



2 TO 4 PLAYERS

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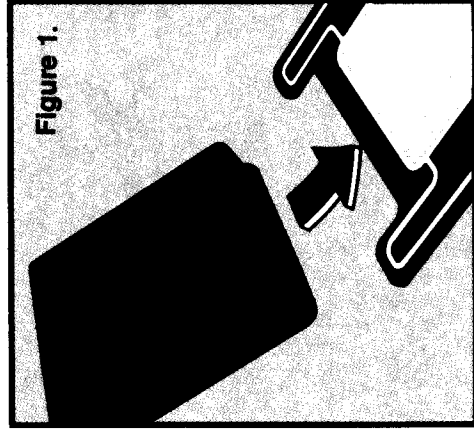
Zap-track gameboard / 84 Number cards / 14 Special cards / 3 Double cards
6 Wild cards / 1 Zero Zap card / 1 Two-section card tray

OBJECT:

Score the most points by playing *sets*, *runs*, and “going out” first. The first player to reach 50 points wins the game.

SET-UP:

1. Slide the card tray into the notch on the side of the gameboard, as shown in Figure 1.



2. Choose a player to be the dealer. Dealer shuffles the cards and deals them *facedown* until each player has 7 cards.

3. The dealer then places the remaining cards *facedown* in the card tray section that's closest to the gameboard. These cards are the *draw pile*.

NOTE: As the game progresses, certain cards will be discarded in the other half of the card tray. Other cards will be discarded on the gameboard.

4. The player to the left of the dealer starts the game and play continues in a clockwise manner.

SETS & RUNS:

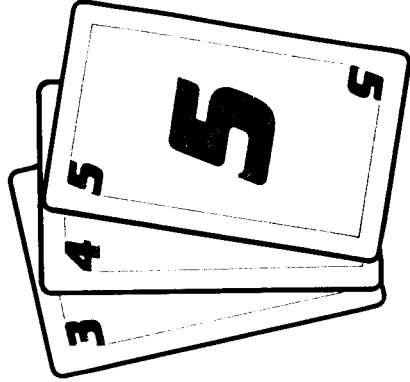
Certain Number cards are played on the table in front of you to score points. These card groups are called SETS and RUNS. See Figure 2 for a few examples.

- A SET consists of a minimum of 3 cards and a *maximum* of 4 cards, all with the same number and

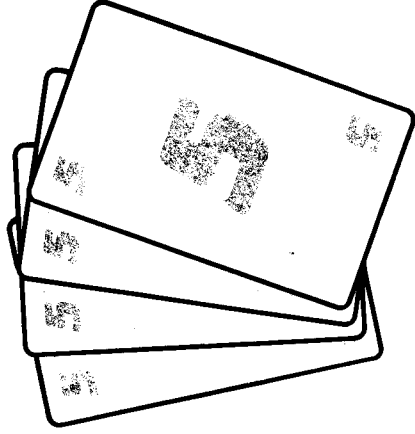
color. Each card in a set is worth 2 points.

- A RUN consists of a minimum of 3 cards and a *maximum* of 7 cards, in a consecutively numbered sequence and of the same color. Each card in a run is worth 1 point.

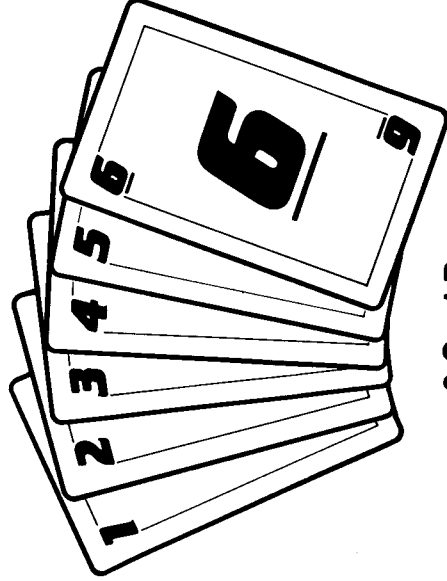
Figure 2.



3-Card Run



4-Card Set



6-Card Run

ON YOUR TURN:

1. EITHER: Choose 1 or 2 cards from the top of the draw pile to add to your hand.

In many cases, you will want to take 2 cards because the more cards you have, the better your chances of grouping them into sets and runs. If you decide to take just 1 card, you must *announce* to the other players that you are doing so. (You can't draw 1 card, decide if you like it and then draw a second.)

OR: Choose a card(s) from the gameboard to form or add to a run or set.

At the beginning of the game, there will not be any cards on the gameboard to choose from. But as the game progresses, discarded cards are lined up, one after another, on the gameboard. If you choose a gameboard card, you must immediately play it in a set or run. You must also take *all* the cards in the gameboard lineup (if any) which *follow* the card you chose, and add those cards to your hand.

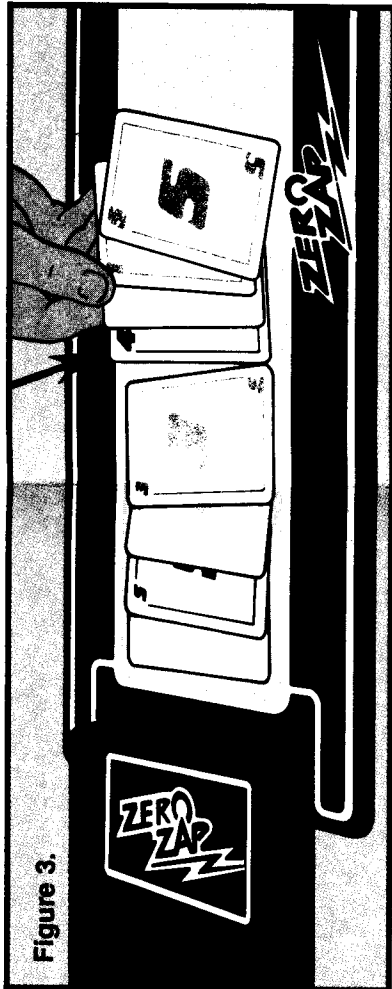


Figure 3.

For example: If you want to take the red #4 card shown in Figure 3, you must play it *immediately* to help form or add to a run or set. The 3 cards following the red number 4

card must also be picked up. These 3 cards can also be used to form or add to runs or sets, if possible, but their *immediate* use is not required.

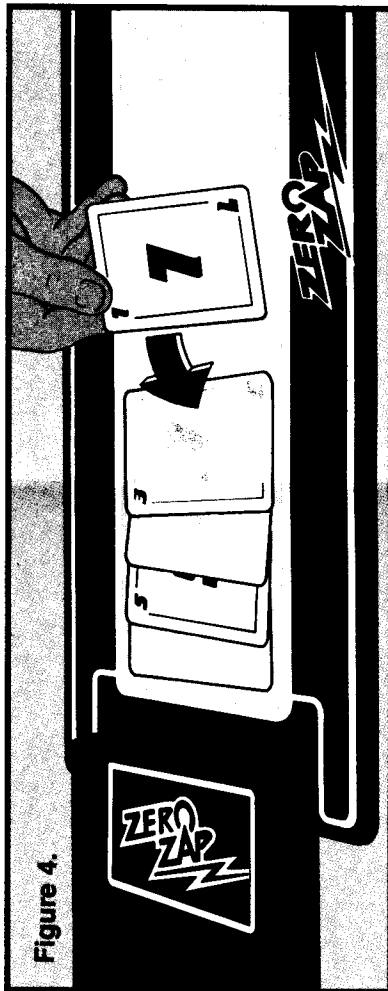


Figure 4.

2. Play Your Sets and Runs: If you have one or more sets or runs in your hand, you may play them in separate groups on the table in front of you, as shown in Figure 2. On your turn, you can also add to runs and sets that you've already placed on the table. You may not add to another player's runs and sets. (If you don't have any runs or sets in your hand, skip to Rule 3 below.)

3. To complete your turn, you must discard one card from your hand.

- If you discard a Special card, place it faceup in the discard tray. Then follow the directions on the card. This completes your turn.
- If you discard a Number card, Wild card, or Double card, place it faceup on the gameboard. Each subsequent discard should be lined up and overlapped on top of the previous card. (See Figure 4.) This completes your turn.

GOING OUT:

Zero Zap is played in rounds. A round ends when a player "goes out" by discarding the *last card* in his/her hand. "The Cards and How To Play Them" section of this booklet tells you where to discard the different types of cards found in Zero Zap.

NOTE: There is also one way to go out with 2 cards in your hand. If one of your cards says *Give A Card Away*, you can play it in the discard pile and then give your last card to an opponent.

The player who "goes out" receives a 5 point bonus. Each card held in the other players' hands at that time counts as 1 point against them. At the end of each round, players add up their set and

run points and then subtract 1 point for each card still in their hands. The game ends when one player reaches 50 points (or a point total agreed upon before the game starts).

THE CARDS AND HOW TO PLAY THEM:

There are 5 different groups of cards in ZERO ZAP. A brief explanation of each group follows.



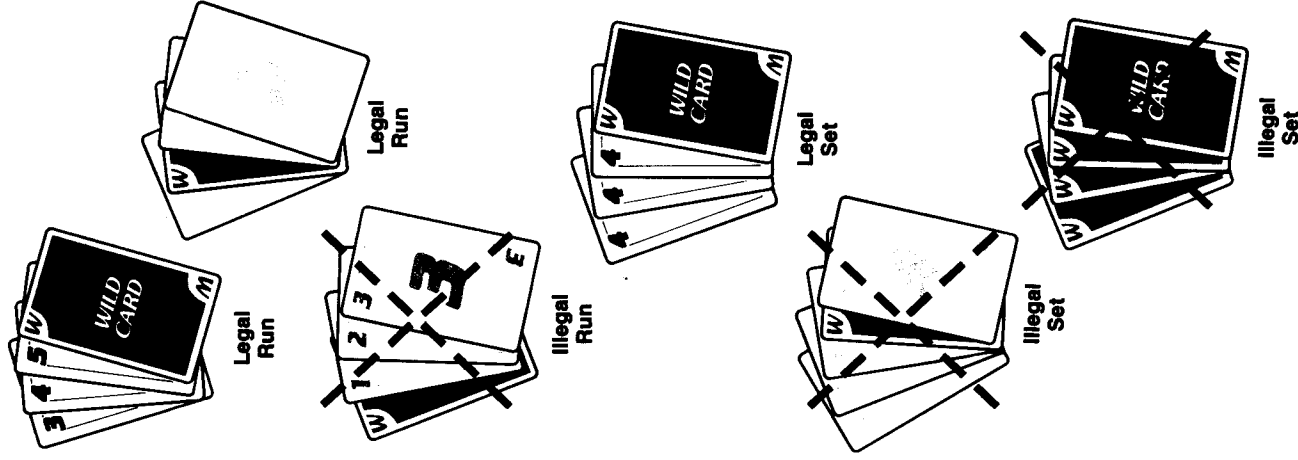
1. NUMBER CARDS are red, blue, or green and feature a number from 1 to 7. Number cards are grouped together into sets and runs for points. On your turn, any sets and runs in your hand may be played faceup on the table in front of you. Number cards are discarded on the gameboard, one after another in a "lineup".



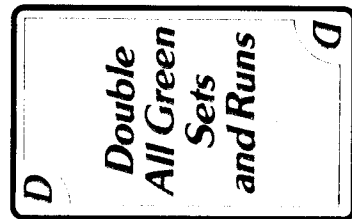
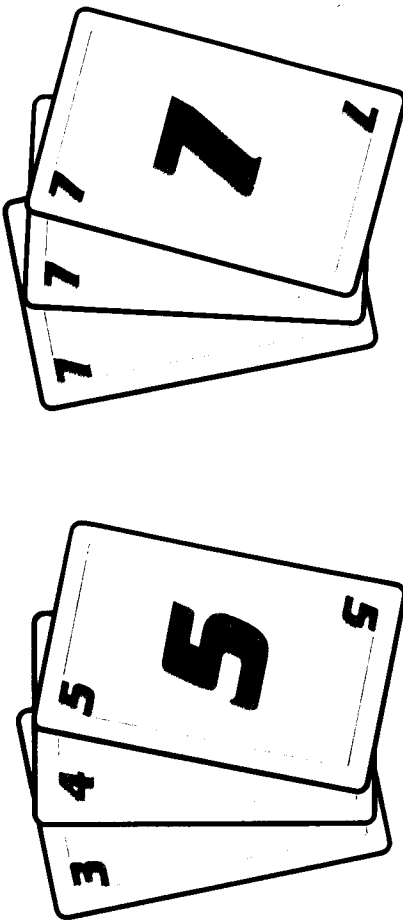
2. WILD CARDS are used within sets and runs as *any number (1-7) and color* you wish. Once played, they cannot be moved to another set or run. Wild cards are usually considered too valuable to discard, but if you choose to do so, discard them on the gameboard in the same manner as Number cards. Wild cards cannot be grouped together to form their own sets or runs. See Figure 5 for examples of Wild card sets and runs.

Figure 5.

Legal and Illegal Sets & Runs With Wild Cards



3. **DOUBLE CARDS** are played next to all sets and runs of a matching color to double their value. Double cards can also be discarded on the gameboard in the same manner as Number cards. See Figure 6 below.



A *Double All Green Sets And Runs* card is played next to all green sets and runs you have on the table to double their point value.

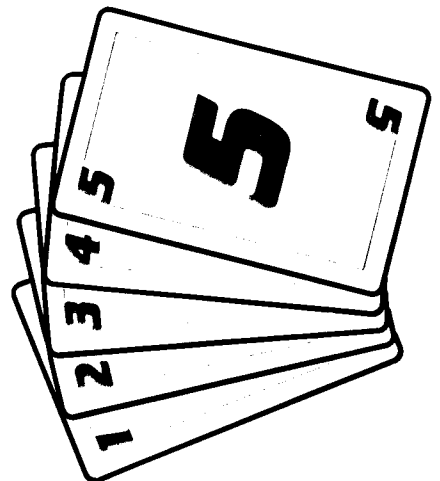


Figure 6.

4. **SPECIAL CARDS** have instructions on them and are played in the discard pile of the card tray. The instructions must be followed immediately after the card has been discarded in the tray. After following the instructions, your turn is over. If the final card in your hand is a Special card, ignore the instructions on the card after discarding it. Here's an explanation of each Special card:

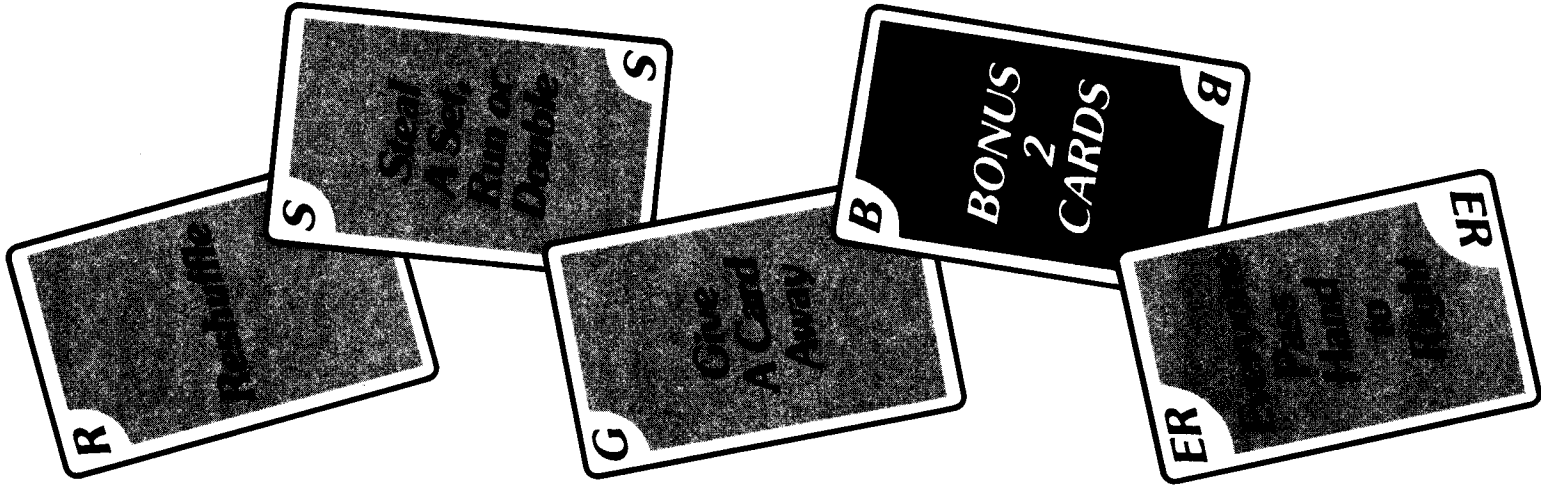
Reshuffle. Pick up the draw pile and shuffle it together with the tray discard pile and all cards on the gameboard to form a new draw pile.

Steal a Set, Run or Double. Take a run, set, or one double card from the table play area of any opponent.

Give A Card Away. Give any card from your hand to any other player.

Bonus 2 Cards. Take 2 cards from the draw pile or choose any other player to take 2 cards from the draw pile.

Everyone Pass Hand to Right. Pass all the cards in your hand to the player on your right. All players must do the same.



Everyone Pass All Cards of One Color To Left. Take *all* cards of any one color from your hand (keep your choice secret) and pass them to the player on your left. All players must do the same.

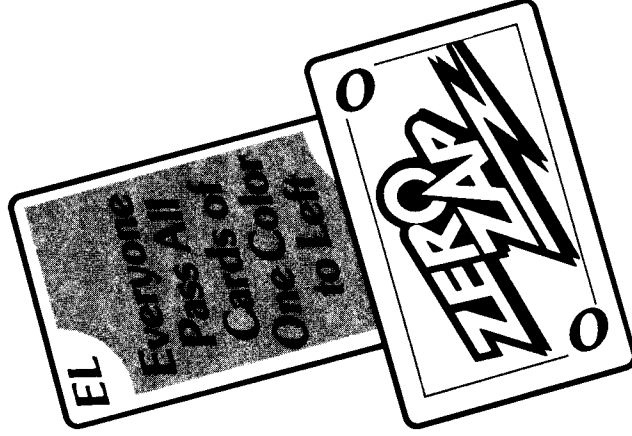
Each of the following card groups are considered one color:

- All Red Number and Red Double cards
- All Blue Number and Blue Double cards
- All Green Number and Green Double cards
- All Wild cards
- All Special cards
- The Zero Zap card

5. **THE ZERO ZAP CARD** is the one card you don't want to be holding when someone else "goes out!" if you are holding this card at the end of the round, you lose all your points accumulated in that round.

To get rid of the Zero Zap card, pass it to another player after playing one of the following Special cards in the discard tray: "Give A Card Away", "Everyone Pass All Cards of One Color To Left" or "Everyone Pass Hand To Right".

You *cannot* discard the Zero Zap card in the gameboard lineup. The *only other way* to get rid of the Zero Zap card is to discard it as *the last card* in your hand when going out. To do this, place the Zero Zap card in the *discard tray*, point to any opponent and say "Zero Zap!" The player you picked loses all points for that round.



POINT VALUE SUMMARY

RUNS: 1 point per card.

SETS: 2 points per card.

GOING OUT: 5 bonus points.

CARDS IN HAND

AT END OF ROUND:

Subtract 1 point per card from your total.

WINNING THE GAME:

The first player to reach 50 points (or a point total agreed upon before the game starts) wins the game.