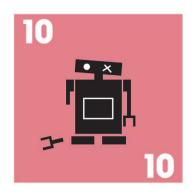


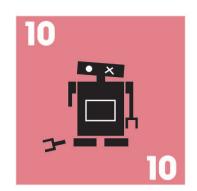
Thanks for downloading our game! We think you're gonna like it! Feel free to print out this set. Just do us a favor and don't sell it, okay? If you like the game, share it! It's not going to hurt our feelings. We want as many people as possible to enjoy it, and we hope you're among them.

Thanks again.

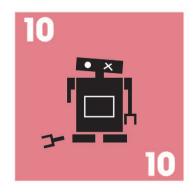


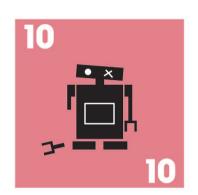




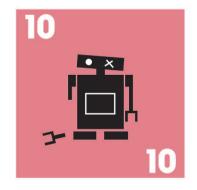


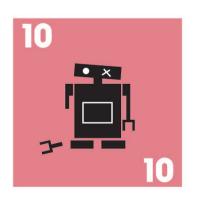




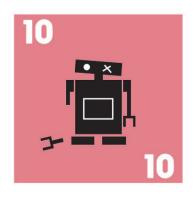


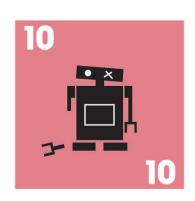








































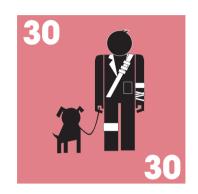






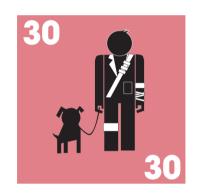




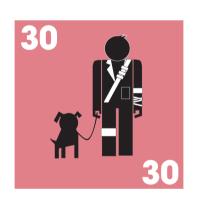


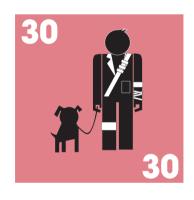




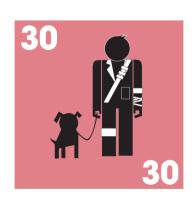


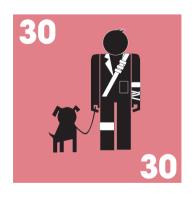


































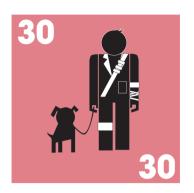


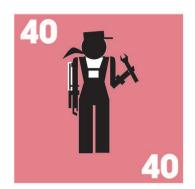




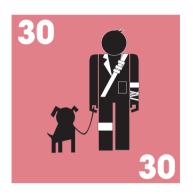


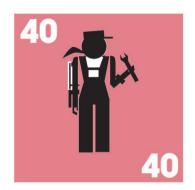






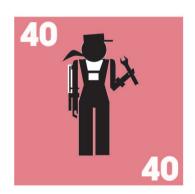




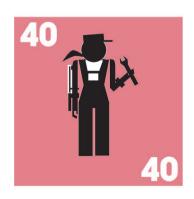






































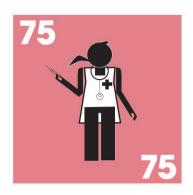
















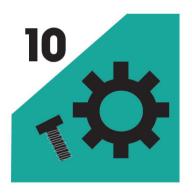


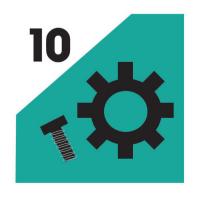


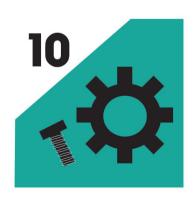


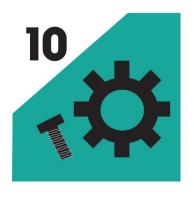


































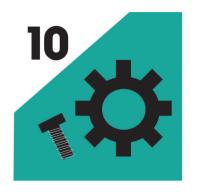












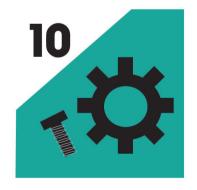






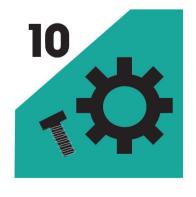




































































































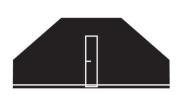


















SWARM



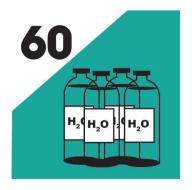


BUNKER

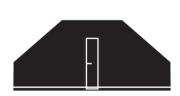


SWARM





BUNKER



SWARM



























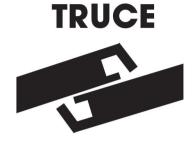






















SETUP

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

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

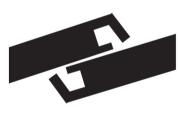
GAMEPLAY

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



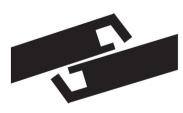
Protection from Nukes and Swarms for one turn. Discard at beginning of your next turn. Allows player to play any settler card once Bunker is discarded without spending supplies on that turn.

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.



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

TRUCE



NUKE



DEALER



PRINT. CUT. PLAY.











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).



Destroys opponent's played supply cards.



Destroys opponent's settler and supply cards.



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







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.

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.





DEALER







PRINT. CUT. PLAY.





Trade seats with another player



ROBOT'S

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 setller card



DOUBLE AGENT

Trade hands with another player



SURPRISE ATTACK

Discard a settler card



SUPPLY CACHE FOUND

Play any setller 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



PRINT. CUT. PLAY.

































YOU'RE A BAD **LEADER Everyone but you** play a settler card

REGROUP Skip your next turn



Take any other player's supply card







RAIDING PARTY

Take any other player's supply card



RAIDING **PARTY**

Take any other player's supply card



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



PRINT. CUT. PLAY.



























