

ZERO POINT ONE

Zero Point One is a two-player board game played on a board with sixty four squares arranged in an eight by eight grid.

To begin, the player with the red pieces freely deploys all his/her pieces on the two rows marked as red. The player with the blue pieces then places all his/her pieces on the two rows marked as blue. A square may contain no more than one piece.

After deployment, the player with the red pieces makes the first move. After the initial move, the players alternately move one piece at a time. Pieces are moved to either a vacant square or to a square occupied by an opposing piece. The opposing piece is thus captured and removed from the board.

With the exception of 0·1 pieces, captured pieces may re-enter the game on the side of the capturing player. In lieu of a regular move, a player may place a captured piece on any vacant square. Pieces which may be re-entered have both a red side and a blue side to indicate changes in ownership. Unlike the other pieces, The 0·1 does not change ownership and therefore each 0·1 piece has only one side.

The object of the game is to capture the opposing 0·1 piece.

THE PIECES:

The pieces are named after the co-ordinates by which they move. There are thirty two pieces in total. Each side begins with sixteen.

The 2·2 moves exactly two squares diagonally. It may leap over intervening pieces. There are sixteen in total. Each side begins the game with eight.

MOVEMENT DIAGRAM							
*				*			
		2·2					
*				*			

The 0·2 moves exactly two squares horizontally or vertically. It may leap over intervening pieces. There are eight in total. Each side begins the game with four.

	MOVEMENT DIAGRAM		
	*		
*	0·2	*	
		*	

The 1·1 moves one square diagonally. There are four in total. Each side begins the game with two.

	MOVEMENT DIAGRAM		
	*	*	
	1·1		
*		*	

The 1·2 moves to the opposite corner of a two by three rectangle. It may leap over intervening pieces. There are two in total. Each side begins the game with one.

	MOVEMENT DIAGRAM		
	*	*	
*			*
	1·2		
*			*
	*	*	

The 0·1 moves one square horizontally or vertically. There is one 0·1 piece per side.

	MOVEMENT DIAGRAM				
		*			
*	0·1	*			
		*			

THE BOARD:

The board has two rows marked red and two rows marked blue. These colors indicate the starting position of both sides. Each square contains a number from 1 to 8. These numbers have no effect on play but serve as a visual aid so players may easily envision the squares to which certain pieces may have access.

4	74	700	83	34	74	700	83	3
5	52	218	38	59	52	218	38	36
5	25	12	47	60	25	12	47	67
8	38	16	49	52	38	16	49	72
4	19	60	25	12	19	60	25	23
5	52	218	38	59	52	218	38	36
5	25	12	47	60	25	12	47	67
8	38	16	49	52	38	16	49	72
1	6-	56	25	12	6-	56	25	2

Concept & design by James D. Wickson