

# ZEN

Rules

**Zen** is a single-player extension of the *One Minute Game* and you need a complete copy in order to play it. You can purchase your own copy at the board game shop of your trust or on [www.oneminutegame.de](http://www.oneminutegame.de)

For different rule variants, rules in other languages as well as other games and news feel invited to take a look at our homepage.  
[www.dionysosgames.de](http://www.dionysosgames.de)

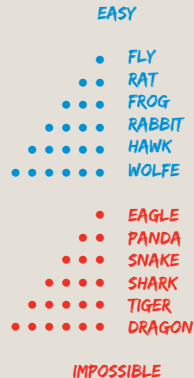
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**ZEN** is a single-player extension of the *One Minute Game*. The player chooses a Zen form from the leaflets and then tries to build that form using the cards. Zen is all about calmness and concentration.

**PREPARATIONS** — Find a large free area on a table or floor to play. Separate the white from the black cards, shuffle them individually and place them as two drawing piles face down in front of you. Take the leaflet and choose a Zen form. If you chose a form that consists of black or white cards only, put the drawing pile with the other card colour aside.

The forms come in different difficulties. For your first game of Zen we recommend selecting an easy form.



DIFFICULTY LEVELS

**THE GAME** — Take the top card of any drawing pile, turn it face up and place it anywhere on the table. This is your starting point. All following cards have to be placed next to cards on the table.

From now on the game is played in rounds. Each round you draw the top three cards of either the black or white drawing pile as your hand. If there are less than three cards on a pile, just take the remaining cards.

You can place the cards from your hand in any order you want while respecting the placing rules. There is no obligation to place a card, even if it fits.

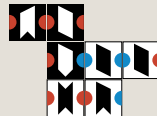
Each colour has its own discard pile. When you are done with your hand, throw the remaining cards face up on the matching discard pile in any order you want. If a drawing pile of any colour is empty for the first time, flip it entirely and use it again as the drawing pile of that colour. That discard pile may not be reused a second time.

**PLACING RULES** — All cards are placed so that the coloured semicircles face left and right.

Forms and colours of a card have to match with adjacent cards. This means the semicircles combine to full circles of the same colour and the forms on the top and bottom fit like a puzzle: diagonal to identical diagonal, tip to notch and vice versa.

From the second card on, cards have to be placed next (edge to edge) to at least one card on the table, regardless of colour.

A black square in a Zen form represents a placeholder for a black card, a white square a placeholder for a white card. The cards on the table must at any time match a part of the chosen Zen form in shape and colour.



*Example of matching cards connected to each other*

**END OF GAME** — When the cards on the table completely match the chosen Zen form in shape and colour, you instantly win the game.

If you ran through each drawing pile for the second time without completing the Zen form, you loose.

## EXAMPLE ROUND OF ZEN

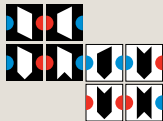
The player chose the Panda Zen form and put a first black card onto the table. That card can still represent any black placeholder within the form.



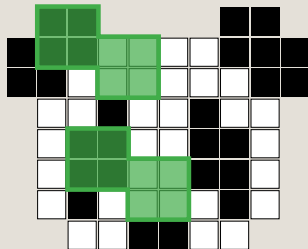
Discard and drawing piles



After a while there are eight cards on the table building a formation...



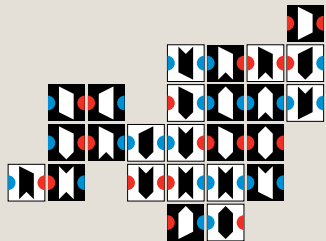
...that is found at two places within the Panda form and can still represent either.



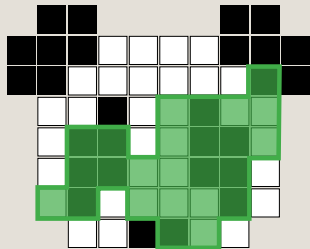
**NOT**  
THINKING ABOUT ANYTHING IS ZEN.  
ONCE YOU KNOW THIS, WALKING,  
SITTING, OR LYING DOWN, EVERYTHING  
YOU DO IS ZEN.

Bodhidharma, 5th century A.D.

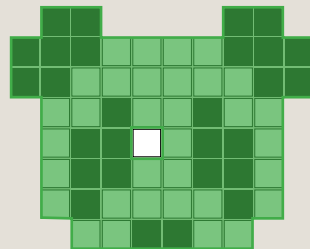
*A lot more cards are out now...*



*...leaving only one part of the Panda as a valid subset.*



*The Panda form is short one card to complete. As the player has already used each pile twice, the game is lost.*



*Both discard piles have already been turned over to be reused as drawing piles.*

