

Standard 0-ZONE Rules

(These are the standard 0-ZONE rules. If you have one of the special editions, see the rule sheet that came with the game for additional rules for that particular version.)

Objective: Toss dice toward the targets to score the most points. First team to 100 points wins!

Components

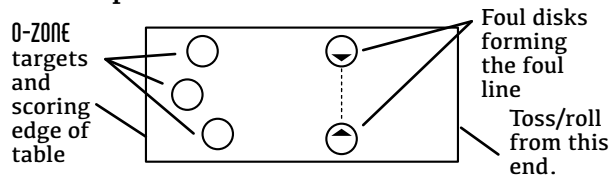
3 0-ZONE targets (2 targets with die+3 and one target with die+6), 2 Foul disks, 2 sets of 5 dice, string for measuring and securing the box, rules

Setup

The game is played by 2 players or teams. Teams can have a different number of players. The term “Team” will be used in these rules for simplicity.

Each team takes the five dice of one color. You’ll need a paper and pencil to keep score.

Place the three 0-ZONE targets at one end of a table in any arrangement you like. Place the Foul disks between the middle of the table and the end opposite the targets, so the arrows form an imaginary line across the playing area. Here’s an example:



One player from each team rolls one die, re-rolling ties. The team with the highest roll takes the first turn. Players on each team must determine their turn order, which they’ll use throughout the game.

Gameplay Overview

Teams alternate turns. On each turn, one player tosses a die toward the targets. After both teams have tossed all five dice, the round ends and players score the dice. Rounds continue until a team has at least 100 points.

Taking Turns

When you’re the active player, stand at the end of the table opposite the targets. Toss or roll the die toward the targets in any manner as long as it comes in contact with the table before crossing the foul line. The die must roll after it hits the table. No fair just sliding it all the way! If the tossed die doesn’t meet this criteria, the toss is a foul. Remove the die from the table. If a **fouled** die disrupts the position/value of one or more dice, record a -4 point penalty per disrupted die from the score of the team that fouled.

The goal for each toss is to get your die on or near the 0-ZONE targets, near the far edge of the table.

The number rolled on the die is referred to as its value, which can affect scoring. The value and position of a die may be changed by any dice that strike it later.

If a die falls off the table, remove it from play. Falling off the table (while other rules are followed) is not a foul.

When a die stops on an 0-ZONE target disk, even partially, remove the die from the target and place it near the score sheet. It will be worth 10 points for that team!

After a player has tossed one die, a player on the opposite team will take their turn. Players continue taking turns until all dice have been tossed. At that time, the round ends.

Scoring the Round

Record total scores for both teams in this order:

- **0-ZONE BONUS** - Teams score 10 points for each die that was set aside for landing on a target.
- **0-WOW BONUS** - The die closest to the scoring edge of the table earns **DOUBLE** its value in points for the team that tossed it.
- **0-K BONUS** - The die closest to each 0-ZONE target scores points for the team that tossed equal to **the value of the die plus the value on the target** (either 3 or 6 extra points).

If it's hard to tell which die is closest to a target, measure from the mark in the center of the disk to the center of the dice in question with string. If teams agree they are the same distance (or too close to call), the points go to the team whose die in question has the highest value. In case of equal die highest values, ignore the 0-K Bonus for that target.

Note: The same die can score more than one bonus by being closest to multiple targets and/or the table edge.

If neither team has won by having a higher score over 100 points at this time, play another round. The team with the most points so far tosses first. If tied, roll for first turn, as you did at the start of the game.

Scoring Example

First, if any dice landed on the targets, those would earn 10 points each for the team that tossed them. For this example, let's assume Black had one die stop on a target. Considering the dice on the table...

A - White gets 8 points (double the 4) for the die closest to the edge of the table.

B - Black gets 6 points (the 3 on the die plus the 3 on the 0-ZONE target) for being closest to that target.

C - White gets 8 points (the 2 on the die plus the 6 on the 0-ZONE target) for being closest to that target.

D - Black gets 7 points (the 4 on the die plus the 3 on the 0-ZONE target) for being closest to that target.

So White scored 16 points total. Black scored 23.

See MikePettyGames.com for the 0-ZONE FAQ.

Game Design & Graphics: Mike Petty

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