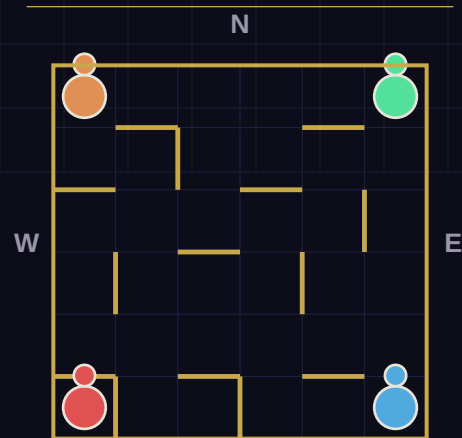


OON

A MAZE PURSUIT GAME FOR 2–4 PLAYERS



Roll. Draw. Navigate. Survive.

12x12 MAZE BOARD

DIRECTION DECK

SIX-SIDED DIE

4 TOKENS

COMPONENTS & SETUP

COMPONENTS

■ GAME BOARD

12×12 grid with maze walls.
One cardinal direction
labeled on each edge.

■ DIRECTION DECK

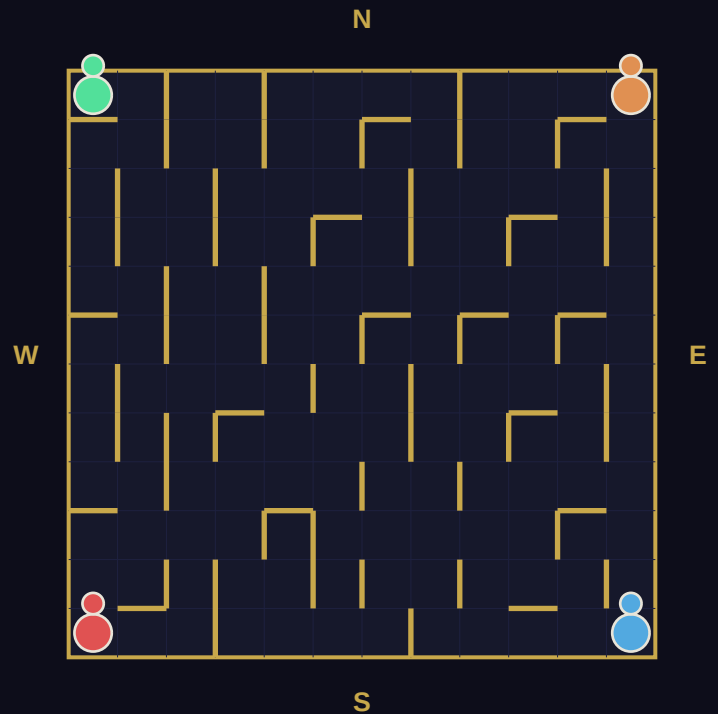
Cards: North, South, East,
West (equal amounts) +
3 'X' No-Direction cards.

■ SIX-SIDED DIE

Standard d6.
Determines movement
distance each turn.

■ 4 PLAYER TOKENS

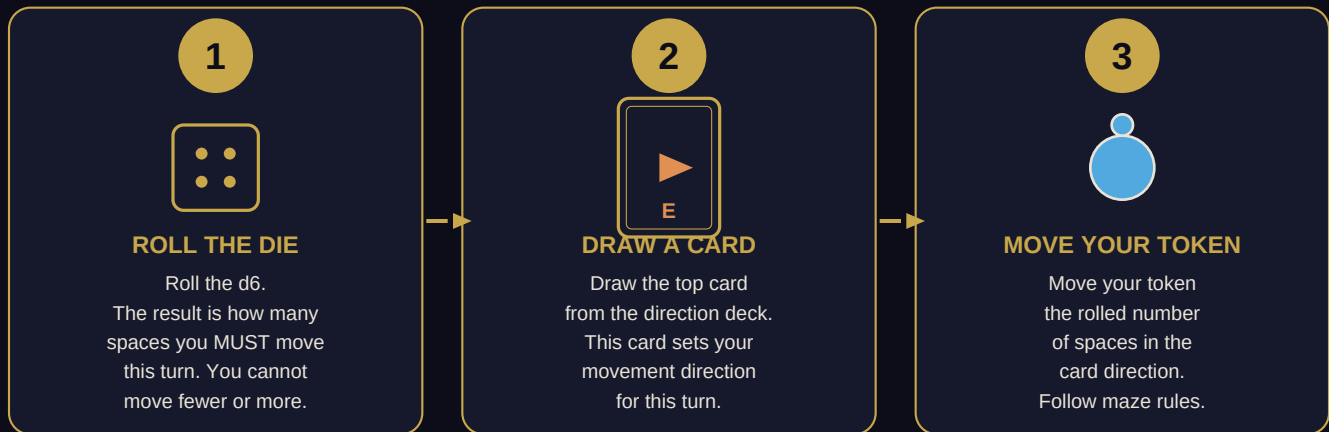
Colored pieces with
a 'head' indicating
facing direction.



STARTING SETUP:

Each player places their token in a corner. The token's 'head' faces inward toward the maze.
Shuffle the direction deck. Youngest player goes first. Play proceeds clockwise.

HOW TO PLAY — TURN STRUCTURE



THE DIRECTION DECK



✗ NO DIRECTION CARD:

When drawn, the player does NOT move this turn. Their token stays in place.

■ DECK RESHUFFLE

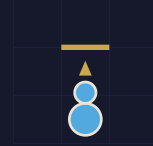
When the last card is drawn, immediately reshuffle ALL cards and continue play. The game does not end until one player remains.

MOVEMENT RULES

MOVE FORWARD FIRST

When you draw a direction card, you move that many spaces in the indicated direction. If the maze wall blocks a turn, you must continue moving forward until you CAN make that turn, then turn and continue.

A



TURNING IN THE MAZE

You may only turn in a direction if the maze path allows it — i.e., there is no wall blocking that turn. You cannot skip over walls. Turns are taken as soon as the path allows.

B



REVERSING DIRECTION

You may ONLY turn completely around (180°) when you draw a card that is the OPPOSITE of your current facing direction.

Example: Facing North → draw SOUTH card = you may reverse.

C



CAPTURING (KILLING) A PLAYER

If your token lands on or passes through a space occupied by another player's token during your turn, that player is eliminated.

Their token is removed from the board permanently.

D



VICTORY & THE APOCRYPHA



LAST PLAYER STANDING WINS

The game continues — reshuffling the deck as needed — until only one player's token remains on the board.
That player is declared the winner of Oon.

If only 2 players remain and each draws an X card simultaneously, play continues until someone moves.

❖ APOCRYPHA ❖

Oon encourages craftsmanship. The following materials and themes are honoured traditions of the game.



THE ELEMENTS

Fire, water, earth, and air.
Tokens as elemental spirits.
Board in carved stone or cast metal.



HIGH FANTASY

Heroes, dragons, ancient runes.
Board as a dungeon map.
Tokens as adventurer minis.



NATURE SPIRITS

Carved wood board with inlaid paths.
Tokens of river stone.
Deck illustrated with flora.



MINIMALIST

Clean lines, stark contrast.
Black and white marble.
Numbured tokens, no decoration.



HISTORICAL

Motifs from any era or culture.
Egyptian, Celtic, East Asian, Norse.
Period-accurate craft materials.



PRECIOUS CRAFT

Marble, hardwood, crystal, gold.
Hand-engraved maze boards.
Tokens of precious metal or stone.

OON — QUICK REFERENCE



MOVEMENT RULES AT A GLANCE

- Move the exact number rolled — no more, no less.
- Face the card direction. Turn when path allows; otherwise move forward.
- You can only reverse (180°) by drawing the OPPOSITE direction card.
- Passing through or landing on a rival eliminates them.
- X card = no movement this turn.
- Deck exhausted? Reshuffle and continue. No end until one remains.

CARD REFERENCE



WIN CONDITION: Last player with a token on the board wins.