

### The City Of Zee Welcomes You!

You are one of six Z-Bots, who control Zee Cities' Nuclear Reactor. When not working, Z Bots play a fun game on the Reactors' conveyor belts, by taking turns running them to bump the other Z Bots off the conveyors' for points. What Fun!!! 

Zee is for 1-6 players or 2-3 teams, age 13+. You get 30 Controls cards, 27 Belt cards, 6 Z-Bot cards, 1 Start card & 6 Zeeple (*pawns*).



Contains Small Pieces. Keep away from small children!

#### Quick Reference

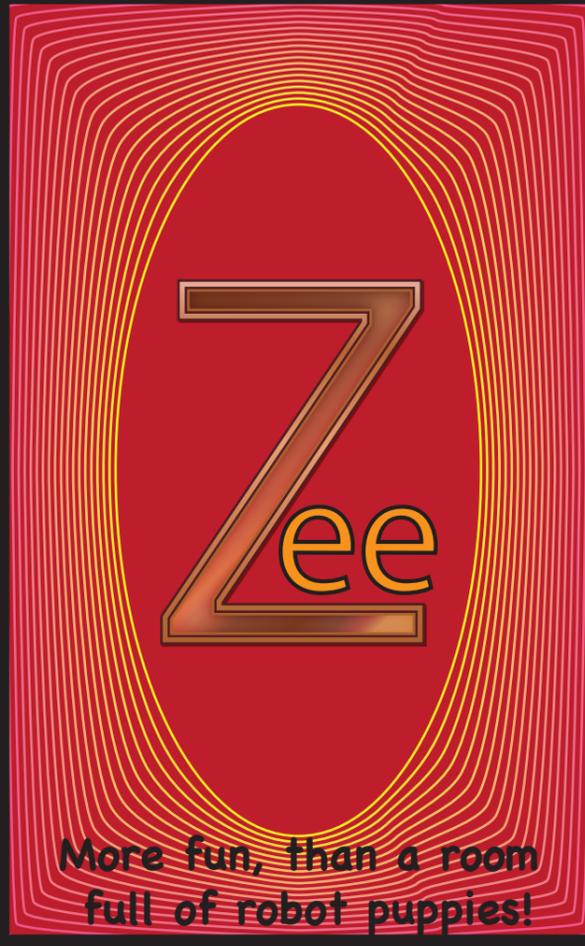
**Set Up:** 4-6 players use all belts cards, 2-3 players, remove Hex  Belt cards. Mix Control & Belt decks. Deal 3 cards from each deck to players. Give them a Z Bot card (*Big Side up*) & its' matching Zeeple. Set aside, *face down*, Control deck & Belt deck, *face up*. Draw 3 Belt cards. Build in order: Back, Mid, Front, the *Leftmost Conveyer*. Now one at a time, players set their Belts cards *right* of "the latest Conveyer" to build a new Conveyer. After all players' belt cards are set. Make a discard area and place decks below Front belts cards.

**Each Turn:** If not on a Belt (*set aside*): set your Z Bot on an empty Back Belt card. Always draw a card and add it to hand.

Now: Play a card and push a button. Run conveyors in **Belt Order**, Z Bots move if possible. Unless the cards' player wins (*ends game*) play passes left.

**Belt Order:** Match belts with Z Bots on them. Start at Leftmost belts (*green hand*). Then check each convayor back to front, left to right; one belt at a time. Z Bots, cannot not be affected a 2nd time on a "*traveled to*" Belt.

Model  
Z-BU2  
Atomic Rover



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Rules are in four main groups:

Set Up & Basics	Your Turn	Figures	Zolo (1 Player)
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#### Buttons

 **Swap:** Replace belt, with top card of Belt Deck (*don't remove Z Bot if there*). A Swap button is always playable.

 **Reverse:** Z Bots on matching Mid or Front Belts. move back 1 belt. If on a Back belt; move to Mid belt.

 **Shift:** Z Bots on matching Belts move left/right (*owner choses*). Leftmost & Rightmost belts wrap around.

 **Advance:** Z Bots on matching Mid or Back belts, move forward 1 belt. Z Bots on matching Front belts, are set aside & their owner must reset. **It is illegal to Advance and set aside your own Z Bot/ Teammates' Z Bot.**

**Resets:** Discard and replace; 0-3 cards. Your next turn, set Z Bot on a Back Belt.

**Win For:** First Team or player in a 4-6 player game, to get 2 points wins. First player in a 2-3 player game, to get 3 points wins.



Notes: Playing a Controle card that does not move anyone is OK. Try not to let someone get behind you.

4 Optional Rules, but not nesararily better rules:

In 4-6 player games, you win if you get 3 points not 2.

Z Bots cannot be set aside until they have had their first turn of the game.

There is no wrap around from the leftmost to the right most convayor belts.

The player of a Shift, picks direction ALL Z Bots move.



11.085" W x 16.678" H

Jumbo 90 Hook Box

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The Reactor has 3-7 Conveyers made of 3 belts each having a Back belt, then Mid belt, then Front belt. A Reactor also has a Control Card discard area & decks.

**To Make The Reactor, The Dealer:**

**1st)** Set decks below Front Belts & make a Discard area and builds Leftmost conveyer, by setting the Belt Decks' top 3 cards in Back, Mid, Front order they then set Start Card (see back of). Dealer sets, right of the 1st build, a 2nd conveyer with belts they hold (where delt) any way they wish. Dealer now sets their Zeeple on an empty Back Belt. Play now passes to the player on their left.  
**2nd:** Each player in turn builds a conveyer with belts they hold and sets their Zeeple on an empty Back belt.  
**5th:** Owner of the Z Bot (Zeeple), on a Belt which is the most left (1st/2nd build), takes first turn of the game.

**On Each Of Your Turns:** 1) If your Z Bot is on a Belt, go to 2 unless your Z Bot is not on a Belt (set aside): in this case set your Z Bot on an empty Back Belt, go to 2.

2) Draw a Control card & add it to hand. If Control deck ever empties mix discards into new deck then draw.

3) Play card from hand to discard area & push a button. Advance, Reverse or Shift run conveyors and affected Z Bots move, in Belt Order, if possible. Swap replaces a belt. Unless a cards' player wins the game, play passes left (CW). If a card with only an Advance Button, is played **illegally**, return it to its' owner; they must now play another card. Cards with Swap are always playable.

**Belt Order:** When a Control card shape/shapes, matches 2 or more belts "with a Z Bot on them": those Z Bots are affected (moved) in Belt Order.

**1st:** Run one conveyer at a time, start with the leftmost conveyer (the one, Green Start Card points to). To run conveyers, affected Back belts go first, then mid, then front belts.  
**2nd:** Run conveyors from left to right one at a time, until all affected Z Bots that can move are moved. Z Bots can only be affected once per turn. Z Bots that move right (due to Shift), are not affected again on the traveled to belt. A Z Bot that bounces or moves forward (reverse/advance) is not affected again on traveled to belt.

**Swap Button:** Pick a belt to replace in any conveyer. Put the chosen card, face up, under its' deck. Next place the top card of the Belt Deck in the empty space. If a Z Bot was on the removed card, put them on the replaced card. Note: Swap buttons do not match shapes.

**Reverse Button:** Z Bots on a matching Mid or Front belt, move one belt towards the conveyers' Back Belt, if it is \*empty. Z Bots on a matching Back belt bounce off the rear and move to the conveyers mid belt, if it is \*empty.

**Shift Button:** Z Bots on a matching belt move left or right (owners choice), to an \*empty belt in same row (meaning: back to back/ mid to mid/ front to front). The Leftmost & Rightmost belts "wrap around" which means: You treat those two rows "as if" they are next to each other in either the left direction or the right direction.

**Advance Button:** Z Bots on a matching Back or Mid belt, move one belt towards the conveyers' front belt, if it is \*empty. Z Bots on a matching Front belt, are set aside and their owner must reset at once.  
**It is illegal to Advance and set aside your own Z Bot.**

**Resets:** If 1 or more are set aside: player of Advance gets one and only one point. Do Resets in belt order. When your Z Bot is set aside, discard some or all cards in hand & draw the same number of Control cards from deck.

**\*Belts Not Empty:** If a Z Bot can only move to belts, with Z Bots on them, the affected Z Bot stays where they are.

**Zolo (1 Player):** You're the Zee Reactor and get three rounds, to set aside Z Bots.

**Before a Round:** Build 6 conveyors one at a time, Left to Right, by drawing & setting belts in: back, mid, front order. Set both decks and a discard area. Place a Z Bot on every Back Belt. Draw 7 Control cards.

**Each Turn:** Play a card and push a button.  
 a) No Z Bot is set aside (if hand not empty) play another card.  
 b) When a Z Bot is set aside: You remove an empty conveyor for each one set aside. You may discard a card. Draw one card, for each set aside Z Bot & discard (if any).  
**Zolo Only:** Shift moves all affected Z Bots left or right.

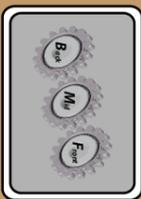
a) Once a round, you may discard 1 or all cards from hand then draw an amount equal to those discarded.  
 b) You may always, discard 2 cards to draw 1 card.

**Zee Set Up:**

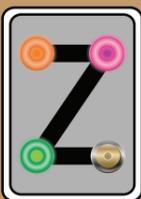
**1st)** If 4-6 players use all belts, if 2-3 set aside from game 9 Hex Belts. Players randomly get Z Bot card & same color Zeeple. Set cards, Big Z Bot, side up (in front each player). Lowest value card is the Dealer, who now separates Control & Belt cards into 2 decks & mixes them.  
**2nd)** Deal to players 3 cards from each deck. Set aside Control deck (face down) & Belt deck (face up). Got your 1st point? Flip your Z Bot card to other side set so one faces away from you. Got 2nd point? Spin card so two faces away from you. Got 3rd point? Spin card so three faces away from you.

**Belts** have a shape (◇○✱) and a color (●●●). Three Belts, make a Conveyer. Control cards have shapes & buttons. Each type of button affects conveyers differently. Control cards with 1 button have one affect. Control cards with 2-4 buttons let players pick which affect to do. A control card affects all belts matching all of its' colored shapes, **with Z Bots on them**. A Z Bot on a matched belt is set aside **or** moves to an empty adjacent belt (if possible). Z Bots can't move to a Belt if a Z Bot is already on it. Z Bots do not push one another.

**27 Belt Cards**



**30 Control Cards**



**1 Start Card**



**6 Z Bot Cards**

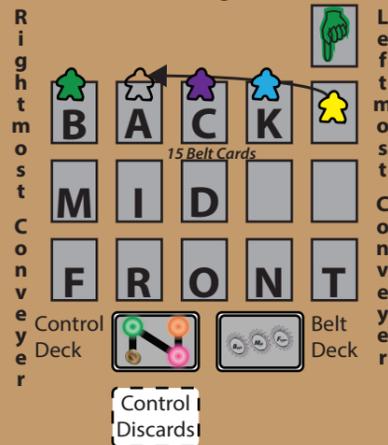


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**Zee is a product of: Friendly Fire Board Games!**

**A Zolo Round Ends:** When your hand is empty **or** all six Z Bots are set aside. At end of each Round: Get 1 point per set aside Z Bot plus 1 point if all six are set aside (6+1 = 7 points). Total 3 rounds for final score: 12-15 you win, 16-19 great, best is 21.

**End Of Game:** In a 4 to 6 player/ team game, you need two points to win a game. In a 2 to 3 player game you need three points to win a game.

**4 Player or 2 Team Reactor Setup.**  
 Yellow Gets The 1st Turn.  
 If Red was instead on other belt (A), Blue would go 1st.



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