



NUKED | PRINT AT HOME

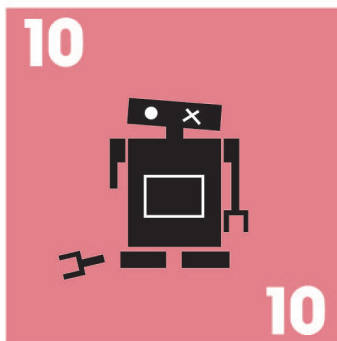
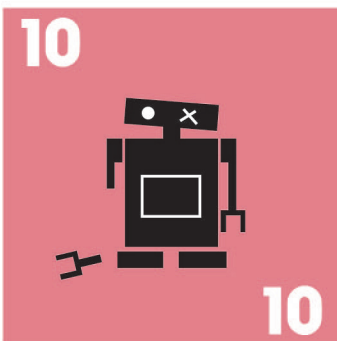
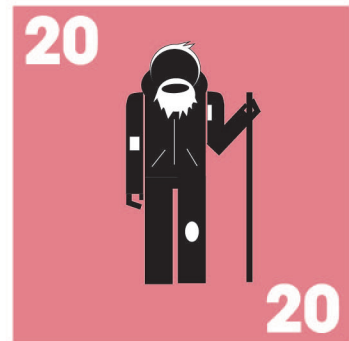
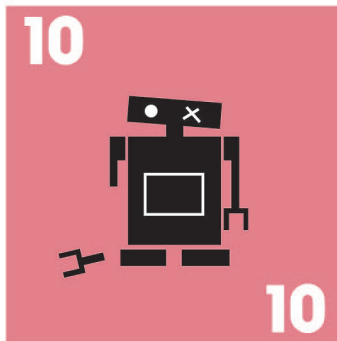
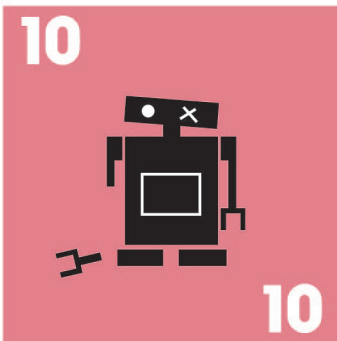
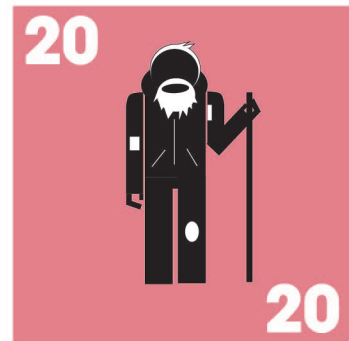
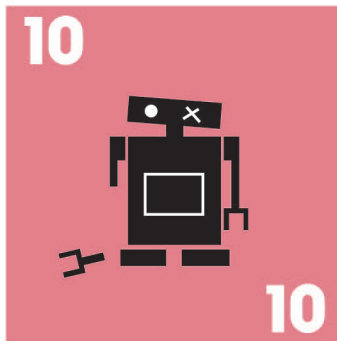
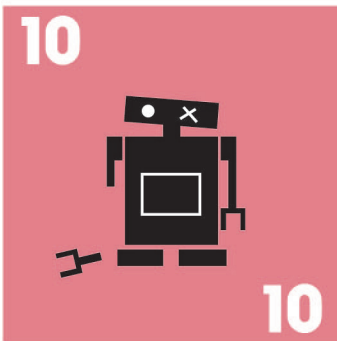
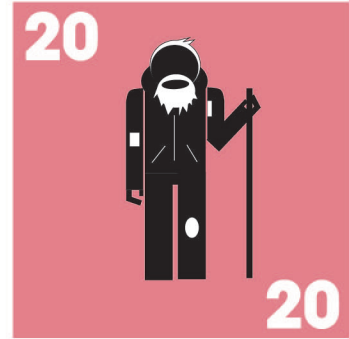
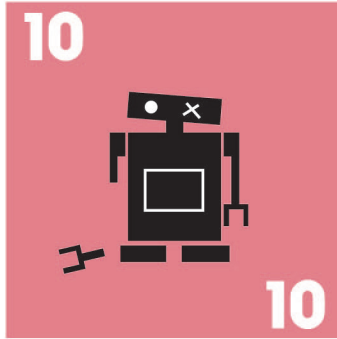
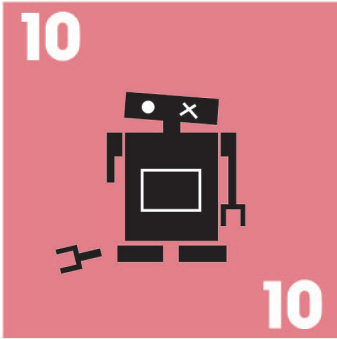
©2016 NUKED CARDS, LLC

Thanks for downloading our game! We think you're gonna like it! Feel free to print out this set. Just do us a favor and don't sell it, okay? If you like the game, share it! It's not going to hurt our feelings. We want as many people as possible to enjoy it, and we hope you're among them.

Thanks again.



**ROBERT AND PHALLEN
of Nuked Cards, LLC.**



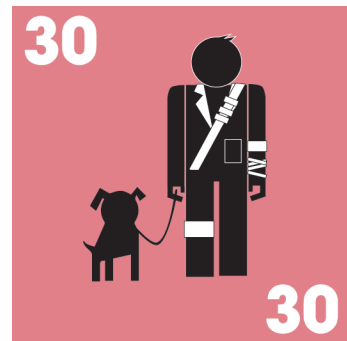
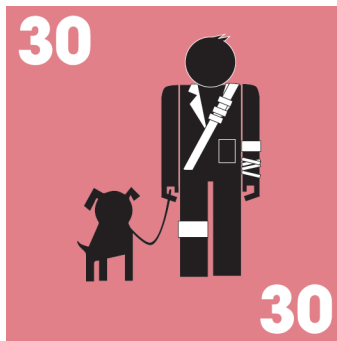
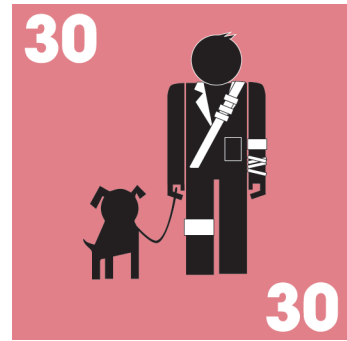
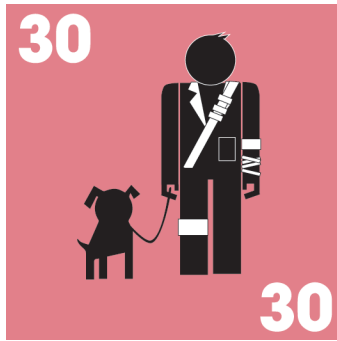
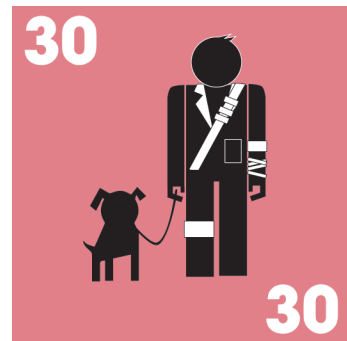
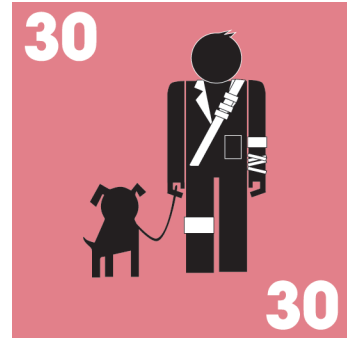


PRINT AT HOME



PRINT. CUT. PLAY.

www.NukedCards.com



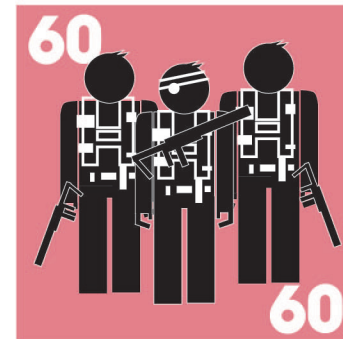
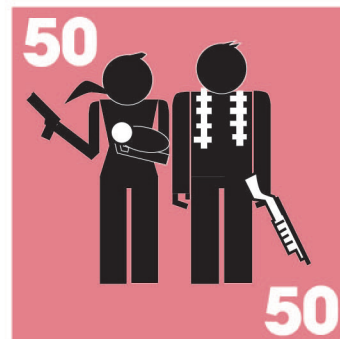
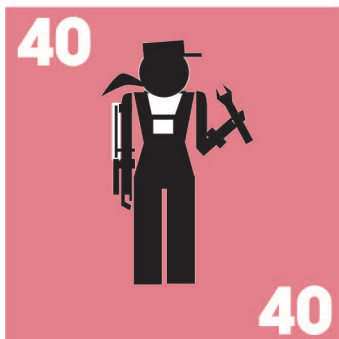
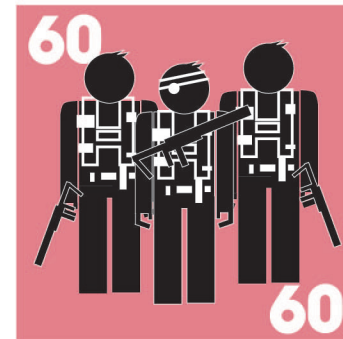
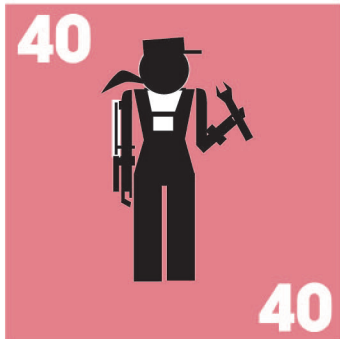
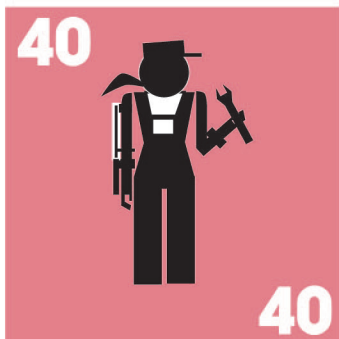
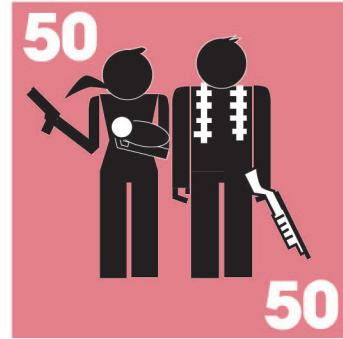
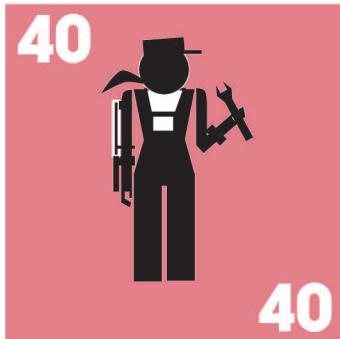
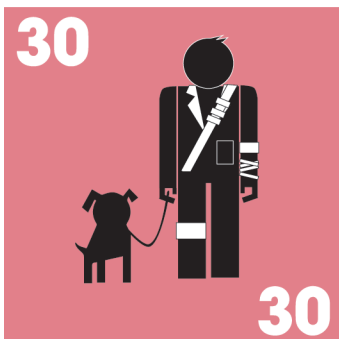
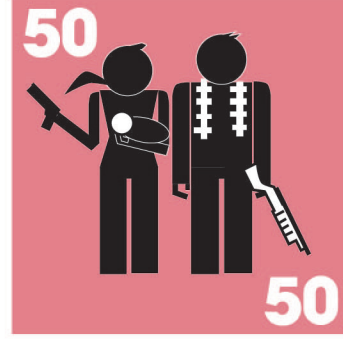
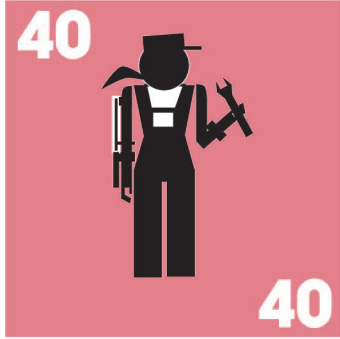
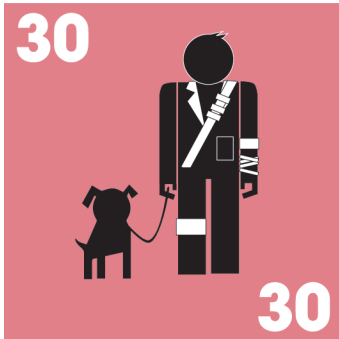


NUKED | PRINT AT HOME



PRINT. CUT. PLAY.

www.NukedCards.com



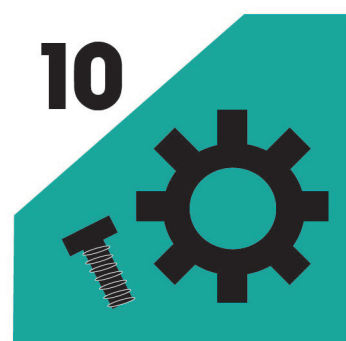
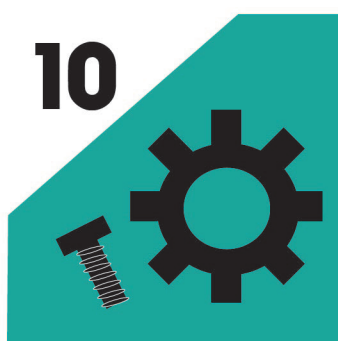
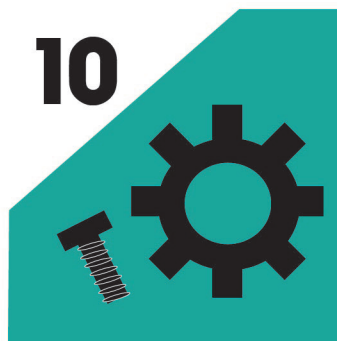
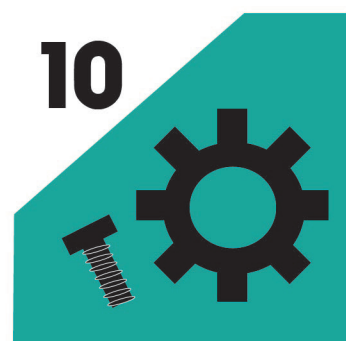
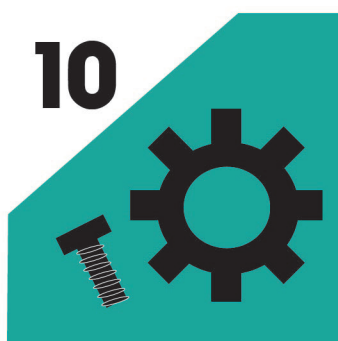
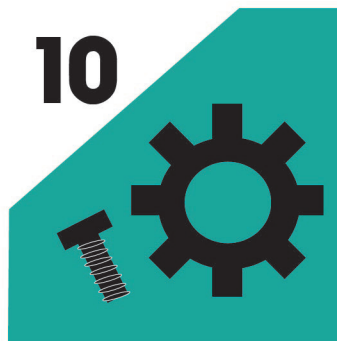
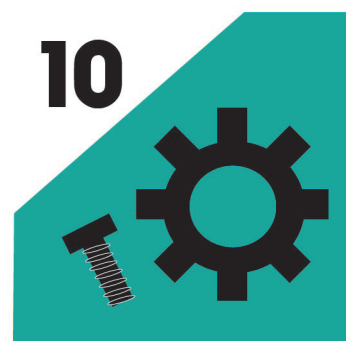
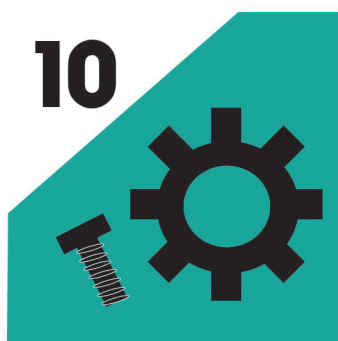
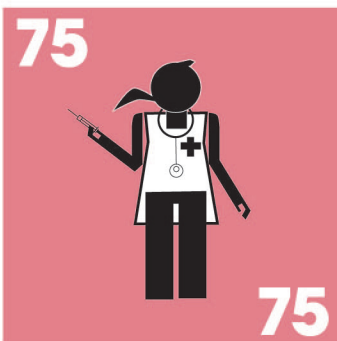
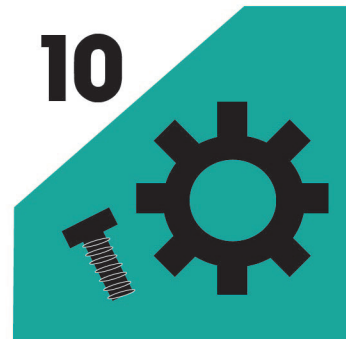
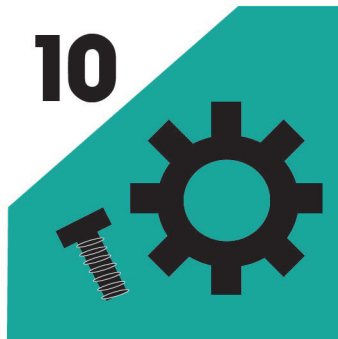
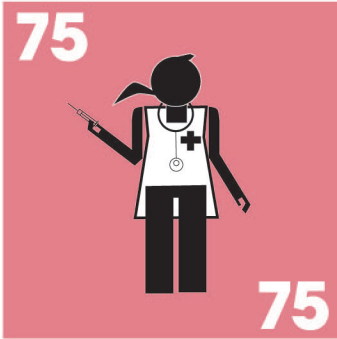


NUKED | PRINT AT HOME



PRINT. CUT. PLAY.

www.NukedCards.com





NUKED | PRINT AT HOME



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

©2016 NUKED CARDS, LLC



NUKED

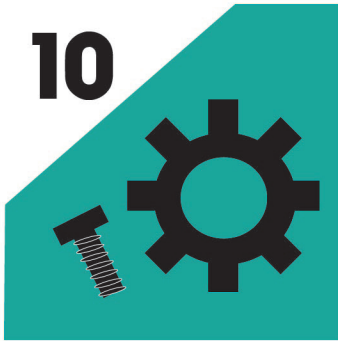
©2016 NUKED CARDS, LLC

PRINT. CUT. PLAY.

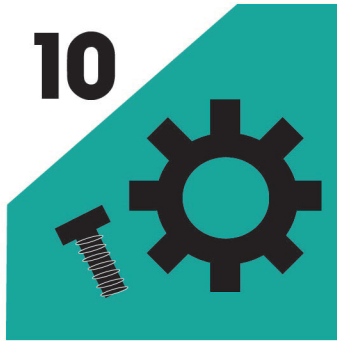
www.NukedCards.com



10



10



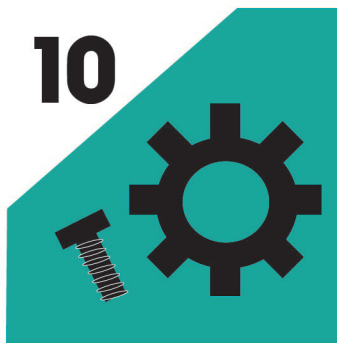
20



10



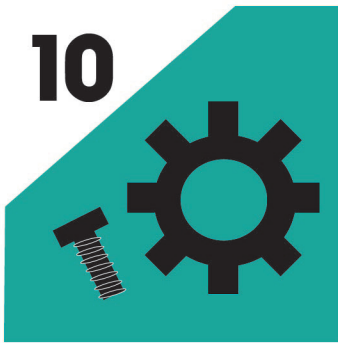
10



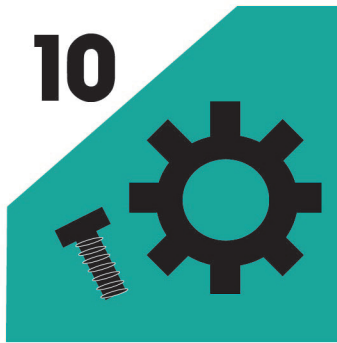
20



10



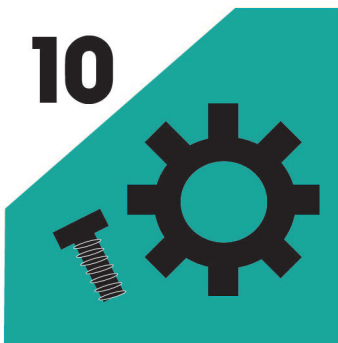
10



20



10



20



20





PRINT AT HOME



PRINT. CUT. PLAY.

www.NukedCards.com



20



20



40



20



20



40



20



20



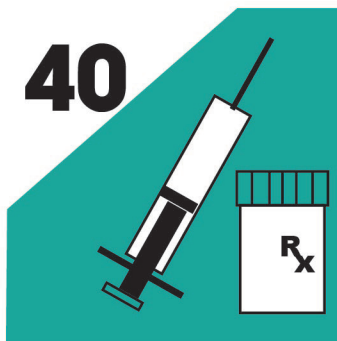
40



20



40



40





NUKED | PRINT AT HOME



PRINT. CUT. PLAY.

www.NukedCards.com



60



60



BUNKER



60



BUNKER



SWARM



60



BUNKER



SWARM



60



BUNKER



SWARM





NUKED | PRINT AT HOME



PRINT. CUT. PLAY.

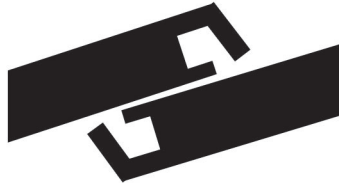
www.NukedCards.com



SWARM



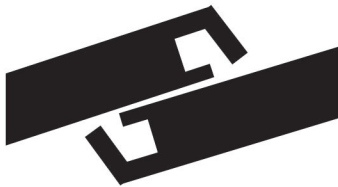
TRUCE



NUKE



TRUCE



NUKE



SETUP

STEP 1: Separate Nuked Cards and Fate Cards, shuffling each.

STEP 2: Deal 5 cards to each player from the Nuked deck.

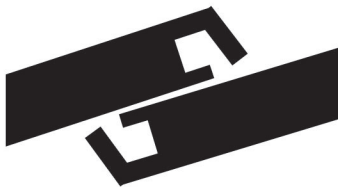
GAMEPLAY

Players will play a single card from their hand and draw a card at the end of their turn. If the player has no playable cards, they must discard 3 cards from their hand and draw 3 cards from the Nuked deck.

First turn play a supply card. Players must have enough supplies on the table to play a Settler card. Player will discard any Supply cards spent on Settlers into the discard pile. The first player to collect 200 Settler points wins the game.

1

TRUCE



NUKE



BUNKER



Protection from Nukes and Swarms for one turn. Discard at beginning of your next turn. Allows player to play any settler card once Bunker is discarded without spending supplies on that turn.

While you are bunkered, you can not play a fate card. No fate card affecting your played cards apply, however your seat and hand are still in play.



Nuked
FATE CARDS

Fate cards can be played at any time. One fate card per player per round.

3

TRUCE



NUKE



DEALER





NUKED | PRINT AT HOME



Supply cards. Collect these to buy settlers. Sorry, there's no change for overspending supplies, so spend wisely.



Settler cards. You need 200 points worth to win (teams need twice as many).



SWARM

Destroys opponent's played supply cards.



NUKE

Destroys opponent's settler and supply cards.



TRUCE

Prevents Nuke. Play this card when a Nuke is played against you to prevent being Nuked. **2**



Team play.

Games with more than 4 players might want to team up. Teams of 2 players allow more advanced tactics, as either player is allowed to play a Truce should they get Nuked. The team must collect 400 settlers to win.

House Rules:

Play it your way. Don't like a rule? Change it! Remember, it's a game and the goal is to have fun!

BELOW ARE SOME POSSIBLE HOUSE RULES:

WHO'S TURN IS IT? : Any player who asks who's turn it is loses their turn.

GAMBIT: On your turn, you can choose a settler to represent your settlement in a deathmatch. Choose another player's settler card of equal or lesser value and rock paper scissors them for their card. If you lose, they keep your settler. If you win, you get to keep their settler. If you draw, you lose your turn. **4**



DEALER





HOSTILE TAKEOVER

Trade seats with another player



ROBOT'S REVOLT

Discard all your robot settlers



HOSTAGE EXCHANGE

Give a settler card to player to your left



DOUBLE AGENT

Trade hands with another player



SURPRISE ATTACK

Discard a settler card



SUPPLY CACHE FOUND

Play any settler card



DOUBLE AGENT

Trade hands with another player



SURPRISE ATTACK

Discard a settler card



SUPPLY CACHE FOUND

Play any settler card



ROBOT'S REVOLT

Discard all your robot settlers



HOSTAGE EXCHANGE

Give a settler card to player to your left



REPROGRAM

Take any one player's robot settler





**CONTAGIOUS
PATIENT**

Discard your
doctor card



**YOU'RE A BAD
LEADER**

Everyone but you
play a settler card



REGROUP

Skip your next
turn



**RAIDING
PARTY**

Take any other
player's supply
card



**YOU'RE A GOOD
LEADER**

Everyone but you
discard a settler
card



REGROUP

Skip your next
turn



**RAIDING
PARTY**

Take any other
player's supply
card



**RAIDING
PARTY**

Take any other
player's supply
card



**SUPPLY
TAINTED**

Discard a supply
card



**RAIDING
PARTY**

Take any other
player's supply
card



**TACTICAL
STRIKE**

Discard another
player's settler
card



**SUPPLY
TAINTED**

Discard a supply
card

