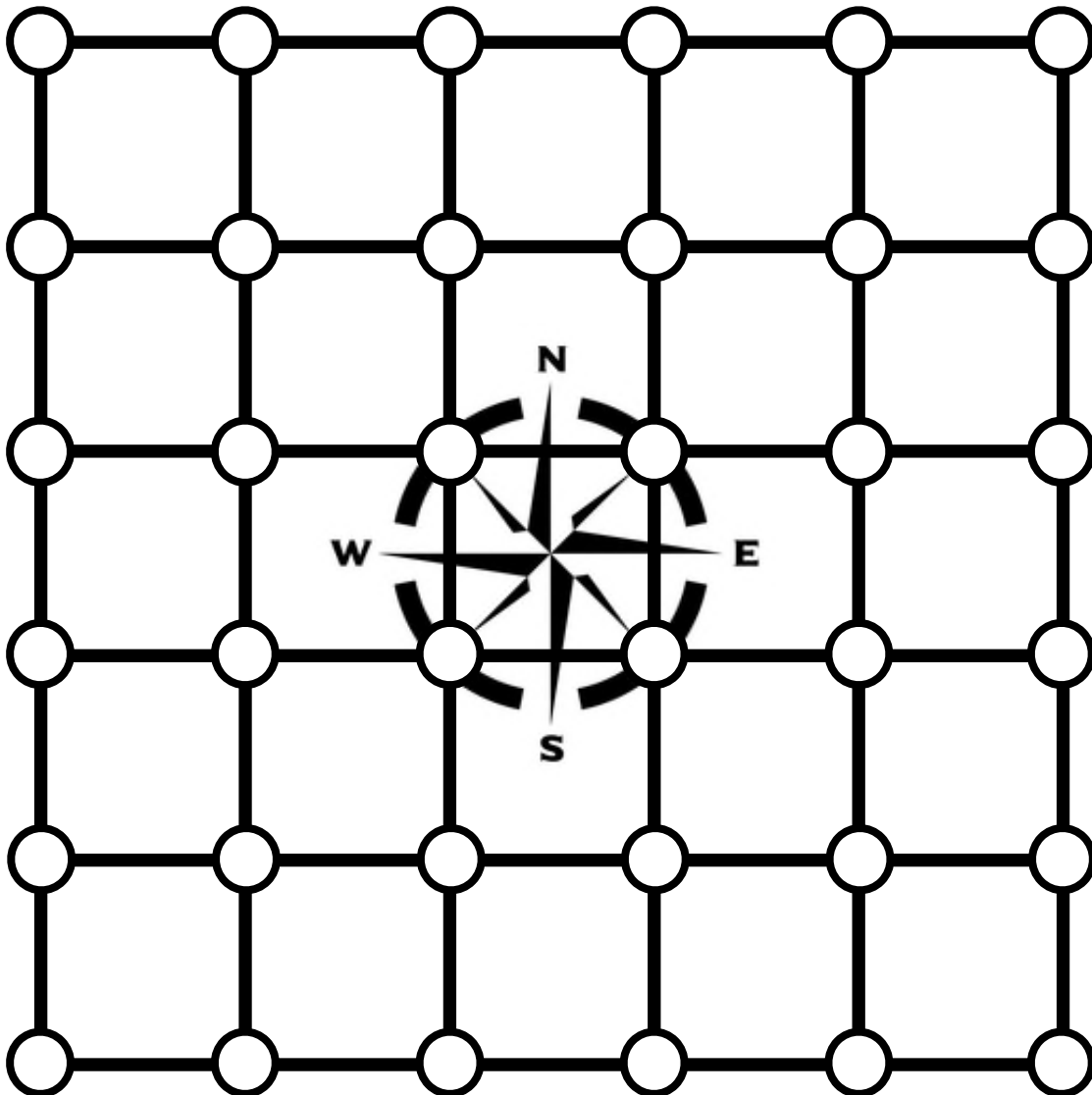


ZEPHYRNOT

FEUD OF THE WINDS

- Players get 1 6-sided die each and share a pool of 31 stones. 1 player secretly sets their die to a random number. The other player sets their die to 1 or 2, guessing odd or even respectively. If the guess is correct (meaning the concealed die is correspondingly odd or even), the guesser plays Zephyrus (from the west). If the guess is incorrect, the guesser plays Notus (from the south).
- Each round, players simultaneously and secretly set their dice to declare the rank or file (row or column) they want the next stone to be placed on. Zephyrus chooses the file (1 being furthest west, and 6 being furthest east), and Notus chooses the rank (1 being furthest south, and 6 being furthest north). Players reveal their dice simultaneously. Zephyrus places the first declared stone. Players alternate placing stones thereafter.
- If players declare an occupied point, the player placing the stone must change their die to declare an empty point instead (their opponent's declared die remains the same).
- Each player is trying to connect their edge of the board to its opposite edge with an unbroken path of orthogonally adjacent stones (west to east or south to north). The first player to do so wins. The path does not need to be a straight line. If a path is made between all 4 sides on the same turn, the player who placed the final stone wins.



THE ANEMOI: ZEPHYRUS AND NOTUS

In Greek mythology, the sibling gods the Anemoi personify the winds of the cardinal directions. They bring the changing of the weather and seasons and control many aspects of daily life.

Zephyrus, the beneficial god of the west wind, brings gentle rains and warm breezes, heralding spring and the blooming of the land.

Notus, the tempestuous god of the south wind, brings thick mists and summer storms, concealing thieves and destroying crops.

Their brothers Boreas and Eurus are the north winter wind and the unlucky east wind, respectively.

In ZEPHYRNOT, players take the rolls of Zephyrus and Notus, vying for control of the prevailing winds of Greece. But while you may have power over the winds from your compass point, take care: your opponent's hidden gusts will directly affect your every move. Will you be able to predict the wind?

PRONUNCIATION

- Zephyrnot [**zef**-er-noht]
- Anemoi [**an**-em-oy]
- Zephyrus [**zef**-er-uh s]
- Notus [**noh**-tuh s]
- Boreas [**bawr**-ee-uh s]
- Eurus [**yoor**-uh s]