


The City Of Zee Welcomes You!

You are one of the 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 belts to bump the other Z Bots off the conveyors' for points. What Fun!!! 


Zee is for 1-6 players or 2-3 teams, age 8+. You get 30 Controls cards, 27 Belt cards, 6 Z-Bot cards, 1 Start card & 6 Zeeple (*awns*).



Keep away from small children!
Contains Small Pieces.



Quick Reference

Set Up: 4-6 players use all belts cards, 2-3 players, remove Hex  Belts. Mix Control & Belt decks and deal 3 cards from each deck, to players.

Set aside (*for now*) the (*face down*) Control deck and (*face up*) Belt deck. Players get a Z Bot card (*Big Side up*) and its' Zeeple.

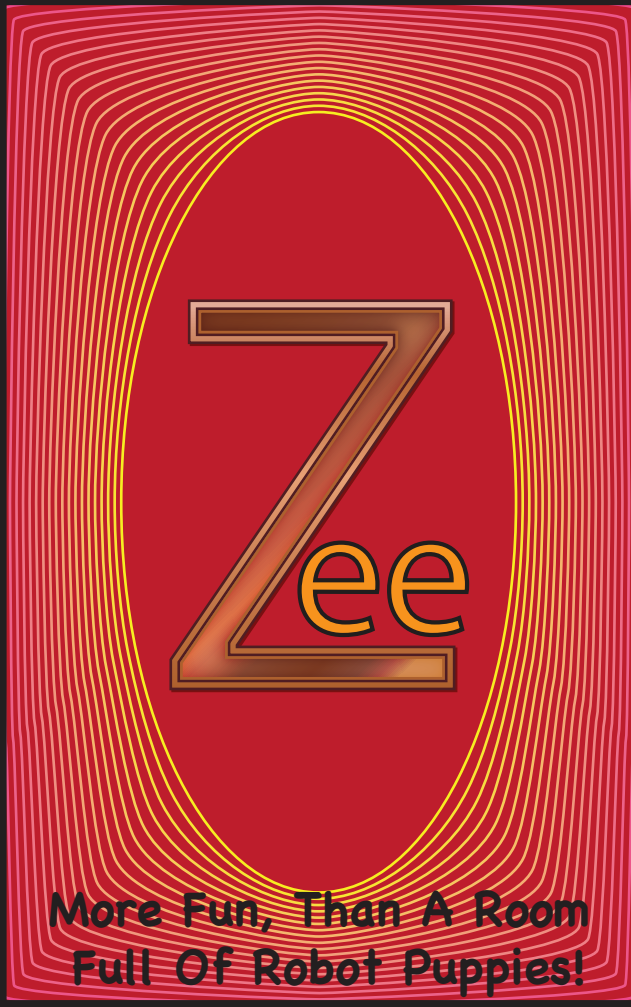
Build 1st Conveyer from belt deck (*Back, Mid, Front*). Players now build a Conveyer from cards dealt. Make a discard area & set both decks under the front belts.

Each Turn: If not on a Belt (*set aside*): set your Z Bot on an empty Back Belt. 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 conveyor from left to right, one belt at a time, back to front. Z Bots, cannotnot be affected a second time, in same turn, on "traveled to" Belt.

Model
Z-BUZ
Atomic Rover



More Fun, Than A Room
Full Of Robot Puppies!

1 to 6 players
or 2-3 Teams

1 3 → to adult




Optional rules:


- 1) For 2 or 3 players. Sadly the belts are broken and act on their own. Set up is the same. At the end of each turn, the active player reveals the top card of the Control Deck. Cards with 2-4 buttons Swap the top card of Belt Deck deck with the belt the **active player is on**. A card with one button use its' Advance/Reverse/Shift as if used by a player. In this last case: An Advance that that causes 1-3 Zee Bots to fall off belts, resolves as normal, in player order, except no points are gained or lost.
- 2) A Z Bot cannot be affected (moved at all), until they have had their first turn of the game.
- 3) There is no wrap around from the leftmost to rightmost conveyor belts or rightmost to leftmost conveyor belts.
- 4) The players of a Shift, picks direction ALL Z Bots move.
- 5) A Future Fan Suggestion.


Rules are in four main groups:


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

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 chose*). 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, owner must reset.

It is illegal to and set aside your/teams Z Bot. Z Bots can never share a Belt.

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 2-6 player/team game, to get the points agreed upon wins the game. Zolo: Try to get more than 11 points.

PLAY @ > [HTTPS://TABLETOPIA.COM/](https://tabletopia.com/)
BUY @ > [HTTPS://WWW.THEGAMECRAFTER.COM/](https://www.thegamecrafter.com/)
EXPLORE @ > [HTTPS://BOARDGAMEGEEK.COM/](https://boardgamegeek.com/)

See "Zee" at these wonderful locations

The Reactor has 3-7 Conveyers. Conveyers have 3 belts having a: Back belt, then a Mid belt, then a Front belt. It also holds: Both decks & the Control card discard area.

To Make The Reactor, The Dealer:

- 1st:** Builds the Leftmost conveyer, by setting the Belt Decks' top 3 face up cards in Back, Mid and Front order.
- 2nd:** Dealer sets, right of the 1st build, a 2nd conveyer with belts they hold (*where dealt*), in any order they wish.
- 3rd:** Dealer sets their Zeeple on an empty Back Belt and places the Start Card (*see back of Start card*). Play passes left.
- 4th:** Each player, in turn, builds one conveyer with belts they hold and sets their Zeeple on an empty Back belt.
- 5th:** Set decks below Front Belts & make a Discard area.
- 6th:** Owner of the Z Bot (*Zeeple*), that is on a Belt that is the leftmost belt (*1st/2nd build*), gets 1st turn of the game.

On Each Of Your Turns: 1) If your Z Bot is on a Belt, go to step 2. When your Z Bot is not on a Belt (*set aside*):

Set your Z Bot on an empty Back Belt **then** go to step 2.
 2) Draw a Control card & add it to hand. If the Control deck ever empties mix discards to form a new deck.
 3) Play a card from hand to discard area and push "use" one of its buttons. If not a Swap: Run the conveyors. All affected Z Bots, in Belt Order, move if possible. Unless the cards' player wins game, play passes left (clockwise). 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 buttons are always playable (*due to Swap*).
Belt Order: When Control cards' shape/s and color/s 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 Green Start Card points to. Affected Back belts go first, then mid, then front belts.

2nd: Now run conveyors from right to left 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 moved right (*Shift buttons*), are not affected again on belt traveled to. A Z Bot that bounced or moved forward (*reverse/advance*) is not affected again on **traveled to** belt.

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

Reverse Button: Z Bots on a matching Mid or Front belt, moves 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 direction (*left or right*).

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: Player of Advance gets 1 point if: all set aside Z Bots had a 1st turn. When you're set aside, discard 0-3 cards and draw same amount of cards from deck. If at same time: 2 or more are set aside, reset in player order.

***Belt Not Empty:** Z Bots can only move to empty belts (*no Z Bots on them*) or they must stay put.

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 5 Control cards (4 is harder).

Each Turn: Play a card and push a button. Do a or b.

- a) No Z Bot set aside (*if hand not empty*) play another card.
 - b) When Z Bots are set aside: You remove an empty conveyer for each one set aside. You may discard 1 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 cards & same color Zeeple. Set cards, Big Z Bot side up, (*in front each player*). Lowest value card is the Dealer, who now separates then mixes Control & Belt cards making two decks.
2nd) Deal to players 3 cards from each deck. Set aside Control deck (*face down*) & Belt deck (*face up*). All agree, to play a 1, 2 or 3 point game (2 is nice). Gaining a point flips a Z Bot card (*to other side*) & spins it so 1 (I) facing away from owner. A 2nd point, spins card so 2 (II) faces away, a 3rd point just ends a game.

The Cards

Belts have a shape (◇ ○ ✨) and a color (●). 3 Belt cards, make a Conveyer. **Control cards** run conveyers, have 3-6 colored shapes & 1-4 buttons. Each type button has a different affect. Unlike Control cards with 1 button, 3 & 4 button cards give its' player a choice as to which button to push. A control card will affect all belts matching any of its' colored shapes, **that have Z Bots on them**. A Z Bot on a matched belt is set aside **or** moves to 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.

Start Card



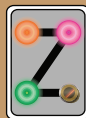
Z Bot Cards



Belt Cards



Control Cards



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 2-6 player/ team the 1st player/ team that gets the amount of points everyone agreed wins !!!
 Zolo: Get 12 to 21 points to win.

4 Player or 2 Team Reactor Setup.
Yellow Gets The 1st Turn.

If Yellow was instead on other belt (A), Blue would go 1st.



Design, Text & Art: Michael Selvaggio. Support: Leo & Diego Selvaggio, Jimmy O'Brien, Thomas Bane, Germaine Benamille, Bryan Caputo, Chris Czachorowski, Steve Elliott, Angel Figueroa, Lizette Gesuden, Andrew Keelen, Bryant Ly, Al Reyes, David Reyes, Diana Reyes, Sandy Reyes, Jose Gonzalez, Armando Ort, Auggie Ortiz, and Wanny Wong (The 2008 Zee Tournament Champion).
Zee is a product of: Friendly Fire Board Games!