

Zero Order Instructions Manual

Invented and Produced by Mitch Advent Goh

Facebook: @official0o
Instagram: @zer0order
Website: mitchadvent.com/0o





















0.1 Disclaimer

All 3D Printed products are made by the Fused Deposition Modeling (FDM) method. This means that plastic is heated and layered upon itself to build the final part. As a result the resulting completed parts are not as strong as normal injection molded plastics.

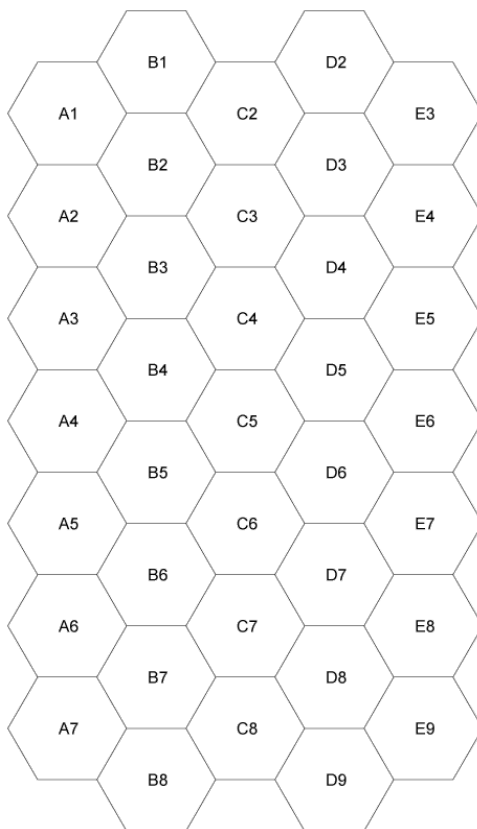
In addition, the point at which the plastic becomes pliable is a lot less than regular plastics. It is not recommended to use 3D Printed parts for use in confined spaces that are subject to high temperatures as the parts may distort. Examples include; inside a hot car, in direct sunlight for prolonged periods or any other area that can potentially exceed 65 Degrees Celsius (150 F). and above. We are not responsible for any damage as a result of high heat exposure.

3D Printed Parts are not like Injection Molded Parts. The surface will show extrusion rings, artifacts, blemishes and other signs of plastic extrusion. This will occur with any 3D Printed parts using the FDM method of printing as we do. Slanted and curved vertical (Z Axis) surfaces will show more extrusions, artifacts, blemishes and signs of plastic extrusion than flatter parts. This in no way deters from the parts functionality. All parts are inspected prior to shipment.

1.1 Quick Reference Guide

					
Patterned side of Token = Unit			Blank side of Token = Tile		
					
L1. Delete Shift	L1. Push Shift	L1. Toss Shift	L1. Twist Shift	L1. Freeze Hold	L1. Switch Support
					
L2. Split Shift	L2. File Hold	L2. Copy Support	L2. Mirror Support	L2. Import Spoiler	L2. Export Spoiler
					
L3. Group Hold	L3. Lock Support	L3. Hide Support	L3. Stack Support	L3. Glitch Spoiler	L3. Error Spoiler
<p>Ally: Units that are on Your Team.</p> <p>Opponent: Units that are on your Opponent's team.</p> <p>Team: Player's collection of 6 Units of which at least 3 are Shift Type.</p> <p>Selected Unit: Refers to the Unit upon which the current Function is taking place.</p> <p>Active State: When a Unit is NOT Immobilized, Deactivated or Defeated.</p> <p>Immobilized State: When a Unit's Movement is Immobilized by an Opponent's Action(s).</p> <p>Deactivated State: When a Unit has its Function deactivated by an Opponent's Action(s).</p> <p>Immunized State: When an Ally Unit is rendered Immune to any Opponent Action(s).</p> <p>Defeated State: When a Unit is taken Off-the-map/grid.</p>					

1.2 Grid Chart



Map: The entirety of the grids that are filled with Tiles.

Off-the-map: The available grids that is **NOT** filled with Tiles, including outside the board.

Off-the-grid: A hypothetical region that exist outside the game itself.

Center: The middle grid, **C5**, that exist as a fixed Tile.

Battle Line: The horizontal line drawn through grids **A4**, **C5** and **E6**.

Territory: The player's half of the grids before the Battle Line.

Mirrored position: The exact opposite grid across the Battle Line such as **B2** and **B7**.

Occupied Tile: Any Tile in the map that has a unit on it.

Available Tile: Any Tile in the map that does **NOT** have a unit on it.

2.1 Gameplay

2.1.1 Game Start Condition

Luck-of-the-draw	Randomly select 6 Units from the assortment of Tokens, Tile side facing up.
Best-team-wins	Select your best Team of 6 Units from the assortment of Tokens.
Capture-the-flag	Selected Team of 6 Units MUST include a Glitch Unit and a Delete Unit.
Kill-the-king	Selected Team of 6 Units MUST include an Error Unit and a Delete Unit.

2.1.2 Map Building

Of the remaining Tiles, White Team starts first by placing the **first** white Tile anywhere within the player's Territory. Grey Team will then place **2 grey Tiles** anywhere within the player's Territory. Following that, White Team will place **2 white tiles** anywhere within the player's Territory. This will repeat until **ALL** Tiles have been placed in the grids at which point the Map has been built. No Tiles can be placed in the grids along the **Battle Line** during Map building.

2.1.3 Unit Deployment

Of the chosen Units, White Team deploys first by placing the **first** Unit on any available white Tile. Grey Team will then deploy **2 grey Units** to any two available grey Tile. Following that, White team will deploy **2 white Units** to any two available white tiles. This will repeat until **ALL** Units have been deployed at which point the battle is ready to begin. No Unit can be deployed to the fixed center tile. No opposing Units can be adjacent to each other before the battle begins. Depending on the deployed position(s), **Support Unit(s)** Function may be in play before the battle begins.

2.1.4.1 Turn Sequence

Move	The first turn belongs to the White Team. A player's turn begins by moving an Active Ally Unit to any adjacent Available Tile. After which, the player can choose to take Action on a Selected adjacent Unit(s) , taking into consideration the angle-of-attack, or pass . Angle-of-attack refers to the axis along which the moved ally and selected adjacent Unit(s) are in line .
Action/ Combo	An Action is the application of the Unit's Function. In the scenario where the Selected Unit(s) lands adjacent to another Active Ally Unit(s) , the player can choose to apply the next Ally Unit's Function or end the turn. This combination of Actions may continue until the Selected Unit(s) is Defeated , player runs out of available Actions or player decides to end the turn.
Build	When a Selected Unit(s) is taken off-the-map , the player MUST add the Defeated Unit to an available grid of the player's choosing to modify the Map, after which the Opponent's turn begins. Defeated Unit(s) that are taken off-the-grid CANNOT be added to the Map.

2.1.4.2 Function Types

Shift	Enable the player to Shift an adjacent Unit(s).
Hold	Enable the player to Immobilize and/or Deactivate an adjacent Unit(s).
Support	Enable the player to carry out a specific Function(s).
Spoil	Give the player an unfair advantage/disadvantage.

2.1.5 Gameover Condition






Decimation	ALL Opponent Units have been Defeated .
Disarmament	ALL remaining Opponent Units have been Deactivated and/or Immobilized .
Glitched Out	Game immediately ENDS and Ally WINS .
404-ed	Game immediately ENDS and Opponent WINS .
Stalemate	All players can no longer Defeat or Immobilize each other

2.2 Tips Before Starting




1	You may wish to practice playing against an opponent with one level of Units for at least a day before attempting the next. Zero Order is more akin to a battle than a war so it is vital that you understand the dynamics between the Units you deploy. You can spend many hours doing practice runs with any combination of Ally Units against a dummy Unit to familiarize yourself with all the possible Combos.
2	The patterns are specifically designed to be mysterious modern hieroglyphics that are meant to throw off your opponent's ability to read the situation. You may wish to memorize units according to the listed identifiable traits and come up with your own method of memorization.
3	As the battle goes on, remembering which Functions, from which turns, are in or out of play becomes a challenge especially between experienced players who can utilize very complex Combo Actions. You may wish to note down on paper what is going on in case things start to get confusing.
4	It is important to keep in mind that the game has already begun from Step 1. Based on the agreed Game Start Condition, you and your Opponent are taken through a ritual that can be meticulously strategized for. Do take your time in creating your winning condition even before the battle begins.
5	Shift Functions are generally neutral, unless otherwise stated, and can be applied to either Opponent or Ally Units. Do keep this in mind when you are stuck in a bad situation.
6	No friendly-fire or suicide is allowed.

3.1 Unit Function In Detail




3.1.1 Shift Functions




Shift Functions shift selected units elsewhere.	
	<p>Takes ONE Selected adjacent Unit off-the-map. Unit CANNOT delete Ally Units.</p> <p>If Opponent unit is a Glitch Unit. The player WINS the game. If Opponent unit is an Error Unit. The Opponent WINS the game.</p>
L1. Delete	<i>The single solid diamond carried by the victorious "V" pattern.</i>
	<p>Pushes ONE Selected adjacent Unit along the axis to an Available Tile. Selected Opponent Unit can be pushed off-the-map if applicable. Selected Unit CANNOT be pushed pass other units that may be in the way. If other units are directly behind the Selected Unit, the Function CANNOT be applied.</p>
L1. Push	<i>The single solid trapezoid.</i>
	<p>Tosses ONE Selected adjacent Unit over the same axis to an Available Tile. Selected Opponent Unit can be tossed off-the-map if applicable. Selected Unit CANNOT be tossed pass other units that may be in the way.</p>
L1. Toss	<i>The single bent solid line wrapped over a mound round.</i>
	<p>Twists ONE Selected adjacent Unit around itself to an Available Tile. Selected Opponent Unit can be twisted off-the-map if applicable. Selected Unit CANNOT be twisted pass other units that may be in the way. If other Units are adjacent and in the way, the function CANNOT be applied</p>
L1. Twist	<i>The group of spiralling trapezoids around a central hexagon.</i>
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Splits Selected Units away from itself along the axis to an Available Tile. Selected Opponent Units can be split off-the-map if applicable. Selected Units CANNOT be split pass other units that may be in the way. If other Units are in the way, the Function CANNOT take place for that Selected Unit.</p>
L2. Split	<i>The single hollow diamond in between two arrows pointed away.</i>

3.1.2 Hold Functions





Hold Functions hold the position and/or formation of the selected units.	
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Frozen Units are at once Immobilized and Deactivated. Unit CANNOT freeze Ally Units. The Function CANNOT be applied when adjacent to an Opponent's Freeze Unit. Function stops when Freeze Unit is no longer adjacent.</p>
L1. Freeze	<i>The group of equilateral triangles.</i>
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Filed Units are at once Immobilized and Deactivated. Filed Units will form a vertical line by order of player's choosing Unit CANNOT file Ally Units. Unit's shape is defined by the file formation in following turns. If other Units are in the way, the Function CANNOT take place for that Selected Unit. Function stops when File Unit is no longer adjacent.</p>
L2. File	<i>The single straight line going through the middle.</i>
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Grouped Units are at once Immobilized and Deactivated. Unit CANNOT group Ally Units. Unit's shape is defined by the group formation in following turns. If other Units are in the way, the Function CANNOT take place for that Selected Unit. Function stops when Group Unit is no longer adjacent.</p>
L3. Group	<i>The group of hollow diamonds.</i>

3.1.3 Support Functions

Support Functions enable specialized Actions to take place.	
	Unit may switch position with ONE Unit of the player's choosing. Immobilized and/or deactivated Unit can still have their position switched. Unit CANNOT switch Opponent Units.
L1. Switch	<i>The single large serpentine "S" pattern.</i>
	Unit may copy the Function of ONE adjacent Unit. Immobilized and/or deactivated Unit can still have its Function copied. Unit CANNOT copy Opponent Units. Function stops when copied Unit is no longer adjacent.
L2. Copy	<i>The two solid diamonds separated by two equilateral triangles.</i>
	Unit may assign the mirror ability to ONE adjacent Unit. Enables the ability to jump to a mirrored position on the map. Unit CANNOT mirror Opponent Units. If target Tile is occupied by an Opponent Unit, that Opponent Unit is taken off-the-map. If target Tile is occupied by an Ally Unit, the Function CANNOT be applied.
L2. Mirror	<i>The two solid hexagons.</i>

Support Functions enable specialized Actions to take place.	
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Locked Units are at once Immobilized and Immunized. Unit CANNOT lock Opponent Units. Depending on deployment, Function may be in play before the battle begins. Function stops when the Lock Unit is no longer adjacent.</p>
L3. Lock	<i>The single solid diamond attached to a single bent solid line.</i>
	<p>Unit may hide ONE adjacent Unit by flipping it Tile side up. Hidden Unit is at once Deactivated and Immunized. Unit CANNOT hide Opponent Units. Units shape will be defined by the pair in following turns. Hidden Unit can move to adjacent positions but remain deactivated and immunized. Function stops when Hide Unit is no longer adjacent.</p>
L3. Hide	<i>The single solid hexagon surrounded by an outer hexagon.</i>
	<p>Unit must be on a grid between TWO or more adjacent units, where ALL are touching. Units will be stacked under the Unit in the order of the player's choosing. Unit can apply any ONE Function of the stacked Units during the player's turn. Unit CANNOT stack Opponent Units. Function CANNOT be in play before the battle begins Any number of Units can be unstacked to adjacent Available Tiles. Opponent's Function(s) apply to the entire stack.</p>
L3. Stack	<i>The group of solid straight lines of varying widths.</i>

3.1.4 Spoiler Functions

Spoiler Functions spoil the fun for you or your opponent.	
	Unit can import any adjacent Available Tile into the game. Import Unit will take the place of the Imported Tile. Unit CANNOT import a Tile that is Occupied by a Unit. Unit CANNOT import Opponent's Tiles.
L2. Import	<i>The single large equilateral triangle pointed towards the solid line.</i>
	Unit can export ANY NUMBER of adjacent Opponent Units off-the-grid. Export Unit will exit the game with the Exported Units. Unit CANNOT export Ally Units.
L2. Export	<i>The single large equilateral triangle pointed away from the solid line.</i>
	Unit MUST be adjacent to an Opponent's Delete Unit to Glitch Out the game. If Opponent does not have a Delete Unit, this Unit is worthless.
L3. Glitch	<i>The single solid hexagon sheared in half to resemble a "duck"</i>
	Unit MUST be adjacent to an Opponent's Delete Unit to render the game 404-ed. If Opponent does not have a Delete Unit, this Unit is worthless.
L3. Error	<i>The single large solid line cutting diagonally.</i>

4.1 Coordinate Chart

