

Zapp'em!



2-5



15-30



10+

Interaction

Strategy

Luck



Paul ten Hout

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Goal of the game

In Zapp'em, up to 4 astronauts team up to hunt down a sinister alien villain. Players can also choose to play a battle royale mode: last astronaut standing.

Zapp'em is a thrilling experience, because you never know where your opponent will re-appear. The astronauts must cooperate and the villain has to play smart. Whoever defeats the other, wins!

End of the game

The game ends when the astronauts have defeated the villain, or when all Zone cards have been played. In case of the latter, the villain wins.

Battle Royale game mode








Zapp'em can also be played in a Battle Royal game mode. Here it's every player for themselves. The characters' special skills do not apply in Battle Royale mode. In battle royale mode, the player with the most Health at the end wins.

Game components

- 12 Zone cards
- 20 Health cards (4 per colour)
- 18 Item cards

Game setup

Decide who plays the villain and astronauts. The villain gets the black Health cards. The astronauts each take 1 colour of Health cards. Each player takes the number of Health cards according to the table below. Put them in an open stack in front of you, increasing in number (1 at the bottom). This way everyone sees how much Health players have.

Health per player	Astro's	Villain
 vs	3 players	4 + 2 x 
	4 players	4 + 2 x 
	5 players	4 + 4 x 
 vs	Battle Royale (all vs all)	4

Sort the 18 Item cards and place them open on the table in separate stacks.

Shuffle the 72 Zone cards and give all players 5 of them. Place the remaining Zone cards in a closed stack on the table.

Gameplay

Each game round, the astronauts play first, followed by the villain.

A player's turn (astronaut or villain) consists of the following phases:

1. MOVE (PLAY ZONE CARD)
2. PERFORM ACTION
3. REPLENISH HAND CARDS

In Battle Royale, everyone is equal. Choose a starting player and rotate clockwise.

1. MOVE (PLAY ZONE CARD) - ASTRONAUTS

The astronauts start the game. You can't start your turn by zapping the opponent next to you. Each game round, players must first move to a new Zone (A1 to H9). Moving is done by placing a Zone card from your hand face-up above your Health cards. The astronauts then decide on the player order in which they perform their action.

2. PERFORM ACTION

Each player may perform only 1 of the following 3 actions during his/her turn:

- A. ZAPP'EM!: Choose a pink outlined field on your Zone card. A player in this field is hit and loses 1 health.
- B. TAKE ITEM CARD: Take the Item card that is shown on the top right of your Zone card. Place it open next to your Health cards. **You can only take the Item card with the location code corresponding with the location code at the top right of your played Zone card.**
- C. PLAY ITEM CARD: play 1 Item card. Then put it back with the other Item cards on the table.

3. REPLENISH HAND CARDS

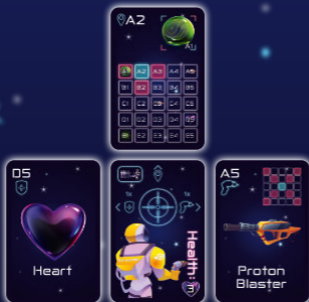
After performing an action, replenish your hand to 5 Zone cards. **If the draw stack runs out, continue until all Zone cards in your hands are played.**

MOVE (PLAY ZONE CARD) - VILLAIN

After the astronauts turn, the villain plays as much turns as there are active astronauts (example: 3 opponents = 3 turns. If one is defeated, it's 2 turns). Each turn follows the same procedure: (1) MOVE, (2) PERFORM ACTION, (3) REPLENISH HAND CARDS.

How to place your cards

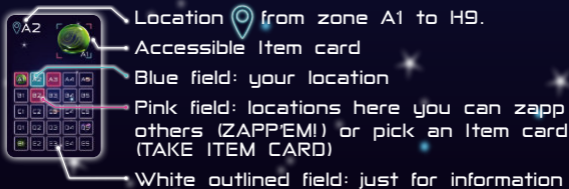
As soon as you play a **Zone card**, put it above your **Health cards**. When you play a **Defense card**, place it to the left of your Health cards. **Attack cards** are placed to the right of your Health cards.



Health cards

When you are zapped, discard your top Health card. When you run out of Health cards, you are defeated and out of the game. Your items are not discarded! If you can play a HEART (you still have one, or get one from the Commander), you may take back Health card 1 and come back into play.

Zone cards



Characters

Villain

Skill: Pure evil



You can carry up to any 4 items at all times. In addition, you can pick up an item (if possible) and use it immediately even when your inventory is full (pick & play). **Please note: you are not allowed to hit the same astronaut twice in 1 turn**

Commander Skill: Distributer



Once during your turn, you can pick one item from another Astronaut and place it in the inventory of any other astronaut (including yours).

Gunner

Skill: 2 offense slots



You may carry two special Blasters instead of 1 offense and 1 defense item.

Medic

Skill: 2 defense slots



You may carry two defense items (Shields, Hearts and Nightvision) instead of 1 offense and 1 defense weapon

Redshirt

Skill: Pick & play



During your turn, you can pick up an item (if possible) and immediately use it, even when your inventory is full. You can't end your turn with more than 1 offense and 1 defense item.

Item cards

If the played Zone card shows an item in one of the blue or pink outlined fields, the player may take this item provided the Item card with the corresponding location is still available on the table. Objects on the Zone card in a white outlined field are not accessible.

Attack cards



POWER BLASTER



Play this card to zapp in 1 direction up to 2 locations far in a straight line (not diagonal). Every player in the trajectory of the shot is zapped.

PROTON BLASTER



Play this card to zapp in 1 direction to 2 locations diagonally. Every player in the trajectory of the shot is zapped.

EMP BLASTER



Electro-Magnetic Pulse. Everyone in the coloured areas loses 1 health, except you.

Defense cards



HEART



Extra Health: place an available Health card with the next number on top of your stack of Health cards (up to number 4).

SHIELD



Block a zapp. You may play this card as soon as a player zapps you. The Shield card is the only card you play outside your own turn

NIGHT VISION



You may look at the Zone cards of one opponent and exchange one card with a Zone card of your own.