a Fear the player's attack must be **equal to or greater** than the Fear's total Strength. It is noted early on that The Fears are powerful within the Zoneplex, thus players must often sacrifice placed Spirit Stones in order to weaken Fears and/or ask for assistance from the other players. *See: Group Combat (p13).*

When a player defeats a Fear, they take the Fear Action Card and place it at the bottom of their Player Mat on the "Captured Fears" slot corresponding to the Fear class ▲, ▲, or ▲. Additionally, all participating players gain 1 Warrior Monk Strength (WMS) after winning a battle and lose 1 WMS upon defeat!

As the defeated Fear's physical form vaporizes and begins to dissipate back into the Zoneplex, the Warrior Monk captures and contains its essence in arcane technological decanters, known as "Xogizix", which all respectable Warrior Monks carry.



A Word on Fears

What are Fears? Fears are actually energy manifested from the Warrior Monk's innermost nightmares brought to life by the arcane powers of the Zoneplex as a "guardian mechanism" to protect itself from intruders!

There are a total of 21 Fears in the Action Card deck. Each class (▲, ▲, or ▲) has 1 of each strength: 5, 6, 7, 8, 9, 10, and there are 3 ▲ +11 strength Master Fears. Master Fears represent any of the classes (▲, ▲, or ▲) and are the most powerful Fears in the Zoneplex. If a player defeats a Master Fear they can choose which class it represents when placing it on their Player Mat; they can also move its position on their Player Mat to fulfill the winning criteria of having one of each Fear class. There is no limit to the amount of Fears a player can capture.

*Example: If Nick has 1 ▲ blue and 1 ▲ green Fear and he defeats a Master Fear, he then has a complete set of Fears, and is worthy to enter **The Eye** or survive **The Cataclysm of the Zoneplex** (more about that on pages 15-16).*



Sacrificing Spirit Stones

A player can sacrifice their **own** Spirit Stones that are **placed on any tile in the Zoneplex**, whether or not the tile is occupied by a Monkle. Sacrificing a Spirit Stone lets a player weaken the Fear. This can only occur **before** the first actual attack roll is executed. For **each** Spirit Stone sacrificed, the player **gets 1 die roll** to subtract from the Fear's total strength.



When doing so **the player announces that they will sacrifice X amount of placed Spirit Stones**, removes them from the Zone Tiles, and places them in front of their Player Mat. They then roll the die once for each sacrificed Spirit Stone and adjust the Fear Strength Meter accordingly. Lastly, they return the sacrificed Spirit Stone(s) to The Netherzone.

Example: The Fear's total Strength is 10. Lindor chooses to sacrifice 2 Spirit Stones and announces her action. She removes 2 of her in-play Spirit Stones from the Zone Tiles and places them near her Player Mat. She rolls the die 2 times. The first die roll is a 2, so she adjusts the Fear Strength Meter, moves the Fear Token to 8, and returns her Spirit Stone to The Netherzone on her Player Mat. The second die roll is The Eye (0),

therefore no further adjustment of the strength meter is necessary and the Fear's total strength remains at 8. She returns the second Spirit Stone to The Netherzone and grumbles.

In short, this means that the more Spirit Stones a player sacrifices in a combat scenario the more likely it is for him/her to succeed. A player must decide how many Spirit Stones they want to sacrifice **before** the first attack has been rolled and **they may not sacrifice any more Spirit Stones after the first attack**. This also applies to assisting players. See: *Group Combat below.*

Warrior Monk Strength

If The Fear is defeated, the **player and any assisting players** each gain 1 Warrior Monk Strength, up to a maximum of 4.

If the players lose a battle, the **player and any assisting players** each go **down** 1 Warrior Monk Strength and the Fear remains on the discard pile.

A player can never go below Warrior Monk Strength 1. Warrior Monk Strength is also not transferrable—one cannot give another player their Warrior Monk Strength.

Group Combat/Negotiation

A player who draws a Fear Card during their turn can always ask other players to join a battle. Other players can only join the battle **before** it begins. The battle begins when the first Spirit Stone is sacrificed or when the first Attack roll is executed.

Ultimately, the player that drew the Fear Card decides if they wish to have help. This player has the last word regarding how the Fear Card and the Relic Cards are divided if the battle is successful. Regardless, all participants will gain 1 WMS if the battle is successful and lose 1 WMS if they fail. NOTE: when negotiating, other players may choose not to help a player who is being too greedy. There is plenty to go around, such as potential Relics, the Fear itself, and of course the gain in Warrior Monk Strength upon success! **Again, how the Relic Card(s) and the Fear Card are divided, and which players are assisting, is decided before anyone rolls the die for a sacrifice or attack.**

Once the participating players agree on the divvying of the booty and offerings, they place their intended sacrificial Spirit Stones (if applicable) in front of their Player Mats. The battle actually begins with the rolling of the die for sacrificing the first Spirit Stone or when the first Attack roll of the battle is executed.

During negotiations, or even when you attempt to join a battle that you are not invited to, you can offer your captured Fears, Relics, or a promise that you will sacrifice Spirit Stones if involved, etc...

Example: Sakano draws a Fear Card. He rolls the die to determine the Fear's total strength and then adjusts the Fear Token on the Fear Strength Meter. The Fear is carrying 2 Relics so he says "I want help from two other players. You each get a Relic Card if you help me. I am happy with just the Fear Card if we succeed." Now it is up to the other players to decide if they want to join, try to negotiate

TURN ACTIONS - BATTLE: TURN ORDER

a better deal, or even negotiate their way into the battle.

The Fears within the Zoneplex are difficult to defeat on your own so a solo player has a smaller chance of succeeding without sacrificing placed Spirit Stones. Ask the other players for help and take advantage of having an extra hand in battle or **allow the Zoneplex to defeat you all!** Stand up and read the bold part there aloud in a sinister voice.

Some might say that what is happening in the Zoneplex is somewhat akin to The Hunger Games/Battle Royale... but in space... and in a pyramid... you get it!

Battle: Turn Order

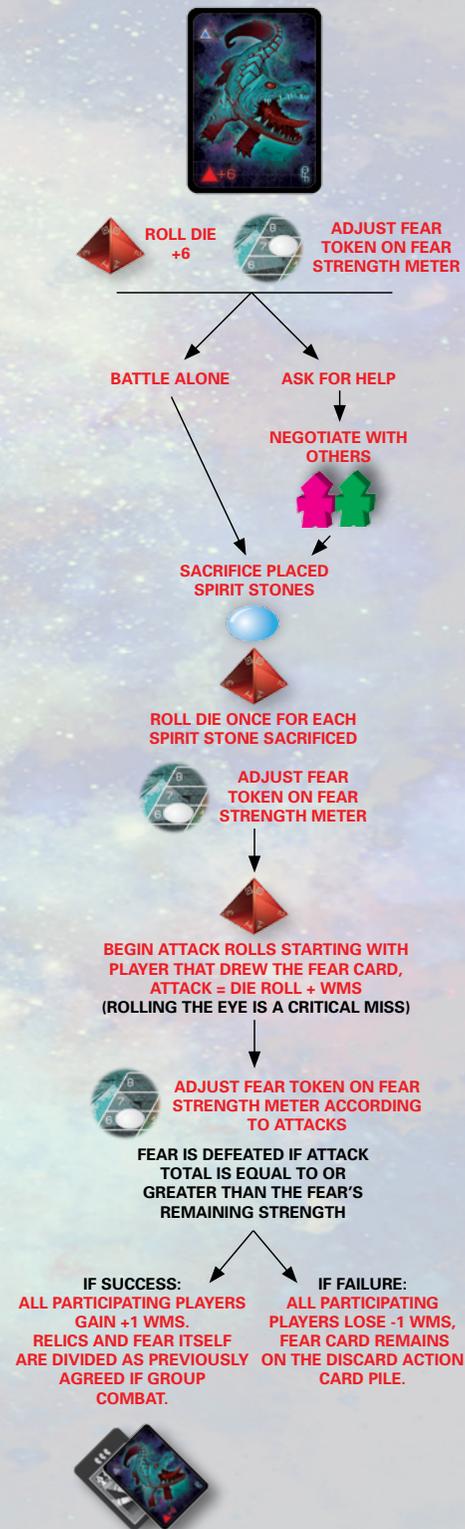
1. A player who draws a Fear Card rolls the die to determine the Fear's total strength and then places the Fear Token upon the corresponding spot on the Fear Strength Meter located on the Base Board.
2. The player may ask the other players for help. It is up to the individual players to decide if they want to help or not. How the Relic Card(s) and the Fear Card are divvied after a successful combat is also decided now. It is ultimately up to the player who has drawn the Fear Card to determine if they want help and which other players can be involved.
3. Before anyone has attacked the Fear, decide how many placed Spirit Stones (if any) each player will sacrifice. When this is done, each player rolls the die to weaken the Fear based on how many Spirit Stones

they each have decided to sacrifice. NOTE: 1 die roll per Spirit Stone sacrificed. Adjust the Fear Strength Meter accordingly.

4. Clockwise, starting with the player who drew the Fear Card, the participating players take turns rolling the die to determine their respective attack values and adjust the Fear Strength Meter accordingly. **Note: If a player's die roll shows "The Eye" it is a critical miss! Their Warrior Monk Strength is NOT counted as damaging the Fear. The player's total attack counts for 0, and the Fear Strength Meter is NOT adjusted.** If the player's total attack is equal to or greater than the Fear's remaining strength, the Fear is defeated.
5. If the Fear is defeated, **all involved players** gain 1 WMS, including those who didn't get a chance to strike. All bravery is rewarded in the Zoneplex. Adjust respective Warrior Monk Strength Meters on the Base Board and then divide the Relic Card(s) and the Fear Card as previously agreed upon.
6. If the players **fail** to defeat the Fear, all involved players lose 1 WMS. Adjust the Warrior Monk Strength Meters accordingly on the Base Board.



FEAR CARD DRAWN



PHASE 2 = INFLUENCE POINTS & ENTERING THE EYE

Phase 2: The Zoneplex Is Complete

When the last Zone Tile is placed and the Zoneplex is complete the player who placed the last Zone Tile completes their turn and then **all** players **reveal their Sacred Symbol cards**. Players now take turns calculating their Influence Points and move their scoring Monkle accordingly on the Influence Point Meter. Gameplay continues as usual with the next player, however, Action Cards now only represent movement. Also, other players can now enter The Eye... if they are worthy! *See: Endgame: Entering The Eye below.*

Influence Points

Starting with your Warrior Monk Strength Level, Influence is calculated as follows:

- +1 point per Spirit Stone placed on Neutral Spirit Chamber Zone Tiles.
- +1 point per Spirit Stone placed on Sacred Spirit Chamber Zone Tiles that corresponds with a Sacred Symbol that **is not** assigned to any player.
- +2 points per Spirit Stone placed on a Sacred Spirit Chamber Zone Tile having **your** Sacred Symbol.
- 2 points per Spirit Stone placed on a Sacred Spirit Chamber Zone Tile having **another** player's Sacred Symbol.

Influential Relics must also be accounted for and these add +1 Influence Point, unless otherwise noted on the Relic Card.

Influence Points are fluid and not static in Zoneplex. From Phase 2 until the end,

every player is responsible for counting and adjusting their own Influence Points during the game. *Example: If a player goes down 1 WMS after a failed battle, that player needs to **immediately** adjust their Influence accordingly.*

It's important that every player keeps track of their Influence since the game is now nearing conclusion. Players must see correctly calculated Influence Points of other players in order to determine whether or not they are eligible to enter The Eye. Alternatively, the players can choose a player to be a scorekeeper of the game to adjust the Influence Points as the game carries on. Whether that player forgets and causes grave miscalculations and strife due to negligence is the responsibility of the game group. Advanced players may find that having a scorekeeper is preferred but it is suggested that, upon the first few times playing, all players keep track of their respective Influence Points to better understand how the game works.

Endgame: Entering The Eye

The game is over when the Action Cards run out or when a worthy player enters The Eye. A worthy player has 1 of each Fear class ▲, ▼, ◆ and upon entering The Eye that player gets **+2 Influence Points as a bonus**. A player may only enter the Eye if these 2 bonus points give that player the most Influence Points for a **decisive** win over the other players. **There can be only one!**

A player may only enter the Eye when the Zoneplex is complete.

*Example: Claude has all 3 Fear classes and 8 Influence Points. If he enters The Eye he will gain the +2 bonus for a total of 10 Influence Points. Ben already has 10 Influence Points and because Claude started with 8 points, **he cannot enter and win** since they both would have 10 points. **It does not matter if the opposing player, Ben, with 10 points has all the Fear classes or not.***

Instead, Claude will have to wait and place his Spirit Stones or manipulate the game in any other way he can. He can also wait and hope that Ben loses a battle and goes down 1 WMS, which makes ole' Ben lose 1 Influence Point. There are many ways that Influence Points will fluctuate in Zoneplex as battles wage and Spirit Stones are sacrificed or are dislocated by other players.

We'll say it thrice: It is always up to each player to keep track of their Influence Points in Phase 2.

Example: Wayne seems to have forgotten to count his Influential Relic and Marlon is on his way to The Eye to end the game. Marlon checks the Influence Point Meter and sees that the 2 bonus points will allow him to enter The Eye, because he will have 1 more Influence Point than Wayne. He enters The Eye, controls the Zoneplex and wins the game. When Wayne checks his Influence again, he sees that he is missing 1 point and they are actually tied. Thus, Marlon couldn't legally enter the Eye. Well yes, Marlon just did because of what the incorrect Influence Meter showed, and he is the clear winner due to Wayne being Wayne. If one is kind, one can forgive such kerfuffles and go back in game-time, but that is up to you and your fellow gamers.

PHASE 2 - CATAclySM OF THE ZONEPLEX: WHEN THE ACTION CARDS RUN OUT

Cataclysm of the Zoneplex: When the Action Cards Run Out

If nobody enters The Eye to trigger the endgame and the Action Cards run out, then the Cataclysm of the Zoneplex occurs! The Warrior Monks will now be judged by their bravery and Influence.

First and foremost, players **without** one of each Fear class (▲blue, ▲green, and ▲magenta) in their possession are not worthy and are obliterated by The Eye itself. *Knock down your Monkles and scream!*

If all of the players are obliterated, the Zoneplex itself wins!
Shake your game table for effect!

The Judgement of the Zoneplex: Tie-Breakers

The judgement criteria for the winner after the Cataclysm of the Zoneplex is as follows.

The player who has 1 of each Fear class (▲blue, ▲green, and ▲magenta) and the highest Influence Points wins. If players are tied, go to the following tie-breaker:

1. The player who has captured the most Fears, **in total**, wins. If two or more players have the same amount of Fears, see next tie-breaker:
2. The player with **the highest sum** of captured Fears' strength wins. If more than one player has the same amount, see next tie-breaker:
3. The player who has the most Relic Cards in hand wins. If the almost impossible has occurred and it is still a tie, the tied Players must consult the other Players and ask for a vote, thus invoking the **Council Of The Zoneplex**. If other players cannot decide who is the worthy victor, it appears that perhaps they should all just play again.

A Word From the Ancients

Astute players are encouraged to help each other in battle in order to win. The game is about helping each other, negotiating, and later breaking free to conquer the Zoneplex alone. If all the players play solo, the Zoneplex may defeat all. Use tactics, planning, diplomacy, and guile to ultimately succeed over the other players and control the Zoneplex!



TIPS & CREDITS

Tips

Teleporter Tiles:

Teleporters are best when spread wide apart. This allows traversing of the game area quickly without using significant movement steps.

How to build strategically:

Build your own path to the apex by placing your Sacred Symbol Chamber Tiles (which correspond to your Sacred Symbol) close to one another within the Zoneplex. This means you should place Zone Tiles having other players Sacred Symbols far apart.

Relics:

There are no limits to the amount of Relics you can play during your turn. Use this to your advantage and do not be afraid to cultivate chaos.

Remember, when negotiating **before** a battle, that you can offer to use any and all applicable cards you possess in a battle.

Walls:

A player **can** build Walls to close in another player, a Sacred Spirit Chamber Tile, or The Eye, **only if there is a Teleporter Tile that can be used** as a potential exit/entrance.

If a Teleporter Tile is walled in tightly on all sides, with no way to step off of it, players simply can't teleport to **that** Teleporter Tile since a Teleporter is only activated when you step on it from another Zone Tile. Teleporting to that tightly walled in Teleporter Tile would render you trapped forever.

Spirit Stones:

It is recommended to place Spirit Stones on **any** Spirit Chamber Zone Tile, regardless of the Tile's symbol, to have Spirit Stones ready for sacrifice. This is because players can always sacrifice **any** of their own **placed** Spirit Stones in combat.

During Phase 2 all players are recommended to place their Spirit Stones on both Neutral Spirit Chamber Tiles and any Sacred Spirit Chamber Tile that correspond to their own Sacred Symbol Card in order to gain Influence Points and win.

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Download the Soundtrack at:
zoneplex.bandcamp.com

Discuss rules/variants and all things Zoneplex:
mysteriangames.com/forums

Zoneplex is based on the Triobelisk Universe: triobelisk.com

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THE STAGE OF HISTORY

Zoneplex has manifested itself in great part through the belief of the Kickstarter Backers listed below.

Campaign active 01/23/12 - 02/25/12.

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