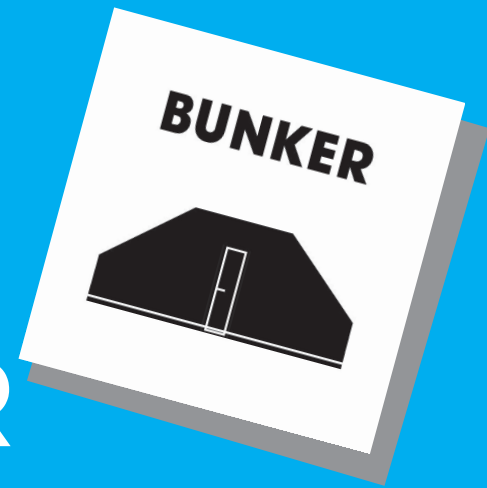


A GUIDE TO NUKED: BUNKER



WHAT IS NUKED: BUNKER?

NUKED: BUNKER is a free expansion rule set for NUKED. It takes the existing NUKED deck and allows you to play a second, super fun* game for the same price. It's fast paced and really simple to play.

NUKED: BUNKER

A card game for 2-4 Players.

Objective:

Be the first player to 150 Settlers, or the last player not destroyed.

Setting up the game:

FIRST:

Remove the following cards from the deck and set aside. They won't be needed.

1. Truce Cards
2. Fate Card: Double Agent

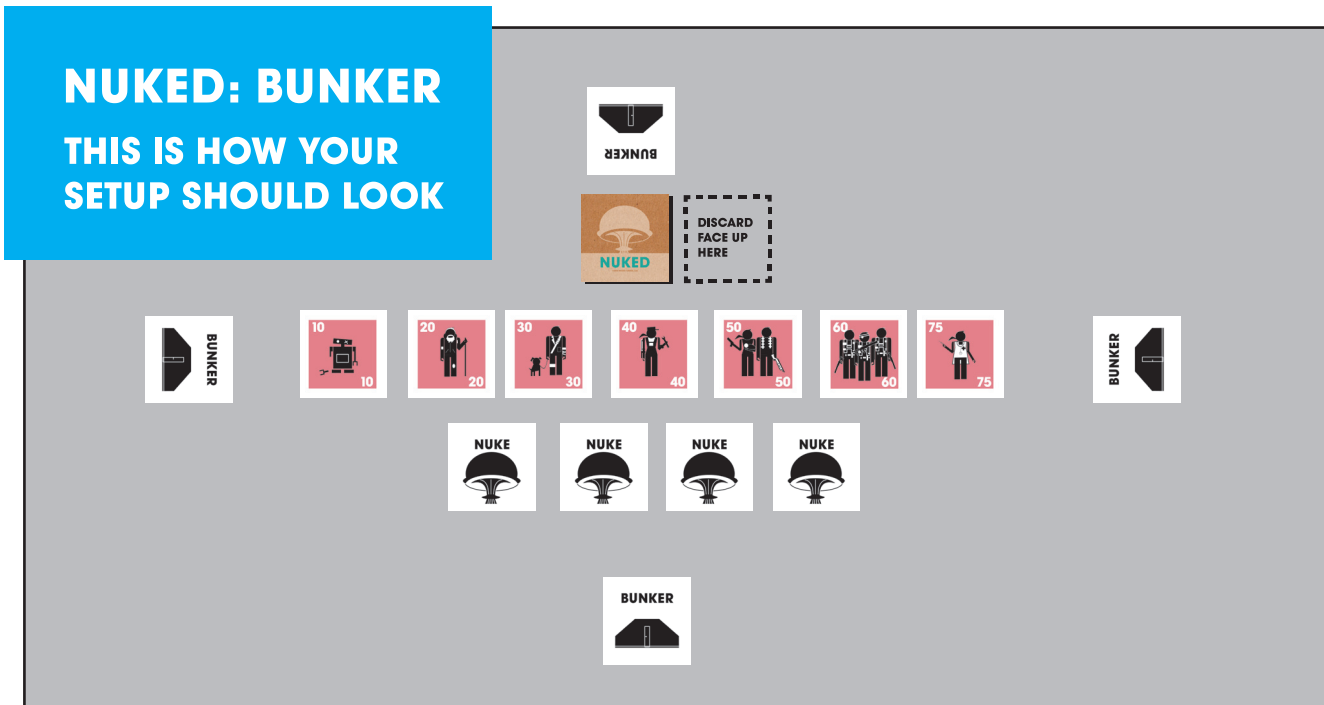
SETUP:

Separate the Settlers from the Nuked deck and stack them separately, according to their value.

Separate the NUKE cards and place them in a row, upright in front of Settlers

Deal out BUNKER cards to players, one per player. If there are any left over, set them aside.

Shuffle remaining cards together, FATE and NUKED, and place face down on the table within easy reach for all players. When you're done, it should look something like this:

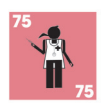







How to Play

Youngest player at the table goes first

1. The first player will draw a card from the deck.
2. They will play that card if it is playable or discard it if it is not.
3. They may also spend their SUPPLIES on their turn, but they may not draw on that same turn.
4. Play flows clockwise from the first player.
5. Any Fate card that removes a card is referring to the cards in the SETTLEMENT.

CARD TYPES

| | | | | | |
|---|---|--|--|---|--|
|  <p>SETTLER</p> <p>These cards are the points that count. You can only play one of these at a time. Get 150 worth of these and win!</p> |  <p>SUPPLIES</p> <p>These cards are like the money you can spend to get Settlers or buy Nukes</p> |  <p>FATE</p> <p>These might be good, they might be bad. Read them out loud and then do what they say</p> |  <p>NUKE</p> <p>These cost 75 Supplies. Hit any Settlement with this 3 times and it's obliterated.</p> |  <p>BUNKER</p> <p>These are built sturdy and can withstand 1 Nuke. A 2nd will blow this away.</p> |  <p>SWARM</p> <p>These destroy every supply in a settlement.</p> |
|---|---|--|--|---|--|

1. BUILD:

Spend SUPPLIES on a SETTLER card of their choosing, as long as the SETTLER number is the same or lower than the SUPPLIES.

The combined number of SETTLERS in your settlement needed to win is 150.

2. ATTACK:

Spend SUPPLIES to NUKE an opponent. Each NUKE cost 75 SUPPLIES. Flip the NUKE face down, and choose the player you wish to NUKE. That player then Turns their Bunker a quarter turn, indicating it has been hit once. A second hit on the same settlement will remove the BUNKER completely. If there are no settlers in the settlement when the BUNKER is destroyed, that player is out of the game. If there are SETTLERS, then they remain until they are NUKED a third time. Once all the NUKES are used, they must remain dormant for a round of play, then they may be turned face up again, ready for use.