

ZERO™ GAME INSTRUCTIONS

OBJECTIVE

To answer questions by giving the least popular answer and moving the fewest spaces on each turn.

SET UP

1. Each player selects a moving piece and places a matching "Z" sticker on both sides.
2. Players place their moving pieces on the "0" in the center of the game board. This is the START space.
3. Place the card deck question side up next to the game board.
4. Punch out the round tokens and distribute one (1) of each to each player:



(Steps 1 and 4 are only done the first time the game is played.)

POINTS

We created Zero by asking nearly 500 people to answer each of the questions in the game. The percentage points were created by tallying their responses. (Answers with "0" were given by less than 5% of respondents.)

LET'S PLAY ZERO

1. The youngest player (READER) takes a card from the deck and reads it aloud without looking at the back of the card.
2. The player to the left of the READER goes first by making a guess. The object is to guess the answer that has "0" points or the closest to 0 points. Once the question is answered, all other players answer in a clockwise fashion with the READER answering last. *(Once a player gives an answer, it is his/her final answer and can't be changed.)*
3. Once all answers have been announced, the READER turns over the card and reads the points for each answer.
4. As players hear their scores, they move their moving pieces one (1) circular space for every 10 points on the answer card. *(For example, a score of 50 results in moving 5 spaces and a score of 100 results in moving 10 spaces.)*
5. Incorrect Answers: Any answer not on the card or not reasonably close to answers on the card is an incorrect answer. A player giving an incorrect answer moves 10 spaces.
6. Multiple players may be on the same space at the same time.
7. After all players have answered and moved, the next player to the left becomes the new READER and the game continues with a new card being read.
8. Once a player completes the entire path, that player moves into the pink "Z" space.

THE Z

A player has only one chance to stay in the game once s/he reaches the Z space. As play continues, if a player on Z gives the lowest possible answer to a question, the player is back in the game. S/he places his/her moving piece 10 spaces back from the Z space and continues to play. Players may only do this once per game and are out of the game the second time that they reach the Z space.

TOKENS

A player can either give an answer or play a token on each turn. Tokens can only be played once and, with the exception of the **Me Too** token, must be played at the beginning of a player's turn, after the question is asked.

Skip It: This token allows a player to skip his/her turn.

Rewind It: When this token is played, the player answers the question and then moves backward the number of points won. If an incorrect answer is given, the player does not move backward any spaces. *(This is the only time, other than the Bonus Spaces, when a player will want to provide the most popular answer to a question.)*

Me Too: Playing this token allows a player to copy another player's answer by identifying the player whose answer s/he will copy. This token must be played before any players give their answers.

Note: When a player plays a **Skip It** after being identified to be copied with a **Me Too** token, both players skip their turns.

BONUS SPACES

When any player lands on a Bonus Space at the end of moving, a Bonus Round is played in which only the player on the Bonus Space is asked a question. The points earned allow the player to move in reverse, back toward the "0" space. *(No tokens can be played when answering a Bonus question. When multiple players land on a Bonus Space at one time, each player receives his/her own Bonus question.)*

WINNER

When all players but one are in the Z space, the player remaining on the game track is the winner.

