

Components

48 Character cards



Front Side: 4 Characters, 12 of each



Back Side: 12 Items per Character



1 Flight pointer



6 Map board sections (double-sided)



1 Center piece for map layout with sticker*



4 Symbol markers



12 Colored markers (4 per color)

*Before your first game, place the sticker on the center piece tile as shown.



Example: Game Setup for 3 Players

Setup

1. Place the center piece in the middle of the play area.

2. Randomly attach the 6 Map board sections to the center piece in any order and with either side up.

3. Each player takes the 12 cards for their Character, shuffles them, and places them facedown as their draw deck.

4. Each player also takes a set of 1 red, 1 blue, and 1 yellow colored marker.

5. Set the the Flight pointer and the 4 Symbol markers adjacent to the Map board. Additionally, prepare a timer of your choice to count down 20 seconds. The timer needs to emit an audio signal when the time has run out.





5.



2.



Game Play

The game is played in rounds, and everyone plays at the same time. Each player reveals 3 cards from their draw deck and places the cards faceup in front of them. This round, everyone is looking for their 3 Items. If you reveal a duplicate Item, place 1 back under your draw deck and reveal a new Item. Continue until you have 3 unique Items.

Designate a start player. This player takes the timer and places the Flight pointer in front of them. The person to their left is responsible for revealing the Symbol marker.

Start the Timer and Reveal the Symbol marker

Shuffle the 4 Symbol markers facedown and then choose 1 randomly to place facedown in the center of the Map board. Now the start player starts the Timer and the player to their left reveals the Symbol marker simultaneously. All players now have **20 seconds** to scan the **3 active flight paths** that match the Symbol marker.



Example: The 3 active flight paths using the Bones Symbol (one in each color).



Scan the Flight Paths

In *Zilence*, you are all survivors of the Zombie Apocalypse and have set up camp on the roof of a skyscraper located in the middle of the Map board. There are 12 flight paths that start from this location, **3 of which are active each round** as indicated by the Symbol marker. Some of the paths are longer, some shorter, and some end up nowhere in particular. Each path begins with 1 of the 4 Symbol Icons and each Icon has a red, a yellow, and a blue path. Using only your eyes, your task is to scan the 3 active flight paths in order to find the best path. The best path is **the one where you can find most of the items you‘re looking for**. Tip: Use the colored markers to remember which flight paths you‘re scanning by holding the matching colored marker in your hand.

Note: In most cases, 20 seconds won’t allow you enough time to look at all 3 paths completely. On average, there is usually enough time for 2 medium-length paths, 3 shorter paths, or 1 very long path.

When you hear the audio signal, time is up, and players are not allowed to look at the Map board any longer. We recommend briefly waving your hands over the Map board to show you're done. Now each player decides on 1 path by secretly placing the corresponding colored marker in their hand. Then, on the count of 3, everyone reveals their colored marker.

Check Flight Paths

Now it gets exciting. The player with the Flight pointer will now follow the selected paths one after the other to check for Items. The Flight pointer must follow the line of each respective path precisely. Intersections must always be followed straight across as making turns is not allowed.

It's best to call out each Item as it's found on the path. This way, each player who's chosen this path can check whether any found Items are the ones they're looking for. Players may only find Items on the path they've chosen! If you find one of the items you're looking for, discard that card out of the game. It isn't necessary to check the flight paths that weren't chosen this round, unless you're curious.



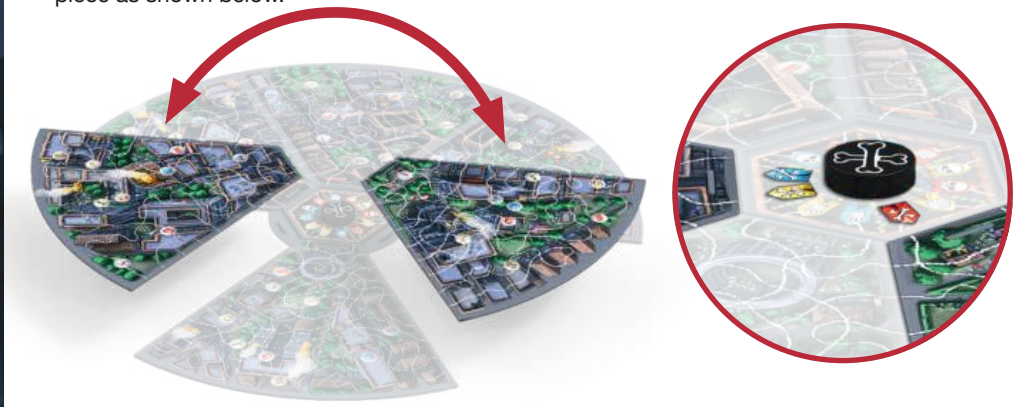
Example: Player A has chosen the red path and has found all 3 of their Items on this path.

Now prepare for the next round by changing the Map board as follows:

1. Take the Map board section attached to the middle piece where **the active Symbol Icon is depicted twice** and turn it over so that the back side is now visible.



2. Then swap this Map board section with the Map board section attached to the middle piece where the other active Symbol Icon is depicted and attach them both to the center piece as shown below.

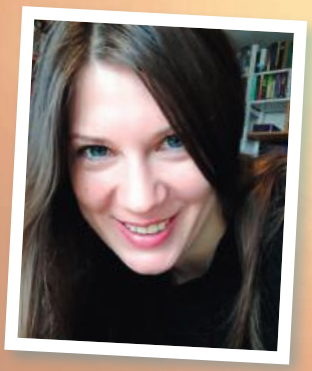


Now, take the faceup Symbol marker and mix it in facedown with the other facedown Symbol markers. Then pass the Timer and Flight pointer to the next player in clockwise order. Each player now reveals new Items to those remaining in front of them until they have 3 different Items faceup as before. It's possible when you reach the end of your draw deck that you will have two of the same Item in front of you. In this case, you must find this Item twice in order to discard both cards. If you only find it once, you can only discard 1 of the cards. Now, continue play with another round (beginning with Start the Timer and Reveal the Symbol marker) until 1 or more players have found all their Items.

End of Game

The game ends when 1 or more players have found all of their items.
These players have won!

The Designer: Sophia Wagner



Designing games is just the thing for Sophia Wagner as it allows this certified geoscientist to express her creativity as well as her analytical skills. In addition to wonderful worlds and new game mechanics, Sophia Wagner focuses on one thing in particular: emotions! Whether it's the excitement of uncovering a tile, the joy of having solved a tricky task, or the good-natured gloating when fellow players have pushed their luck too far, arousing the right emotions in the game is an exciting exercise for this Potsdam native.

Using the perfect balance of individual game elements, Sophia Wagner creates a joint gaming experience designed for fun and perhaps for something that brings everyone a little closer together. It doesn't matter whether it happens in a complex strategy game like her first game *Noria* or in a fast-paced family game like her game *Poo Poo Pets*. It's the shared experience that counts!



Pegasus Spiele

Designer: Sophia Wagner
Illustration: Dennis Lohausen
Realization and Layout: Mühlenkind Kreativagentur
English Translation: Ralph H Anderson
Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Deutschland
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