

SAVE ANCIENT BOOKS FROM
FIERY DESTRUCTION IN
THIS PERILOUS & COMPETITIVE
ADVENTURE BOARD GAME!

Zenodotus

How to Play

Players: 2 - 6
Time: about 15 minutes
Equipment: game board, player powers
sheets, player pieces, pencils,
one six-sided die.

The GOAL of ZENODOTUS*:

A long-forgotten library is burning down! You must race other players to rescue the ancient texts before they are all destroyed in the fire.

PREPARATION:

*Print one of the four game boards.

*Print and cut out one player powers sheet for each player.

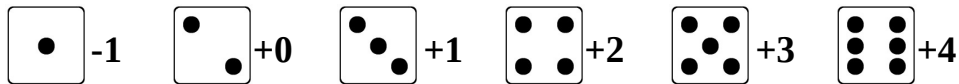
*Each player needs one distinct player piece. You can use small toys, flat beads, buttons, dried beans, etc.

*Each player should have a writing utensil and should decide a simple symbol that they will use to mark their texts (their initials, a geometric shape, etc). Alternatively, each player can use a different color and simply circle or cross out the texts. It's up to you!

*Get one six-sided die or three six-sided dice.

GAME PLAY:

At the beginning of the game each player gets 12 points that they must split among their six powers. Using each power costs four points so you need to have at least four points for that power to use it. You can add points to each power by landing on a square with that power and rolling the die. The points you receive equal the number on the die minus two. So beware! It is possible to lose points this way.



POWERS:

There are six powers:

DEFENSE, SPEED, TIME, LUCK, STEALTH & OPENING

STARTING POSITIONS:

Each player should choose a space to set their piece on as their starting position. Any space will do.

EACH TURN:

THE FIRE'S MOVE:

To start each player's turn, roll a die twice. If the first roll is odd, the second roll represents the column (horizontal) number. If the first roll is even, the second roll represents the row (vertical) number. Put a check in one of the boxes for that column or row. However, if the first roll and second roll match (are the same number), they cancel each other out and there is no advancement of the fire. Likewise, if there are no empty boxes for that column or row, the fire's move is cancelled. So if you roll a 2 and a 5, you will put a check in a box next to row number five. If you roll a 1 and a 4, you will put a check in a box above column number four. And if you roll a 2 and a 2, go immediately to the player's move.

THE PLAYER'S MOVE:

After the fire's move, the player rolls the die one more time. The player can then move that number of squares. Movement can be either vertical or horizontal but not diagonal and players cannot retrace their steps during one turn. Also, players must go around walls unless they use their OPENING power (see below).

CLAIMING TEXTS:

If a player lands on an unclaimed text (book or scroll), they can claim it. To do so, they should clearly mark the text with their player symbol.

POWER SQUARES:

If a player lands on a power square, they can roll a die to try to add points to that power as described above.

PLAYER POWERS:

DEFENSE protects you when you are in a row or column that gets burnt. It can also protect you from another player stealing your texts.

SPEED lets you double the number of your player's move roll.

TIME lets you take another turn. When you use TIME, you only roll for the player's move, not the fire's move.

LUCK lets you re-roll your die. The roll can be for the fire's move or the player's move.

STEALTH lets you steal a book or scroll from another player when their player piece is on the same or a neighbouring square. However, if the other player has enough DEFENSE points, they can block the theft. If you succeed in stealing their text, cross out their symbol and write in your own.

OPENING lets you go through walls for one turn. Simply ignore the walls when you count the steps in your move. If you combine OPENING with STEALTH, you can steal a text from a player on the other side of a wall.

USING POWERS:

You can use as many powers as you want to during your turn as long as each power you use has enough points. When you use a power you must subtract four points from that power's score.

You can print out the player powers sheets and write in the power points or use some small objects to keep track of the points as they change.

BURNING ROWS AND COLUMNS:

If all three boxes for a column or row are checked, that column or row gets burnt! Cross it out. Any texts that were claimed still belong to the player that claimed them. The other texts are all lost.

If a player is on a square when it gets burnt they have three options:

1. Use their DEFENSE power to protect themselves from the fire. They need at least four DEFENSE points to do this.
2. Lose a turn to recover from the damage.
3. Retire from the game.

If a player retires from the game, the other players all get one more turn to try to obtain more texts and then the game automatically ends.



NOTE: Instead of rolling one die three times, you can use three different dice and assign each die a purpose, one for row or column, one for the number, and one for the player's move. Then you can roll all three at the same time.

WINNING the GAME:



The game ends when all of the books and scrolls have been claimed or destroyed or after a player has retired from the game and the remaining players have all had a last turn.

The player with the most books and scrolls wins! If there is a tie, the player with the most remaining skill points breaks the tie to win. If there is still a tie, roll a die to add points to your skills until one player ends up with a higher score.

**Zenodotus was the name of the first librarian of the Great Library of Alexandria in ancient Egypt.*

PLAYER POWERS SHEETS

name:		
	DEFENSE	
	SPEED	
	TIME	
	LUCK	
	STEALTH	
	OPENING	

name:		
	DEFENSE	
	SPEED	
	TIME	
	LUCK	
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	OPENING	

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Zenodotus

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