

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, taking turns running belts to bump the other Z Bots off the conveyor belts for points. What Fun!!!



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



Quick Reference

Set Up: For 2-3 players, remove Hex Belts. For 4-6 players leave Hexes in. Players get a Z Bot card (Big Side up) and its' matching Zeeple. Shuffle Control & Belt decks then deal 3 cards from each deck, to all players. Set aside the Control deck (face down) and Belt deck (face up).

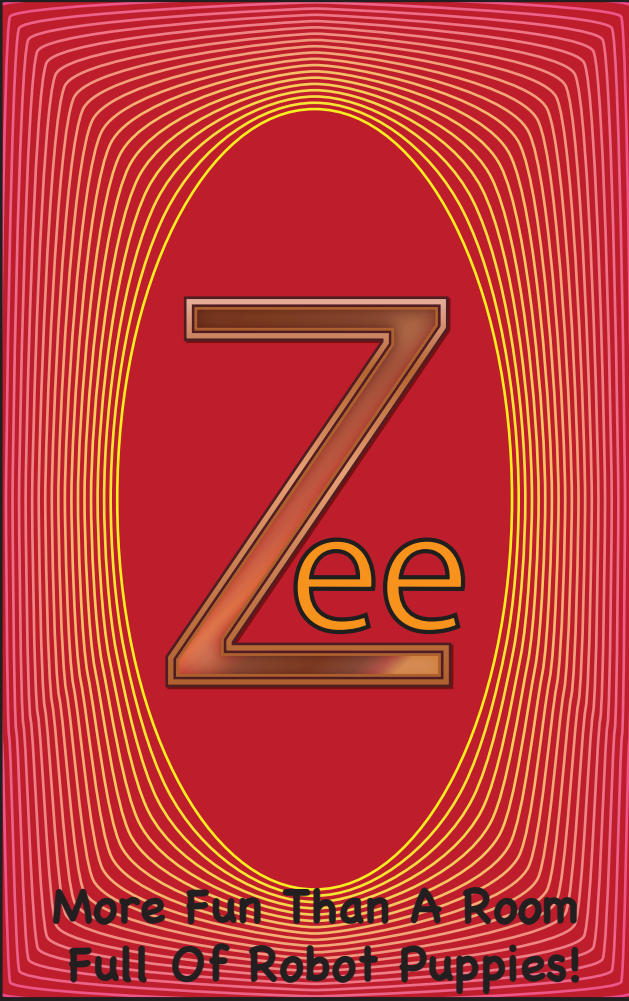
Dealer uses belt deck to build 1st (leftmost) Conveyer (from Back to Mid to Front) . Players now build a Conveyer, from cards they were dealt. Make a discard area and set both decks below the front belt cards.

Each Of Your Turns:

- 1) If not on a Belt, set your Z Bot on an empty Back Belt (your Z Bot was set aside).
- 2) Draw a card. Add it to hand.
- 3) Play card & push a button. Conveyors run in Belt Order, Z Bots move if possible. Play passes left unless there's a winner which ends the game.

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 belt to mid belt to front belt. A Z Bot, cannot be affected a second time, on Belt they just "traveled to" in the same turn.

Model Z-BUZ Atomic Rover



1-6 players or 2-3 Teams

8 to Adult



Be a Z Bot (above)! Either way, Zee

Be the Reactor! delivers!

Notes Try not to let someone get behind you, really. When one or more Z Bots are set aside that did not get a 1st turn, 0 points are awarded.

Optional Rules (use any), but not necessarily better rules:

- 1) Instead of drawing a card, you may discard 1-3 cards then draw same amount from deck then pass your turn.
- 2) There is no wrap around for the outside conveyor belts.
- 3) Player of a Shift button moves all Z Bots one direction.
- 4) This line is for: A Future Fan Suggestion.

Rules in four main groups by color:

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

Buttons

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 now. **Resets:** Discard and replace; 0-3 cards. Your next turn, set Z Bot on a Back Belt. It's illegal to set aside yours or your team-mates Z Bot. Z Bots never share a Belt.

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

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

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

Who Wins: First Team or single player in a 2-6 player game, to get all the points agreed upon wins the game. **Zolo:** Try to get 12 or more points. 16-20 is very good. 21 is the best score.

PLAY AT... HTTPS://TABLETOPIA.COM/
BUY AT... HTTPS://WWW.THEGAMECRAFTER.COM/
EXPLORE AT... HTTPS://BOARDGAMEGEEK.COM/

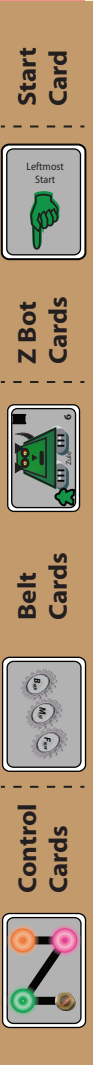
See "Zee" at these wonderful locations

Zee Set Up:

1st) If 2-3 players set aside from game 9 Hex Belts. If 4-6 use all belts. Players randomly get Z Bot cards and matching Zeeple. Set card in front of each player, Big Z Bot side up . The Dealer has lowest value card and now separates Control and Belt cards then shuffles both decks. **2nd)** Deal 3 cards from each deck to all players. Set aside Control deck (*face down*) & Belt deck (*face up*). Players agree to play a game of 1, 2 or 3 points (2 is nice). **Count:** Your 1st point flips a Z Bot card (*to other side*) & spins it so 1 (I) faces away from you. 2nd point, spins card so 2 (II) faces away, 3rd point just ends a game.

The Cards

Belts have a shape (, ,) and a color (, ,), 3 Belt cards, make one Conveyor. **Control cards** run conveners, have 3-6 colored shapes & 1-4 buttons. Each button type has a different affect. Unlike 1 button Control cards a 3 or 4 button card gives you choice as to what button to push. Advance, Shift and Reverse 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 empty*). Z Bots can't move to a Belt if another Z Bot is already on it. Z Bots do not push one another.



The Zee Reactor holds both decks, the Control card discard area and 3-7 Conveyers each having 3 belts, made of: a Back belt, then a Mid belt, then a Front belt.

To Set Up The Reactor:

1st: Dealer builds Leftmost conveyor, setting the Belt Decks' top 3 cards (*face up*) in *Back, Mid and Front* order.

2nd: To right of 1st build, Dealer builds, a 2nd conveyor with belts they hold (*where dealt*), in any order they wish.

3rd: Dealer sets their Zeeple on an empty Back Belt and places Start Card (*see: back of Start card*). Building passes left.

4th: Players in clockwise order, build one conveyor with belts held then set 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 the leftmost Belt (*on 1st or 2nd build*), gets the 1st turn of the game!

On Each Of Your Turns: 1) If your Z Bot is set aside, not on a Belt, put your Z Bot on any empty Back Belt.

2) Draw a Control card. Add it to hand. If the Control deck ever empties shuffle 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 a Control cards’ shapes and/or colors match 2 or more belts “with a Z Bot on them”: those Z Bots are affected (*moved*) in Belt Order, as seen below.


1st: Run one conveyor at a time, start with the leftmost conveyor the Green Start Card points to. Affected Back belts move first, then mid belts, then front belts.

2nd: Run 2nd conveyor, 3rd, etcetera. 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.


* No empty belt/s (*Z Bots are on them*)? Z Bot must stay put.


 **Advance Button:** *It is illegal to Advance & set aside your Z Bot or a Teammates’ Z Bot.*

Z Bots on a matching Back or Mid belt, move 1 belt towards the conveyers' front belt, **if it is *empty**. Z Bots on a matching Front belt, are set aside. Owner “**Resets**”, by discarding 0-3 cards & draws same amount from deck. If 2 or more are set aside, reset in clockwise order. Player of card gets 1 point if: all set aside Z Bots had a 1st turn.

 **Reverse Button:** Z Bots on a matching Mid or Front belt, move 1 belt towards conveyers' Back Belt, if

it is *empty. Z Bots on a matching Back belt bounce off the rear & move to the conveyers mid belt, if it is *empty.

 **Shift Button:** Z Bots on a matching belt move left or right (*the owners choice*), to an *empty belt in same row (*meaning: back to back/ mid to mid/ front to front*). Leftmost and & Rightmost belts “wrap around” which means: Treat these outside rows “as if” they are next to each other in either direction (*left or right*).

 **Swap Button** (*Swap buttons do not match shapes*): Pick a belt in any conveyor, to get a new card. 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.

Design, Art: Michael Selvaggio. Editor: Diego Selvaggio. Support: Leo & Diego Selvaggio, Jimmy O'Brien, Thomas Bane, Germaine Benamile, 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!

End Of Game: In 2-6 player/ teams: Add both teammates points for a total. 1st single player/team to get amount of points everyone agreed on, wins ! .

