

OFFICIAL RULEBOOK

QuantumZap

WILDCAT'N



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Welcome, Wildcatter!

There is a newly discovered resource called QuantumZap, or “Zap” for short, that promises to change the future of power generation. You’ve done the hard work of raising investor funds for your burgeoning energy syndicate. Now it’s time to secure your fortune and cement your place in history as a visionary entrepreneur. But beware, there are other Wildcatters who think they have what it takes. Which of you will strike it rich and which will lose it all?

In QuantumZap, players compete for lots that may contain large quantities of Zap. Purchase and develop these lots to generate credits while keeping them out of your competitors’ hands. But be careful. Not all lots deliver the goods.



What's in the box

- 1 Rulebook
- 1 Gameboard

CARDS

- 52 Action Cards
- 35 Lot Cards
- 10 Character Cards
- 10 Land Cards
- 7 Zappy Cards
- 5 Rule Cards
(1 for each player color)

MARKERS

- 1 First Player Marker
- 25 Survey Markers
(5 for each player color)

TOKENS

- 75 #1M Credit Tokens
- 25 #3M Credit Tokens
- 25 #1M Debt Tokens



LEARN THE ROPES

Scan this code for a video tutorial on gameplay at: cowboycactusgames.com/zap

Character

Land

Lot

Zappy

Action

Rules

CHARACTER

QUANTUM ZAP

CHARACTER

LAND

QUANTUM ZAP

LAND

LOT

QUANTUM ZAP

LOT

ZAPPY

QUANTUM ZAP

ZAPPY

ACTION

QUANTUM ZAP

ACTION

PHASES

PHASE D1: DISCOVER

PHASE D2: BID

PHASE D3: DEVELOP

PHASE D4: COLLECT

PHASES

1st Player

Credit & Debt Tokens

Survey

1st Player

1M

3M

1M

Survey

Survey

Survey

Survey

Survey

Rulebook & Game Board





GAME PLAY

Setup

BEGINNER

- 1 Place the Gameboard in the center of the playing area.
- 2 Shuffle the Land Cards. Then, deal one to each land space, face down, on the game board. Remove the remaining Land Cards from the game.
- 3 Shuffle the Lot Cards and deal one, face down, to each open lot space according to the number of players (2 Players = 4 Lot Cards; 3 Players = 5 Lot Cards; 4 Players = 6 Lot Cards; 5 Players = 7 Lot Cards).
- 4 Place ₪2M Credits in the area labeled “Environmental Conservancy Fund” (ECF) on the Gameboard.
- 5 Give each player ₪10M Credits, 6 matching Survey Markers, and a Rule card. Remaining Credits belong to the “QuantumZap Authority” (QZA).
- 6 Determine the First Player, who is the person that last flipped a light switch or handled cash money. Give them the First Player marker.

Read this part out loud: You are ready to begin QuantumZap!

Dream big, act boldly, stay hungry, stay foolish. But most importantly believe in yourself, pardner!

⚠ For your first game, we recommend using the **Beginner** setup to learn the mechanics. The **Advanced** setup is for players who can handle the full Zappin’ experience. If this is not you, move to **Gameplay**.

ADVANCED

If this is your first time playing with the advanced rules, then consider using only the cards with the Zap (⚡) symbol. These cards work together well for a first-time complex player.

- 7 Randomly deal one Character Card to each player. *Players may look at their own Character Cards but should keep it secret until they use the Character Card power.*
- 8 Select **five** Action Card types from the 13 available and remove the remaining from the game. Shuffle them, randomly deal one to each player and then place the remaining Action Cards face down on the area labeled “Action Deck”.
- 9 Randomly select a number of Zappy Cards equal to the number of players and shuffle them into the Lot Deck. *Honestly, though, you can use whatever number suits your current mood. You’re the boss, pardner.*

Now go do the “read aloud” part again.



Phases (at a glance)

The game is played over five rounds with four phases in each round – Discover, Bid, Develop, and Collect.

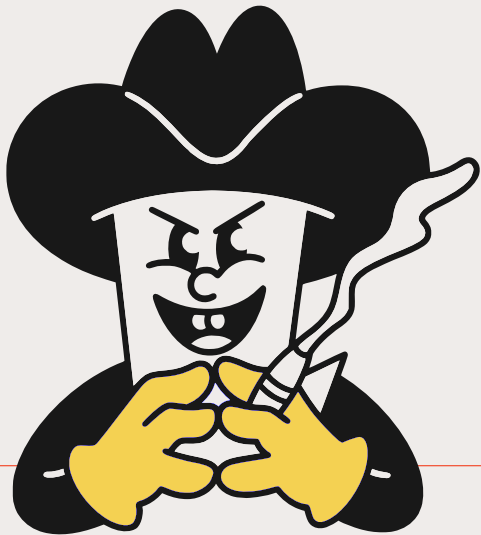
The winner is the player with the most Victory Points after the fifth round. See the **Winning** section to learn how VPs are calculated.

PHASE 1 – DISCOVER

Reveal the next Land Card.

Then, beginning with the First player and continuing clockwise, a player may do three things on their turn:

- 1 Conduct a free survey.
- 2 Pay ₦1M to conduct an additional survey OR purchase an Action Card (Action Cards are only used with Advanced setup).
- 3 Accept a buyout from the Environmental Conservancy Fund (ECF).



PHASE 2 – BID

During this phase, each lot will be auctioned to the highest bidder in the order indicated on the Gameboard.

PHASE 3 – DEVELOP

At this point, players may choose to develop any of the lots they own. This is done by paying the development cost and flipping it face-up.

PHASE 4 – COLLECT

Finally, players will collect Credits and/or be issued debt based on their developed Lots. Additionally, the QZA makes its annual contribution to the ECF.

Once all payouts are reconciled, pass the First Player marker clockwise and replace the open lot spaces with Lots from the available Lot Deck. You are now ready for Round Two.

After the fifth round, the game ends and players tally up their scores to determine the winner.

Phases (in detail)

PHASE 1 – DISCOVER

Peek, plot, or get paid to quit.

Revealing a Land Card

Flip over the Land Card for the appropriate round number and place the indicated number of Credits in the ECF. The Credits contributed come from the QZA.

Conducting a Survey

Surveying a lot allows a player to secretly look at its value. To conduct a survey, a player takes one of their unused Survey Markers and places it in the area labeled “conduct survey” next to the available Lot Card they wish to survey. A player’s first survey is free but must pay ₦1M to the QZA for their second.

- Players may choose to survey any Undeveloped Lot, even ones they don’t own
- Players may also choose to survey the top card of the available Lot Deck, in which case they should place their Survey Marker on top of the deck.
- Players may survey the same Lot as another player and may choose to discuss what they’ve learned from any survey with any of the players but are not obligated to tell the truth. *If you think you got a silver tongue for spinning a tale, then spin away.*

Purchasing an Action

Action Cards give players extra ways to influence the game. To buy an action, a player pays ₦1M to the QZA and takes an Action Card from the top of the Action Card deck. Action Cards may be played at any time and are immediately available for use by the player. Once an Action Card is used it is placed in the Action Card discard pile designated on the Gameboard. If there are no Action Cards left in the deck, then Action Cards can no longer be purchased. *See the Action Card section for a full breakdown of Action Cards and their use cases.*

Accepting an ECF Buyout

To accept a buyout from the ECF, a player returns one of their undeveloped lots to the lot discard pile and receives ALL of the Credits currently in the ECF location on the Gameboard.

After all players have had an opportunity to conduct a survey, buy an Action Card, and accept an ECF buyout, the Discovery phase is over.

PHASE 2 – BID

Count down. Shout your bid. Hope you didn’t overpay.

During this phase, all of the available Lots will either be sold or discarded. Lots are initially sold in a

simultaneous, first-price auction. Confirm which lot is up for bid, then, when ready, players should count down from three and shout the price they are willing to pay (e.g., “three, two, one, ‘six million!’”). The player with the highest bid wins the lot.

If there is a tie, then the auction moves to open bidding beginning at a minimum of ₪1M higher than the tied value (e.g., if two players yelled, “three million,” the next bid must be at least ₪4M). The lot is awarded to the highest bidder after allowing some amount of time for players to decide if they are willing to go higher. If no player wishes to bid higher than the tied value, then the lot is NOT sold and the QuantumZap Authority retains ownership. Move the lot to the indicated discard pile on the Gameboard.

Repeat the bidding steps until all Lots are sold or discarded.

This completes the Bid phase.

Clarifying Notes

- The winning bidder moves the Lot, and any accompanying Survey Markers, to their playing area keeping it face down. Only Lots that have been previously surveyed may be looked at. *Any player who surveyed a Lot, even if they don’t own it, may look at its value.*

- The winning player MUST immediately purchase the Lot at the bid price by transferring the appropriate number of Credits to the QZA. *Out here in the Western Planetary Region, a Wildcatter is only as good as their word.*
- If a player doesn’t want to bid, then they remain silent during bidding.

⚡ **Note** We recommend that the First Player runs the auction, however, anyone can do it. *We like to ask the person with the best ‘Southern Accent’ to run the auction y’all.*

- If a player mumbles, bids out of tempo, or tries to fudge their bid in any way, the other players may choose to disqualify them by a majority vote. *Players who try to mumble bids or try other dirty tricks more than once ought to consider pre-purchasing a coffin or get good at duelin’.*
- When there is a tie and open bidding has started, any player may make a bid even if they previously chose not to bid.
- A player may never bid more than the amount of Credits they currently have available. *Some of y’all may want to borrow from a ‘good-for-nothin’ bank or from snake-oil sellin’ players. Well... don’t!*

- Survey Markers on the top card of the available Lot Deck remain on the board and follow the surveyed card.
- Lot Cards won during bidding may not have been surveyed yet. Only Lot Cards with a Survey Marker may be looked at. *‘Cuz you will forget what you purchased and wanna look at it but you can’t unless you surveyed and you’re gonna forget if you surveyed... comprende?* Players may only look at the value of undeveloped lots if they previously surveyed them or by conducting a subsequent survey in a future Discovery phase. *That’s how important it is. We wrote it two ways, thrice.*

PHASE 3 – DEVELOP

Pay 2M to flip a Lot face-up.

Players may develop as many of their lots as they wish and can afford. It costs ₪2M to develop a lot. A player transfers the appropriate number of Credits to the QZA and turns their new, now fully operational Lot face up.

The Develop phase is over.

PHASE 4 – COLLECT

Get paid... or punished.

First, because of their entrepreneurial savvy and fundraising prowess, each player receives ₪2M of additional investment from the QZA.

Second, players receive the indicated payout for any of their developed, positive lots every round. For negative lots, players must take Debt Markers equal to the payout. However, this is only done one time, the round in which the player developed the lot. In subsequent rounds, the lot is assumed to have been decommissioned and does not produce. Turn a negative lot sideways to indicate the debt has been taken.

Debt Markers do not directly affect a player’s current money supply. However, if not paid off by the end of the game, they count as negative victory points. Players may pay off Debt Markers at any time before final scoring by paying the required Credits to the QZA.

Winning

When the last Land Card is revealed the game enters the last round of play (the 5th round). Complete the last 4 phases like usual and then if possible reconcile debt with payments to the QuantumZap Authority. After every player has an opportunity to pay-off debt then victory points are counted to determine the Truest Wildcat'r. The Truest Wildcat'r wins the game and earns bragging rights until the next game is played. The rest? They had fun. Probably.

Congratulations Pardner! You have demonstrated the greatest savvy and prowess of QuantumZap extraction, proving your value as the Truest Wildcat'r! No other came close, right? Right! Bask in the glory of your economic domination of the Western Planetary Region. You have achieved the greatest victory anyone could hope to reach. You are the greatest... for now.

Victory points are calculated as follows:

⚡ **Note** Suits may NOT be counted twice. Once you have used a card in a combination, it can't be used again.

Developed Lot Cards

Each 0, -1, -2, or -3 payout	1 VP
Each +1, +2, or +3 payout	2 VP
Each set of three unique suits	1 VP
Each set of three ray guns	2 VP
Each set of three rocket ships	3 VP
Each set of three space stations	5 VP

Credits & Debt

Each ₪3M Credits (rounded down)	1 VP
Each -₪1M Debt	-1 VP

Suits

 Ray Gun

 Rocket Ship

 Space Station

The player with the most points wins!





WARNING

Exposure to *Zap* for extended periods of time may result in *tummy aches, eye crusties, grumpiness, and skeletal mutilation.*

This PSA was brought to you by the QuantumZap Authority. Always handle Zap responsibly.



CARDS

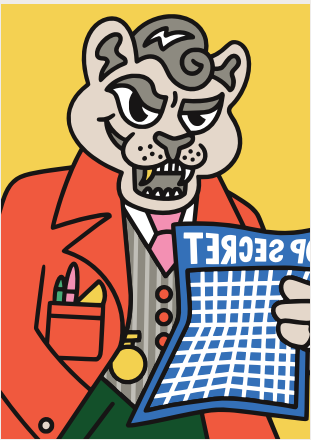
Meet the Cast

When players want the full Zappin' experience they can randomly choose 1 of the 10 Character Cards to keep secret and possibly change the game in their favor. Use these cards wisely because they can only be used once when they are revealed to all players and their power is activated. If you're a smart feller you may be able to womp your competition real good.



HERE'S YOUR HOST,
ZAPPY!

Though truth be told,
we don't know much about
Zappy. But here it is!



COUGAR
**HONEST
ABE**



RATTLESNAKE
**DR. CROTALUS
DIAMONDBACK**



ARMADILLO
**ROADMAN
JOE**



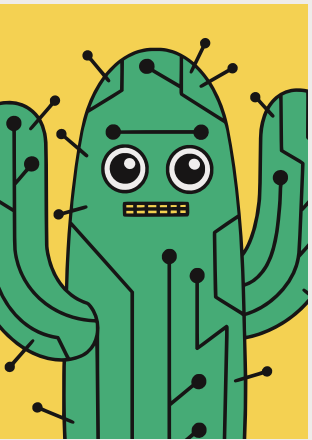
ROADRUNNER
**STEADY
EDDIE**



FENNEC FOX
**LONE STAR
LILY**



DESERT TORTOISE
**SHIFTY
SHELLY**



A.I. CACTUS
**PRICKLY
PETE**



BIGHORN SHEEP
**STERLING
POWERS JR.**



JACKRABBITS
**LAS
HERMANAS**



COYOTE
**MARSHAL E.
STARPAW**

Character Cards

HONEST ABE

Honest Abe is one that lives by the Golden Rule. While rumor mongers spread lies about his past operations under the various names of Fair Deals Grazers LLC, Integrity Ranching Partners, and Good Faith Livestock Management Inc. all he wants now is to bring Zap to market and earn enough to settle down.

Power: Swap an undeveloped lot between players.

Notes: This can be done between you and another player or between two other players.

Thoughts on Zappy: “Ain’t good. Ain’t bad. Cain’t shoot it.”

LAS HERMANAS “THE SISTERS”

Las Hermanas at your service! You’ll never find a more trustworthy family that honors fairness and honesty. You can count on us for dependability and delivery of Genuine Grade-A Zap!

Power: Change one of your developed lots from a negative to a positive. Keep the same number.

Notes: This card takes effect in the current round and future rounds. It does NOT change payouts from previous rounds. For example, if you took debt in round one, did not produce in round two, but play Las Hermanas in round three, you only get payouts

from round three forward. You keep your previous debt and lost income.

Thoughts on Zappy: “When it hurts, it hurts the right people.”

LONE STAR LILY

Lily is founder of Vulpine Virtue Inc. Known for taking risks in business, Lily started by selling sand to camels and quickly built an energy empire.

Power: Swap an owned Lot Card with another random Lot Card from the Lot Deck. Undeveloped Lots are swapped as undeveloped. Developed Lots are swapped as developed.

Notes: If you are swapping a developed Lot, you do not adjust payouts from previous rounds. If the owned Lot Card wasn’t developed then the new Lot Card is also undeveloped. The Lot Card drawn from the Lot Deck is random and no peeking allowed!

Thoughts on Zappy: “If it ever gives you a gift, thank it, nod slow, and don’t open it. Not ever.”

SHIFTY SHELLY

Preferring to be known as ‘The Gambler’, ‘ol Shifty Shelly earned that nickname after winning everything off another tortoise in a game of poker, including a shiny new shell.

Power: Your Character Card is a wild card suit of your choice.

Notes: Treat this card as either a ray gun, rocket ship, or space station when scoring suits at the end of the game. For example, if you have two space stations on developed Lots, Shifty Shelly could act as a third space station to complete a set.

Thoughts on Zappy: “It’s the reason you make it home when you shouldn’t.”

PRICKLY PETE

01001000 01101111 01110111 01100100 01111001
00100000 01011001 00100111 01100001 01101100
01101100

Power: Develop one undeveloped lot for free!

Notes: A single undeveloped Lot Card that the player owns is developed without paying anything to the QZA. Woot woot! Free money!

*Thoughts on Zappy: “00110100 00110000
00110100 00100000 01001110 01101111
01110100 00100000 01000110 01101111
01110101 01101110 01100100”*

DR. CROTALUS DIAMONDBACK

Serpentine Innovations’s newest product, Nebula Coil 3000, provides the most efficient extraction equipment to the wisest of investors. The rattle sound means it’s working!

Power: Choose a suit. Your income for that suit is plus one for the remainder of the game.

Notes: You must declare your chosen suit to the other players and you can’t change it once declared. This only applies to positive payouts.

Thoughts on Zappy: “If you’re desperate enough to wish for help, sometimes it hears you. Doesn’t mean you’ll like the help.”

MARSHAL E. STARPAW

People say the Marshal once shot a blaster out a bandits hand to save a whole rocketship full of space kids. “Well I heard, he can smell danger before it happens and thwarted water bandits by sniffing out the missing haul.” Folks around here believe the Marshal can communicate with whoever left the Zap behind and that’s why he always strikes it big!

Power: Choose up to two players. Take one developed Ray Gun Lot from each. Replace them with a random, undeveloped Lot from the Lot Discard pile.

Notes: The taken Ray Gun Lots should be placed in the Lot Discard pile after you choose replacement Lots. You cannot take two Ray Guns from one player. You can not split the action across rounds.

Thoughts on Zappy: “It don’t recognize court-martials handed out by cowards.”

ROADMAN JOE

Joe is best known for living a life always on the move. Once QuantumZap was discovered they were first on the scene. Now Dream-catcher Energy is well positioned to dominate the market. “Chasing Comets to Power Your Sockets. Dream-catcher Energy is fueling the cosmos of tomorrow, today!”

Power: Steal one Lot available for bidding this round. Move it to your playing area as if you won the bid.

Notes: This must be done before bidding starts on the chosen Lot.

Thoughts on Zappy: “I once asked it what it was. It got real close and said ‘shhhh, hear that?’”

STERLING POWERS JR.

“Due to a regrettable but necessary adherence to the complex legal statutes governing QuantumZap mineral rights and ownership, all other options having been exhausted, certain unmet contractual obligations... to recoup losses on behalf of creditors...”

Power: Choose a suit. You block income on that suit to all players, including yourself, for the current round.

Notes: This only blocks positive numbered Lots.

Thoughts on Zappy: “Whatever it is, it’s meaner than a solar storm with feelings.”

STEADY EDDIE

“Woah there partners! When it comes to doing business I take my time to get things right, but don’t worry-when the deal is hot, I sprint like the desert wind! Let do business.” —Steady Eddie

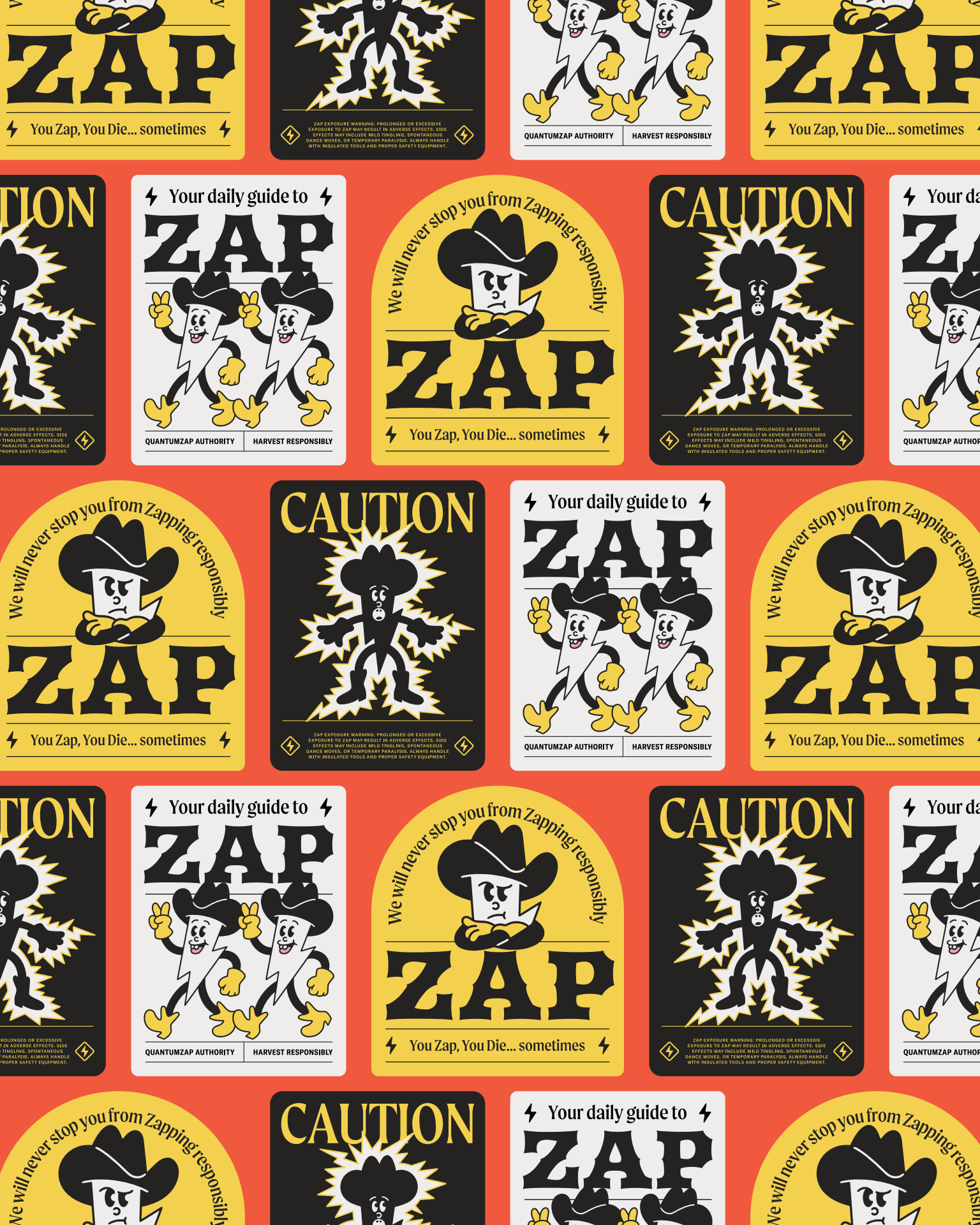
Power: Force another player to lose an undeveloped Lot Card.

Notes: The undeveloped Lot Card goes to the Lot Discard pile.

Thoughts on Zappy: “It don’t fly a ship. It is the ship.”

ZAPPY

Who is Zappy? It’s your bestest buddy in the West Planetary Region (WPR) sky. It’s always been here, wears a bolt for a body and a ten-gallon hat for charm. Cheerin’ on pioneers and jolting the courageous to gamble away their life savings; whether they want to or not. Friendly guide, rogue A.I., mirage zapped out of a wormhole... it’s not real, of course... unless you see it. As the old saying goes, “Ain’t chaos. Just someone else’s plan you ain’t read yet.”



Ready, set, ...action!

There are 13 different Action Cards that players can use to influence the game. However, each game will only use a subset of five. The effect each has is written at the bottom of the card. Actions may be played at any time after a player purchases one. Here are the available actions with some clarifying examples.

Action Cards are considered in play until the entire effect has been resolved. For example, *Bargain Hunter* is in play until either the Lot Card it impacts has been sold or discarded.



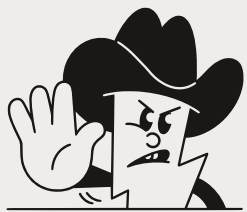
MOONLIGHT RAID

In space the shadows are true darkness and I'm afraid of the dark!



QUANTUMZAP LOBBY

Don't count your comets before they come home.



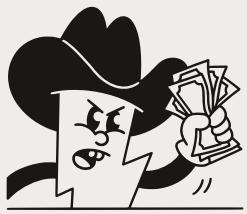
WOAH THERE, PARTNER!

Rest your paws for a spell.



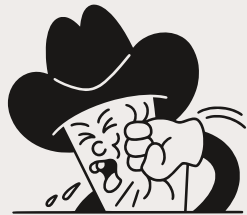
INSIDER TIP

Listen here partner and learn yourself a thing or two.



FOUNDATION PET PROJECT

Let's make Zap while the sun is still shining.



WILLING SACRIFICE

The squeaky wheel gets the grease, and the nosy neighbor gets the gossip.



COWBOY HACKER

There's no use in crying over spilt Zap.



SPACE IS COLD

You can lead a horse to water, but you can't teach it astronavigation.



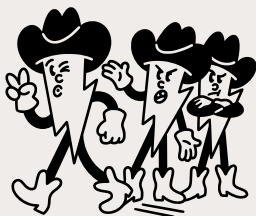
EQUAL FOOTING

Every cloud has a silver lining, and probably not wi-fi.



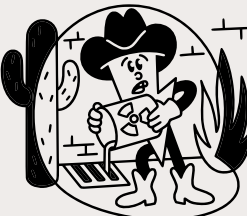
BARGAIN HUNTER

One Zap onboard is worth two Zaps in the field.



NUMBER ONE FIRST

Asteroid wrangling ain't what it used to be.



ECF DISPOSAL PENALTY

There's more than one way to quantum a Zap.



Action Cards

Woah there partner!

Negate any Action Card, including another negate card. *This can only negate Action effects NOT Character effects NOR Zappy Lot Cards. A player can negate a negate, which would mean the initial Action played takes effect.*

Moonlight Raid

Swap this card with an Action Card from the discard pile. You may immediately play the card taken. *If there are no Action Cards in the discard pile, then this card is useless. An Action currently in play but not resolved is NOT yet in the discard pile.*

ECF Disposal Penalty

ECF fine of -₹1M for violating waste disposal protocol. Choose another player to contribute -₹1M to “The Pot”. *“The Pot” is the ECF space on the gameboard. If the chosen player has no available Credits, then they must take a Debt Token and move a Credit from the QZA to the ECF.*

Equal Footing

Flip over one Lot Card currently available for bidding. *If the chosen Lot Card has text, that text is ignored. All players should place a survey marker next to this card, unless they already surveyed it. If it is purchased, it is placed face down until developed.*

Cowboy Hacker

Complete a free Survey of the top card of the Lot Deck. Place that card back on top, bottom, or anywhere in the Lot Deck. *Shuffling of the Lot Deck is excluded from this effect. No SHUFFLING. The player that uses this card has a theoretical advantage by knowing the position of the card they have seen. If there are survey markers already on the top card, they are returned to their owners.*

Foundation Pet Project

Send 1 Debt Token to the player with the most Credits. In case of a tie, all tied players receive a Debt Token. *Players must reveal the number of Credits they have to find the richest. Debt Tokens are not included in the total; only Credits are totaled. Once the Action Card enters the discard pile, credit tokens may be flipped face down again if desired.*

Insider Tip

Choose a Lot Card currently available for bidding. Only you may bid on the Lot Card (min ₹1M). *You may choose not to bid on the card, which means it would be discarded after auctioning. Bargain Hunter and High Noon High Voltage may be played on that card. If so, the maximum or minimum bid can be set by the owner of the price altering Action Card. This card remains in effect unless superseded by another card, the Lot Card is purchased, or the Lot Card is discarded.*

QuantumZap Lobby

Draw, face-down, the top card of the Lot Deck and add it to the line-up of Lot Cards for bidding. *Place this at the end of the line, which will make it the first card up for auction. If there are survey markers, they go with it.*

Bargain Hunter

Set the maximum bid on a Lot Card (Must be between ₹1M and ₹9M). *Another player may play High Noon High Voltage after Bargain Hunter is played. The most recent Action Card played is the one in effect. Bargain Hunter and High Noon High Voltage do not stack. This card remains in effect unless superseded by another card, the Lot Card is purchased, or the Lot Card is discarded.*

Number One First

Steal the First Player Token. *You can play this on yourself, if you are forced to through another card.*

High Noon High Voltage

Set the minimum bid on a Lot Card (Must be between ₹1M and ₹9M). *Another player may play Bargain Hunter after High Noon High Voltage is played. The most recent Action Card played is the one in effect. High Noon High Voltage and Bargain Hunter do not stack. This card remains in effect unless superseded by another card, the Lot Card is purchased, or the Lot Card is discarded.*

Space is Cold

Freeze one Lot Card for one round. It becomes unfrozen in the next round; available for bidding. *If any players played an Action Card that alters the price or restricts the players who may bid, Space is Cold will still take effect. This means all modifications to the bidding price and allowed bidder are maintained into the next round.*

Willing Sacrifice

For each Debt Token you take, you may send two Debt Tokens to one other player. (Up to a maximum of 3 debt for yourself). *When this action is played, the player can accept a Debt Token and send two Debt Tokens to another player. Then they can accept another Debt Token and send two Debt Tokens to another player or the same player, up to a maximum of 3 affected players or one player affected 3 times [You’re a cruel, blood-suckin’, poisonous rattler if you do this...but sometimes, that’s how you win.]*

Lot Cards

Lot Cards are the main source of income to a player. They represent the quality of the Zap present in the territory. Once a player secures ownership of a Lot and develops it, they begin receiving Credits for extracting QuantumZap. Lot Cards are structured as follows.

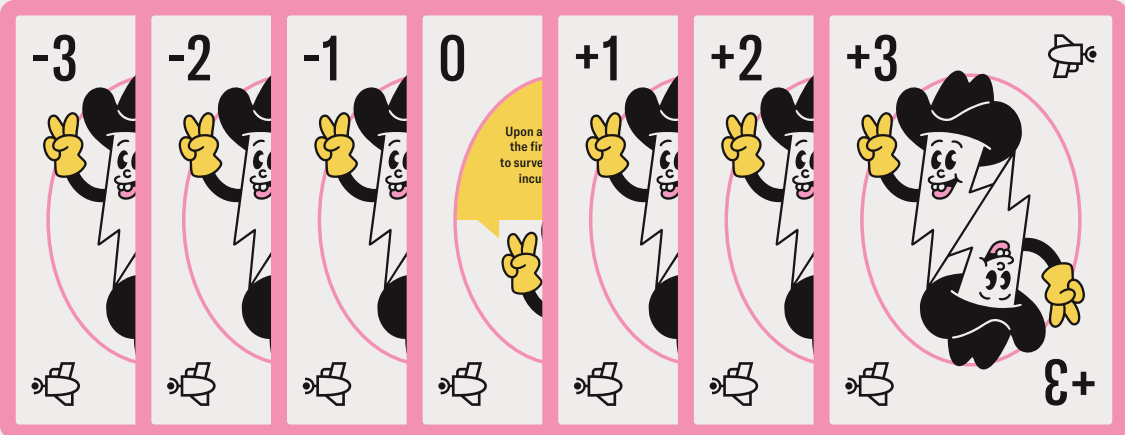
Top left (and bottom right corner):
This number is the amount of Credits a player receives during the Collect phase. A positive number is collected each time gameplay enters this phase. A negative number is only collected once in the round the Lot is initially developed. After collecting a negative payout, the player should turn the Lot Card sidewise to indicate it is decommissioned.

Top right (and bottom left corner):
The suit is either a ray gun, rocket ship, or space station. Players receive victory points for specific suit combinations of their developed Lots.

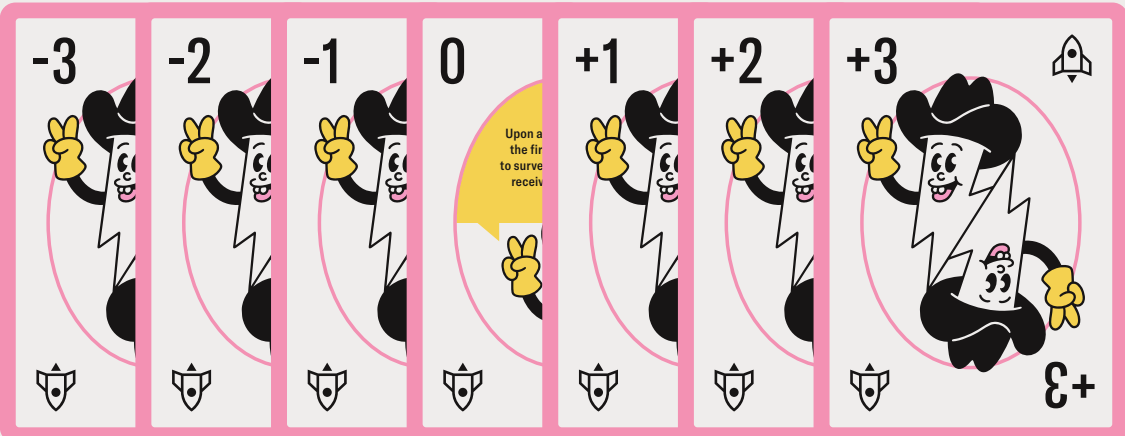
Center:
If there is text, then upon a second survey, the first two players to survey the card each receive either +\$1M or -\$1M as indicated. The second player flips the Lot Card face up and it remains that way until the end of the round. This also applies to the top card of the Lot Deck.



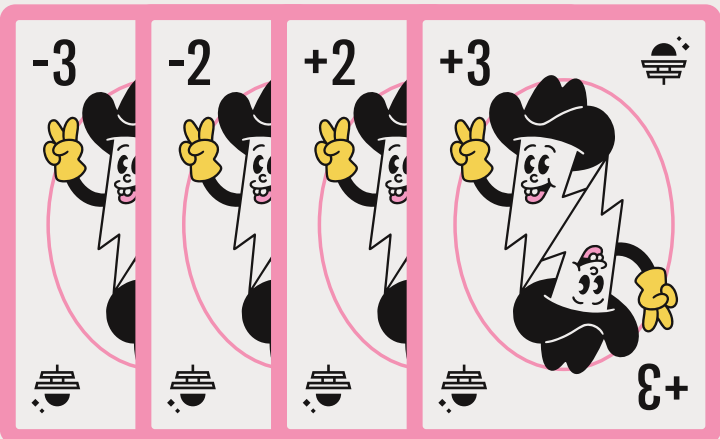

Ray Gun
x15




Rocket Ship
x12




Space Station
x8



Keep in mind that payouts are not equally distributed across suits!



Zappy Cards

Zappy Cards are a mischievous way to alter the game in subtly chaotic and possibly good ways. Including more gives Zappy more opportunity to influence play.

There are seven Zappy Cards available to the players. Adding more Zappy Cards is like adding more beans to a stew, it tastes good now but you might regret it later. When a Zappy Card is revealed, the text must be resolved immediately. After the card is resolved, move the Zappy Card to the Lot Discard pile and continue placing Lot Cards for bidding.



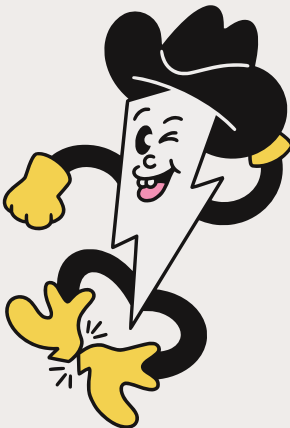
KEEP CALM AND ZAP ON

First player reveals the top 3 cards from the Lot Deck then puts them back in the Lot Deck anywhere they choose.



ZAP HAPPENS

Each player must discard an Undeveloped Lot Card. If the player has none, then nothing happens.



HARD-ZAP BEATS TALENT

Each player receives a ₪1M economic stimulus from the QZA.



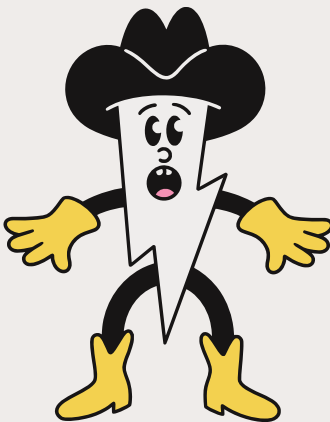
JUMP ON THE ZAP-WAGON

Each player draws a free Action Card to play as they choose.



A ZAPPING IN DISGUISE

First player receives a bribe of ₪1M from the ECF because you're cool.



ONCE IN A ZAP MOON

Each player must play an Action Card. If they have none, they will draw an Action Card and play it. Resolve in turn order.



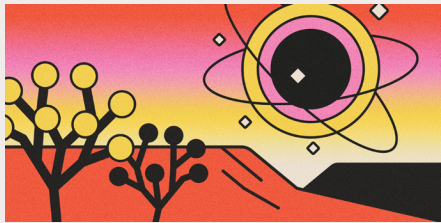
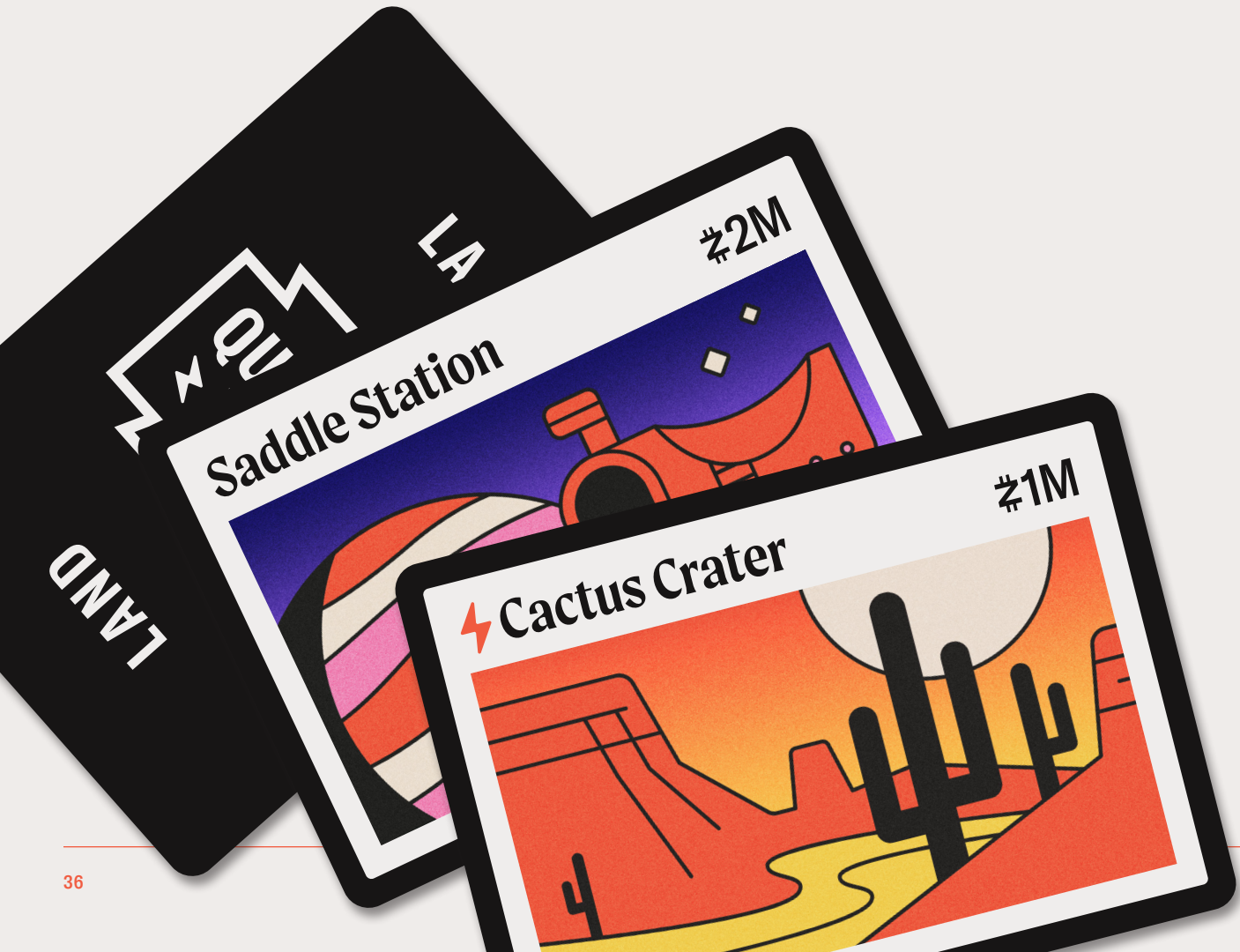
WHAT THE ZAP!?

Each player donates ₪1M to the ECF.

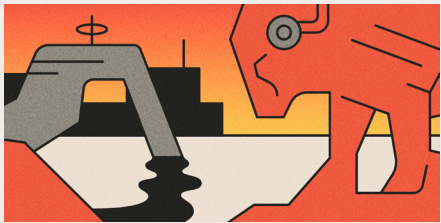


Land Cards

There are 10 Land Cards which serve as round markers and indicate how much money should be contributed to the Environmental Conservancy Fund from the QuantumZap Authority. Each game will utilize a subset of five cards. When the Land Card is flipped over at the start of a round, the Credit amount listed in the top right corner of the Land Card should be taken from the QZA and placed in the ECF location on the game board.



Antimatter Mesa #2M



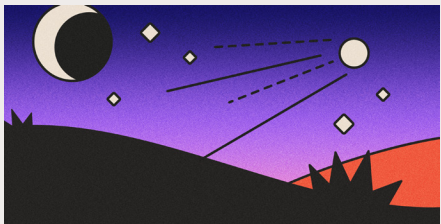
Bionic Bison Bay #3M



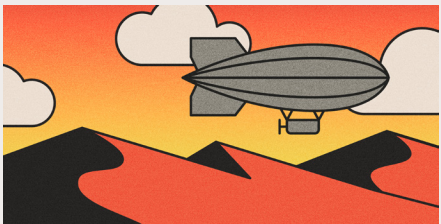
Cactus Crater #1M



Cosmos Corral #1M



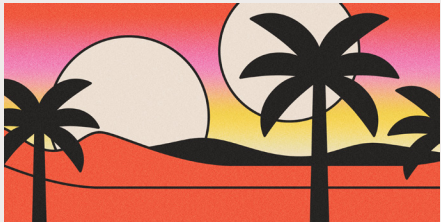
Cowboy Comet #2M



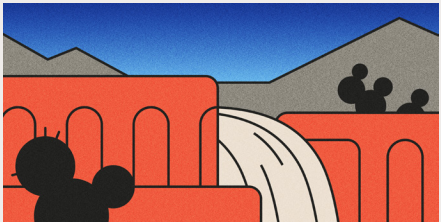
Dirigible Desert #1M



Mustang Mesa #1M



Photonic Field #3M



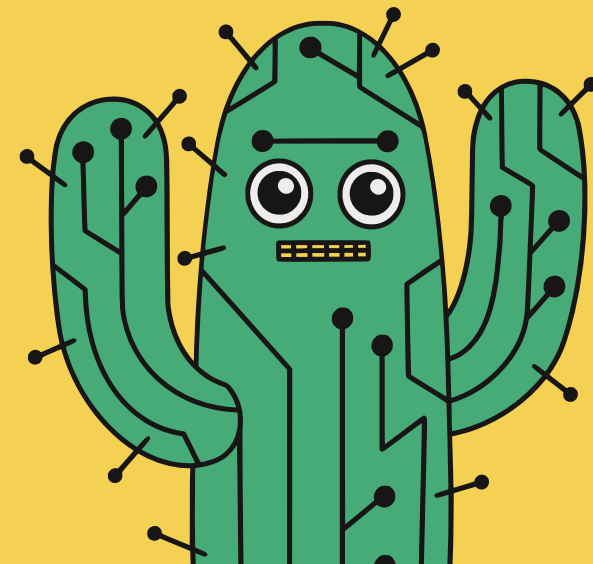
Revolver Ridge #1M



Saddle Station #2M



FAQS



Common Questions

(FOR THE 3LITE GAMERS)

SURVEYING!

You can survey any card in the line-up, the top card of the deck, any leases you control, and that's it! You can't look at cards that you didn't survey and you can't look at other player's leases.

You can look again at any card you have already surveyed, including cards under your control.

For example:

I bought a random card without looking at it. Can I look at it now? *No you can't. You need to survey that card to look at it.*

But I don't want to develop that card unless I know what it is! *I know it's scary. Be brave! Be Bold! Be a Wildcatter!*

TIE FOR FIRST PLACE?

There can certainly be a tie. Congrats! You all won!

Do you still need a winner among the winners? Ok. Fine. Whoever took out the trash most recently wins. Happy now?

DEBT AND NEGATIVE CARDS

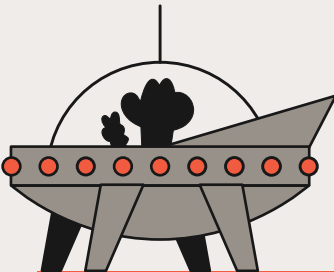
You've developed a negative producing property, oh no! Look at the bright side. You only suffer the penalty of a negative producing property once.

Let's say you flip a Negative Four (-#2) lease. Then during the income phase you take two Debt Tokens and your suffering is complete.

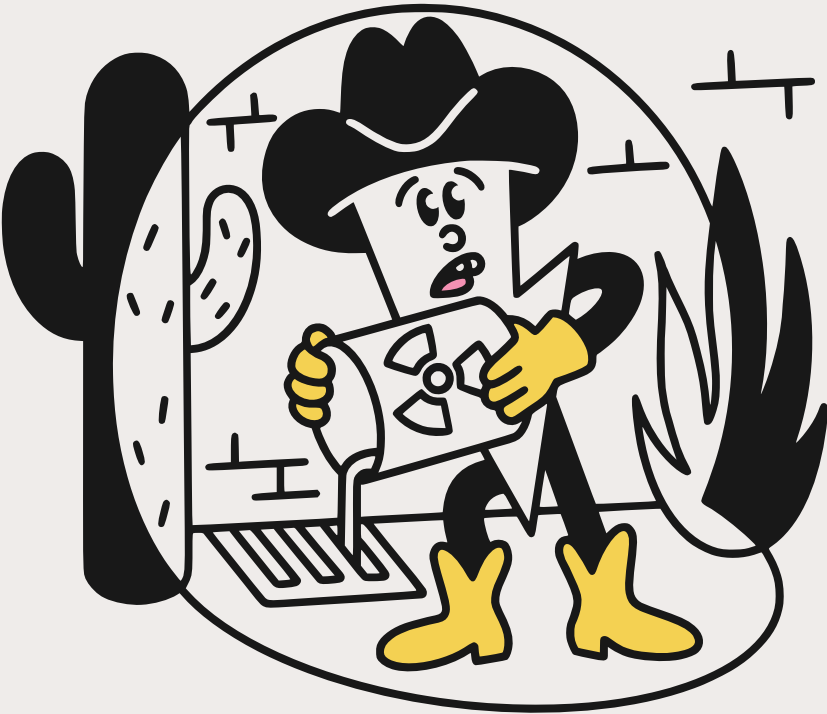
Remember to pay-off the debt before the victory points are counted or else you'll take Negative One (-1) VP for each Debt Token. Debt costs #1M Credits to pay-off for each token.

SHARING YOUR THOUGHTS

I wanna say something nice to y'all for making such a great game. Aww... thanks and you're welcome. If you wanna say hello you can reach us through the website. www.cowboycactusgames.com

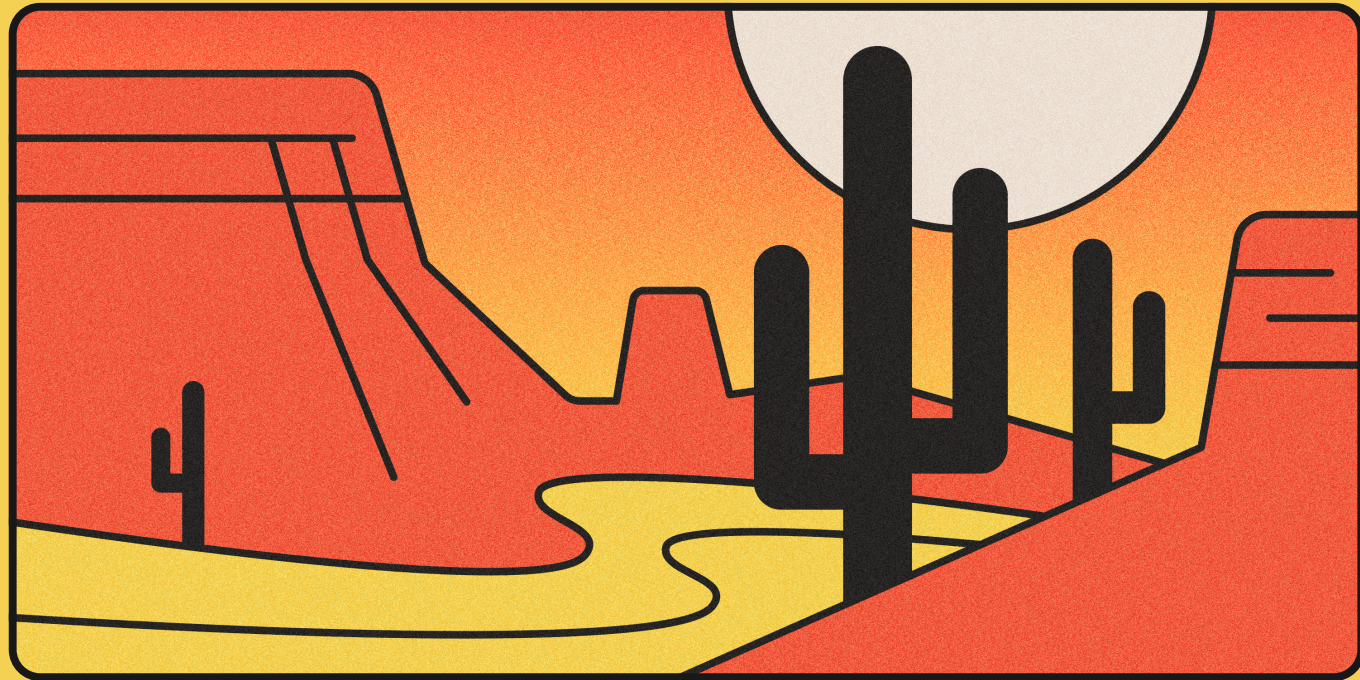


FOLLOW THE RULES OR GET FINED!



A MESSAGE FROM THE QZ ENVIRONMENTAL CONSERVANCY FUND

WIN LOTS



**BUILD AN
EMPIRE**

The End

SPECIAL THANKS

We would like to thank all our supporters, willing and unwilling playtesters, and Gamefound. Your kindness and devotion to making the world a more playful place inspired and improved this game beyond anything we could have intended. Thank you!

GAMEPLAY

Taylor Stephensen
Sean M. Dozier

DESIGN

Michael Tucci
Ben Buysse

ILLUSTRATION

Kate Prior

LEAD PLAYER

You, probably.

SOFTWARE

InDesign
Photoshop
Illustrator
Figma

TYPEFACES

GT America
Arbutus
Miss Stanford
Moret

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