

# Oo

## ZERO ORDER

BY MITCH ADVENT

### A flat-packed 3D printed abstract strategy board game.

Played with 18 hexagonal pieces that are **Units** on one side and **Tiles** on the other. 12 of the pieces become tiles for your map while the remaining 6 become the units with which you battle with. Players take turns trying to take enemy units off the map using the unique actions and combos available to them. First one to completely incapacitate or eliminate the enemy, wins.

#### Is it difficult to learn?

It may seem challenging at first as it has 3x more unique pieces than Chess. However you only play with 6 units at a time so each game will be a fun new experience!

#### Is it like playing chess?

The game play is quite different from chess. There is no "king" to capture and the actions of each unit is wildly different. While in each turn of chess is a move to "kill", each move of a Oo unit focuses on physically moving the enemy unit off the map.

#### How long is the game?

The game averages ten to thirty minutes depending on how you play the game. If you choose to random draw, a bad hand can end the game quickly while an evenly matched hand can become a long game.

#### How many people can play?

Oo is a battle between two opposing sides. It is possible to expand the map and number of units indefinitely using more than one tray. Oo will then become a battle between two teams.



Learn to play!

<https://mitchadvent.com/tutorial>



## Create your team.



**FRONT = UNIT**



**BACK = TILE**

Each player has 18 pieces to play with. The front side is used as a **unit** while the blank side is used as a **tile**.

### BASIC



KILL



PUSH



TOSS



TWIST



FREEZE



SWITCH

### INTERMEDIATE



COPY



MIRROR



SPLIT



FILE



IMPORT



EXPORT

### ADVANCE



LOCK



GROUP



COVER



STACK

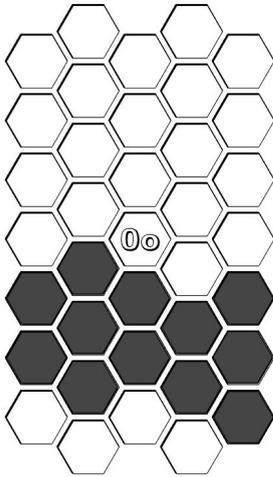


GLITCH



ERROR

You can either randomly draw 6 units by shuffling or directly choose 6 you wish to play with.



## Build your map.

With your 12 remaining pieces, place tiles into the tray and build your map in any manner you want with at least 2 tiles touching the middle "0o". This is to minimize choking at the cross points between territories.

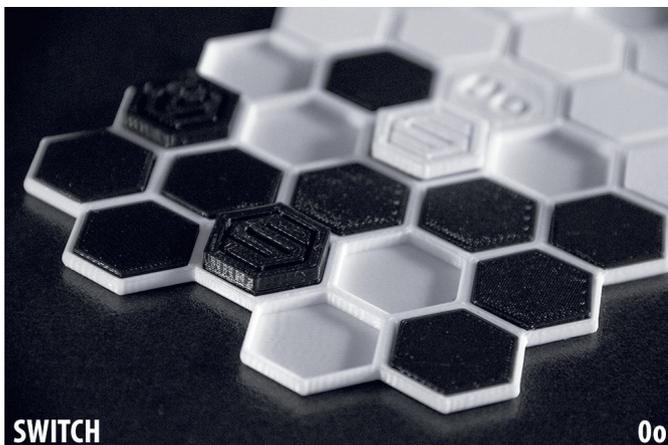
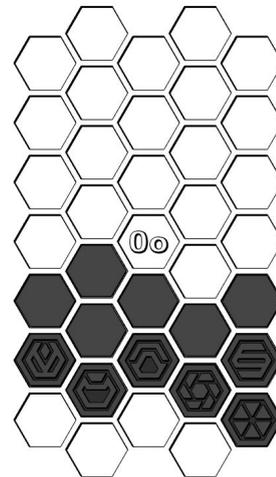
At this step, the game has already begun because you have to build a map that best suit the dynamics of your team of 6. Once both players are done with map building, you may move on to the next step.

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## Set your stage.

Setting your stage is as important as building your map. Place the 6 units you have chosen earlier on the edge tiles closest to you. **Position is vital.** Where you place each unit will determine how many turns it takes to reach your enemy and vice versa.

You can choose to move fast and loose, barricade yourself in defenses, charge forward or hang back to trap your enemy. You can play the game however you choose!



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## Play the game.

Each player's **turn** consists of a **move** followed by an **action**, and then a **combo**, if there's any available. In this example, the SWITCH moves to an adjacent free tile. It then proceeds to use its action by replacing itself with an ally KILL. Since the KILL is now adjacent to the enemy's unit, that unit gets taken off the map. When that happens, it turns into a tile which can be placed into any empty hole in the tray.



**KILL** *Offensive.*

Kills by taking **1** adjacent enemy off the map.



**PUSH** *Offensive.*

Pushes **1** adjacent enemy unit forward to a free tile or off the map, whichever is applicable.



**TOSS** *Offensive.*

Tosses **1** adjacent enemy unit directly over itself to a free tile or off the map, whichever is applicable.



**TWIST** *Offensive.*

Twists **1** adjacent enemy unit around itself to a free tile or off the map, whichever is applicable.



**FREEZE** *Defensive.*

Freezes **ALL** adjacent enemy unit moves except when enemy's freeze unit is adjacent.



**SWITCH** *Defensive.*

Switches with **ANY** ally unit on the map. Other ally units can switch with this after making a move.



**COPY** Supportive.

Copies the action of **ANY** adjacent ally unit. Copy ends when not adjacent to any ally unit.



**MIRROR** Supportive.

Mirrors the position of **1** adjacent ally unit along a straight line. Taking the enemy, if any, off the map.



**SPLIT** Supportive.

Splits **2** adjacent enemy units apart to a free tile or off the map, whichever is applicable.



**FILE** Supportive.

Files **ALL** adjacent enemy units in front itself. Filed units move along with file.



**IMPORT** Defensive.

Imports **1** adjacent free tile or exported unit by replacing that tile/unit with itself.



**EXPORT** Offensive.

Exports **1** adjacent enemy unit out of the game.



**LOCK** Defensive.

Protects **ALL** adjacent ally units by locking them in place. Locked units cannot move.



**GROUP** Offensive.

Groups **ALL** adjacent enemy units. Grouped units move along with the group.



**COVER** Defensive.

Protects **1** adjacent ally unit by flipping its tile side up. Covered unit moves along with cover.



**STACK** Defensive.

Protects **1** adjacent ally unit by stacking or unstacking to **1** adjacent free tile each turn.



**GLITCH** Spoiler.

Glitches the game when adjacent to enemy's **KILL** unit. Allies **automatically WIN**.



**ERROR** Spoiler.

Causes a game error when adjacent to enemy's **KILL** unit. Enemies **automatically WIN**.