

ZONK Playtest Rules V2

Setup

1. Place the **Prototype Paper** in front of you.
2. Place **six D6 dice** next to the Prototype Paper.
3. Keep **extra dice** in a separate pile out of play.
4. Shuffle all cards into a **single deck**, then place them face-down to the side.

Objective

- Play through **three rounds** and meet the **Quota** each round to win.

Key Terms

- **Cast** – Roll the dice.
- **Recast** – Reroll the dice.
- **Hot Cast** – When all six dice have been scored in a turn. Recast all six pocketed dice.
 - Only works within the whole turn, not across multiple turns.
- **Scoring Dice** – Any dice that are part of a **Scoring Combo**.
- **Pocket** – Dice that have been set aside for potential scoring. **These points are temporary until Cached.**
- **Cache** – **Banked points** stored at the end of a turn.
- **Quota** – The required point total to complete a round.
- **Turn** – Ends when you either **Cache** your pocketed dice or get **Zonked**.
- **3 Turns = 1 Round**
- **Run** – A full game session where the player either wins or loses.
- **Zonked** – when a cast results in no **Scoring Dice**. Your turn immediately ends, and you lose any uncached points.

(A visual explanation chart is provided at the bottom.)

Rules

- **Round 1 Quota:** 1,000 points
- **Round 2 Quota:** 2,000 points
- **Round 3 Quota:** 3,000 points

Scoring & Pocketing

- You can **Pocket multiple Scoring Combos** in a turn.
 - **Example:** If you cast **1, 1, 3, 6, 5, 5**, you can:
 - Pocket both **1s (200 points)**
 - Pocket both **5s (100 points)**
 - **Exception:** Three **1s** are worth **1,000 points** instead of 300.
- If you cast no **Scoring Combos**, you have **Zonked**—your turn ends, and you lose all **unbanked** points.
- **Points can be Cached at the end of each Cast**, as long as at least one Scoring Combo was scored.
- **Scoring Combos** are **exclusive** to their Pocket. Dice scored in one Pocket will not add to the combo in another Pocket.
- To advance to the next round, you **must meet the Quota** by the end of three turns.

Drawing Cards

- At the end of each turn, **draw two cards**.
- There are **two types of cards**, each played differently:
 - **Modifier Cards** → Played immediately and remain in effect for the rest of the game.
 - **Item Cards** → Can be **held** and played at any time as specified on the card. Once played, they are turned upside down, and can no longer be used.

Turn Procedures

1. **Cast** all six dice onto the paper.
2. **Pocket** any **Scoring Combos** of your choice (**minimum of one required**).
3. Place them in the correct **Pocket columns** (e.g. cast 1 in slot 1, cast 2 in slot 2, etc.).
4. If no **Scoring Dice** appear, you have **Zonked** (Turn ends, no points, dice removed from Pocket).
5. **Choose:**
 - **Recast** remaining dice and repeat steps 1-3.
 - **Cache** your Pocketed **Scoring Dice**, converting them into points and ending your turn.
6. If all six dice are **Pocketed**, you can either:
 - **Recast all six dice (Hot Cast)** to continue earning points.
 - **Cache** your points and end your turn.

Scoring Combos

- **Single 1:** 100 points. → 1
- **Single 5:** 50 points. → 5
- **Three 1s:** 1000 points. → 1, 1, 1

- **Three of a kind:** Multiply the number on the dice of the Three of a Kind, by 100. → Any three dice that are the same, ex: 2, 2, 2 = 200
- **Four of a kind:** Multiply by 200. → Any four dice that are the same
- **Five of a kind:** Multiply by 400. → Any five dice that are the same
- **Six of a kind:** Multiply by 600. → Any six dice that are the same
- **Three pairs:** 750 points. → Any three pairs, ex: 1, 1, 3, 3, 4, 4
- **Rainbow:** 2,500 points. → 1, 2, 3, 4, 5, 6
- **Zonked:** If you don't get any Scoring Combos, you lose all your points for the turn, and the turn ends.

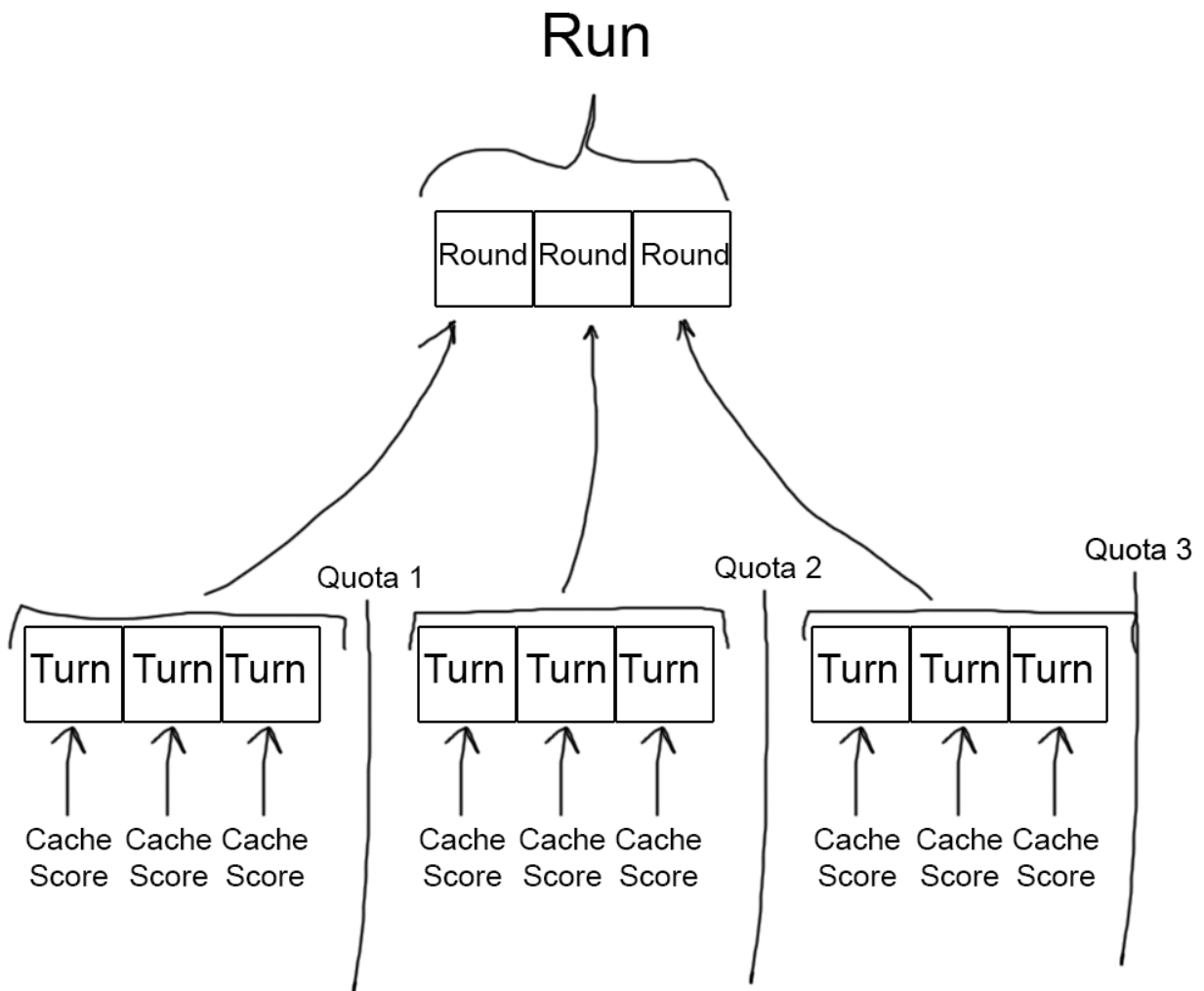
Modifier Cards (*Permanent Effects*)

- **Magic Aura** → Add **one additional D6** to each cast.
- **Potion of Shrinking** → Replace one **D6** with a **D4**.
- **Serpent's Stare** → Two **1s** can be scored for **500 points** instead of 200.
- **Final Chance** → If only **one die remains** (as in, all others are pocketed), it can be **casted twice**.
- **Hot Hot Hot!** → If you get a **Hot Cast**, temporarily add an **extra D6** until the end of the round.
 - If you achieve **another Hot Cast**, you still score normally, but no additional dice are added.

Item Cards (*Single-Use Effects*)

- **Time Warp Tonic** → A single die may be placed into a **previous Pocket** (on the same turn) if it contributes to a Scoring Combo.
 - **Example:** If you cast a **4** after already scoring **three 4s**, you can use this card to add the new **4** and make a **four-of-a-kind**.
- **Chaos Swap** → Select any one die in play and flip its value to the opposite side (e.g., a 1 becomes a 6, a 2 becomes a 5, etc.).
- **Dictate Fate** → Recast **one die**.
- **Dimensional Rift** → A single **even-numbered die** can be split into two (e.g., a **6** becomes two **3s**).
 - An additional **temporary D6** is added to compensate but is removed at the end of the turn.
- **Shadow Wizard's Money** → **Double** the score in a **single Pocket**.

Game Run Chart



Final Step

When finished playing, **scan the QR code below** and complete the Google Form.

