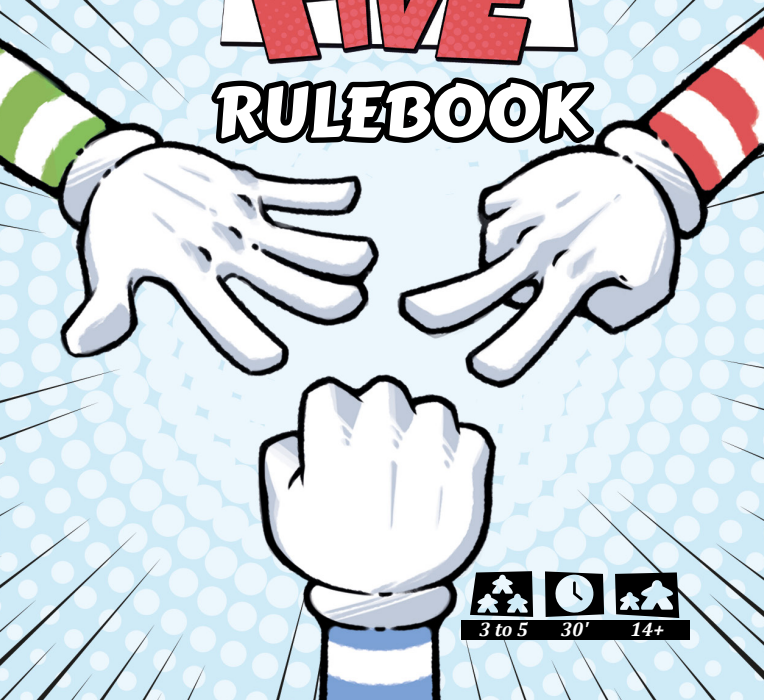


Enyo Saldanha
Eurico Cunha

ZERO TWO FIVE

RULEBOOK



3 to 5



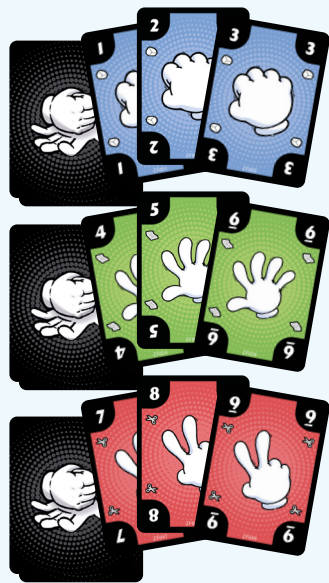
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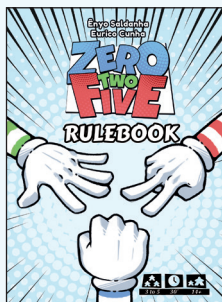
14+

Rock beats Scissors, Scissors beat Paper and Paper beats Rock. But in the end, be prepared for surprises, as only the right number of wins matters.

Components



60 cards in three suits
(1-20 in each suit)



1 Rulebook



30 score tokens
(10 of each, values 0, 2 and 5)

Objective and Overview

Zero Two Five is a card game in which your objective is to win 0, 2 or 5 tricks (the numbers represented by Rock, Scissors and Paper respectively). The first player to get three score tokens or the player who gets the most points is the winner!

Game Preparation

Depending on the number of players, use the following number of cards:

- 3 players: 1-12 of each suit (36 cards)
- 4 players: 1-16 of each suit (48 cards)
- 5 players: 1-20 of each suit (all 60 cards)

Leave unused cards in the game box.

- 1 Shuffle the cards and deal 12 cards per player.
- 2 Place the score tokens, separated by value, in a reserve within reach of the players.
- 3 The starting player is the one with Rock card 1.



Rounds

A round of **Zero Two Five** consists of multiple **tricks**, in which the group members play cards from their hands and check which card wins. The round ends when all cards in their hands have been played.

Tricks

Starting with the first player, clockwise, everyone will play a **single** card on the table. The first player can choose any card they want. **All** the other ones must play a card **of the same suit** as that card. If a player does not have a card of the same suit to follow, they can play any other card. When everyone has played a card, check who won the trick.

Example 1:

Case 1:



Ivy must play Scissors card 6.

Case 2:



Ivy can play any card.

Joe is the first player and plays Scissors card 7. It is Ivy's turn. If she has one or more Scissors cards, she must play one of them. Otherwise, she can play any other card.

Checking the winner of the trick

To check the winner of the trick, first look at the suits of the cards on the table:

All cards are of the same suit:

In this case, whoever played the highest card is the winner.

Example 2:

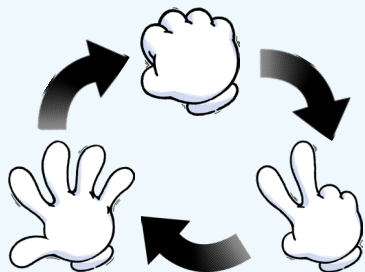


Joe plays Scissors card 7, Ivy plays Scissors card 2, Ben plays Scissors card 9 and Anna plays Scissors card 3. Since all the cards are of the same suit (Scissors), Ben is the winner for having played the highest card (9).

Two suits are on the table:

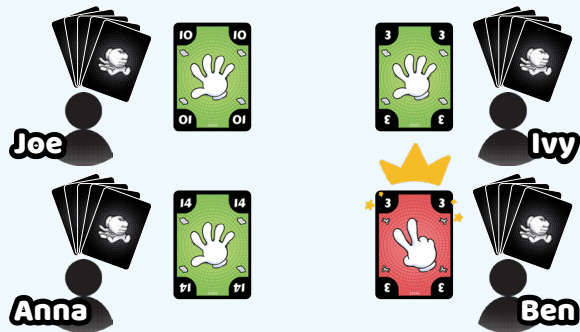
In this case, the player with the highest card number of the strongest suit wins. Each suit is stronger than the other, in the following circular hierarchy:

- Rock beats Scissors;
- Scissors beat Paper;
- Paper beats Rock.



Keep in mind that Rock breaks Scissors, Scissors cut Paper, and Paper wraps Rock.

Example 3:



Joe plays Paper card 10, Ivy plays Paper card 3. Ben does not have any Paper cards, so he plays Scissors card 3. Anna plays Paper card 14. Since there are two suits on the table (Scissors and Paper), the players first look at the strongest suit. In this case, Scissors beats Paper. Since Ben played the only Scissors card on the table, he is the winner of the trick.

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Example 4:



Joe plays Rock card 8 and Ivy plays Rock card 2. Ben does not have any Rock cards, so he plays Paper card 7. Anna does not have any Rock cards either, so she plays Paper card 8. Since there are two suits on the table (Rock and Paper), the players first look at the strongest suit. In this case, Paper beats Rock. Since Anna played the highest Paper card on the table (8), she wins the trick.

- **The three suits are on the table:**

In this case, the trick is considered a draw and no players win. The cards played are discarded.



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Example 5:



Joe plays Scissors card 2. Ivy does not have any Scissors cards, so she plays Rock card 12. Ben does not have any Scissors cards either, so he plays Paper card 3. Anna plays Scissors card 12. Since all three suits are on the table, the cards played are discarded and there is no winner of the trick.

• Winning a trick:

If there is a winner of the trick, they take all the cards played and place them in a pile, in front of them, face down.

Keep the piles separate so all players can see how many tricks each player has won. The winner of one trick starts the next.

Important: If all three suits are played in the trick, the next one is started by the one who first played a card of the third suit and caused the tie.

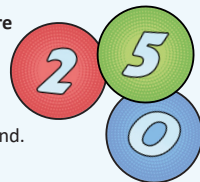
In Example 5, Ben played a Paper card, so all three suits are on the table. He will start the next trick, regardless of the card played by Anna.

The round ends when all players have played all their cards.

Score

Once the round is over, each player must check how many tricks they have won – 0, 2 or 5 – and take the corresponding score token. If any of the players has won any other number of tricks, they do not receive a token.

Important: More than one player can receive a score token at the end of the round, even if they are of the same value



Check if any of the End of the Game conditions has been achieved. Otherwise, prepare the next round. Shuffle the cards and deal 12 to each player.

End of the Game

The game ends if one of the following conditions is met:

- A player has 3 score tokens, so they are the winner!
- Five rounds were played. In this case, the player with the most score tokens is the winner!

If there is a tie in the number of tokens received, **add the values** of the score tokens of each player. Whoever has the highest sum is the winner! If the tie persists, the players share the victory (or decide by playing Rock, Paper, Scissors).

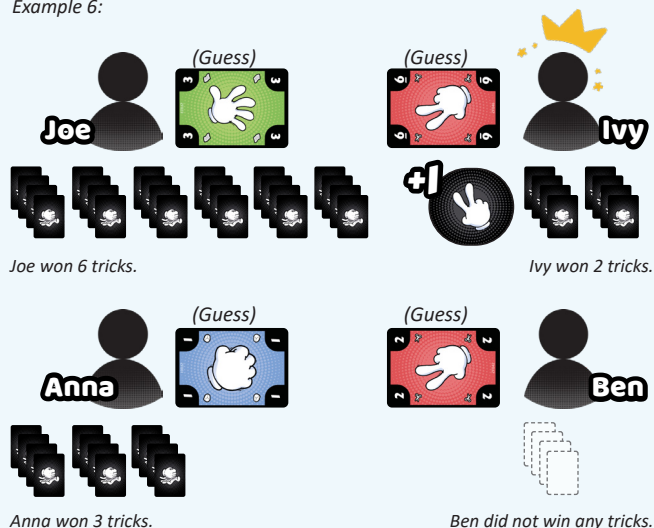
Advanced Game Mode

Follow the same rules as the basic game, with the following differences:

- At any point during the round, **before** playing their card in a trick, each player **must play a card face up in front of them**. This card represents the **guess** related to how many tricks a player thinks they will win, depending on the suit of the card played:
 - 0 tricks if it is a Rock card;
 - 2 tricks if it is a Scissors card;
 - 5 tricks if it is a Paper card.
- This card will not be used in a trick, that is, the rounds have one less trick than the conventional game mode.
- In the **Score** phase, players only take the corresponding score token if they have won the **exact** number of tricks according to their guesses.



Example 6:



During the round, Joe played a Paper card, Ivy played a Scissors card, Ben also played a Scissors card and Anna played a Rock card, like their **guesses**. At the end of the round:

- Joe won 6 tricks. Since his guess was Paper (5), he does not receive a score token;
- Ivy won 2 tricks. Since her guess was Scissors (2), she receives the corresponding score token (2);
- Ben did not win any tricks. Since his guess was Scissors (2), he does not receive a score token;
- Anna won 3 tricks. Since her guess was Rock (0), she does not receive a score token.

GAME TITLE: ZERO TWO FIVE

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