DECK 52FINAL BUS

A short and furious war has wiped civilization from the face of the Earth. You remain alive. You've found a miraculously preserved bus in which you now travel the dangers of the radioactive wastelands. You're heading to a safe haven you've heard about on "DECK 52", a looping radio broadcast. Now stuck in an unknown territory, you must collect vital resources to continue on your way.

<30 min, 1 Player, 12+

SETUP

- **1.** Remove Map cards with icon and shuffle the rest of the MAP cards into a deck.
- 2. Shuffle the OBJECTIVES deck.
- 3. Draw 3 Objective cards. Place them face-up, as shown below.
- 4. Shuffle the HEROES deck.
- **5.** Draw a HERO card (re-draw in case of a Raider).
- 6. Place the health TRACKER card.
- 7. Place the STATUS card ("RESTED" face-up).
- 8. Shuffle the LOOT deck.
- 9. Draw 2 LOOT cards to hero's Inventory.
- **10.** Place the BUS card in the middle of your playing area (about 6x6 cards).



The game can be played as a single mission or as a series of missions (see Campaign). You **WIN** a mission when you resolve all 3 Objective cards.

You **LOSE** a mission when you resolve all 3 Objective cards. You **LOSE** a mission if you cannot win or the Hero dies (Health <1). Play starts at the Bus card. Draw and place 3 Map cards face-up and adjacent to the Bus. Then flip the Bus card face down.

Choose one of the face-up cards and play it. Depending on its content, it can give you useful Loot, harm or heal you, resolve a mission Objective, or place more Map cards into play. Then choose the next face-up Map card to play, and so on.

PLAYING YOUR HERO



You may use the ABILITY (1) at will. If you do so, flip the Status card. As a result, the Hero becomes TIRED and can't use the Ability until he/she RESTS (1). DISADVANTAGE (2) is constantly active.

The bottom of the Hero card (3) is also used to cover the lost Health points on the Tracker card.

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PLAYING MAP CARDS



You can only play face-up Map cards. Choose the option that works best for you (**A** or **B**), and do all included actions. If the option is a group of ICONS, do them from left to right (see Icons for details). In some cases, roll a die (**1**) to determine which of the options to complete.

You MAY play Yellow (2) cards in any order.

You MUST play an **Orange** (3) card every time before you play any Yellow card adjacent or diagonal to it.

You MUST play a **Red** (4) card immediately after you finish ongoing Explore actions (\spadesuit).

Once a card is resolved, place it face down till the end of the mission.



LOOT CARDS

These cards help you in battle, restore health, or fulfil the requirements of Map cards. To use a card, choose one option (**A** or **B**) and do all included actions.









You must resolve 3 Objective cards to win a mission. E.g., to resolve the "Objective: Fuel" card (1) you must find and resolve a Map card using its option with the icon (2). Fuel, Food and Water (3) cards may also be stored in a hero's Inventory (see icons , for details).

EXAMPLE

You explored 3 adjacent Map cards and resolved the Bus (1). You played the Farm (2), lost 1 health due to radiation poisoning (3), found a Fuel and resolved the first objective card (4), explored 1 adjacent Map card (5), and resolved the Farm (6).



ICONS



Resolve: Flip this card FACE DOWN.



Explore: You MAY draw a Map card and, if possible, place it face-up and adjacent (not diagonal) to the card you are resolving.



Return this card to the BOTTOM of a corresponding deck.

Roll a Die (six sided), add Loot cards' bonuses you want, and

Bonus: You may add this number to your roll result.



You MUST **Trade** any TWO of your Loot cards for ONE card of your choice from the Loot deck. Shuffle the deck.



Rest: A Hero may rest if TIRED. Flip the Status card.



Draw a Hero card. If it's not a Raider, keep it to gain points (see High Score) or use it in the next Campaign mission.



Draw a Loot card and put it to the Inventory*.



Get Wounded: Move a Hero card down to overlap a lost Health point on the Tracker card.



Heal Wound: Move a Hero card up to uncover a recovered Health point on the Tracker card.



Get Irradiated: Move a Status card up to overlap lost



Cure Radiation: Move a Status card down to uncover a cured Health point on the Tracker card.



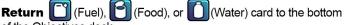
(Tools), (Grenade), (Antirad), or (Med Kit) card from the Loot deck and put it to the Inventory*. Shuffle the Loot deck.

Return (Tools), (Grenade), (Key), or (Flashlight) card to the bottom of the Loot deck.



Get (Fuel), (Food), or (Water). You may either resolve the corresponding Objective card or you may take the appropriate Objective card from the Objectives deck and put it in the Inventory *, white side rotated up, to use it in the current or next mission (e.g. to resolve a new Objective).





Threat: Used in Campaign only. When you play a card which has this icon, and its number matches the Threat number you are currently at on the map, you must choose this option and follow the Threat card rules.



Skull Map cards used in Campaign.

* INVENTORY LIMIT. You can't have more than 5 cards in your Inventory. Shuffle the extra cards of your choice back into the corresponding decks.

OPTIONAL RULES

High Score. When playing single missions, you can compete with your High Score. After you end a mission you get 1 point per resolved Map card, 5 per inventory card, 10 per resolved Objective, and 10 per extra Hero.

Difficulty. To make the game harder, shuffle 1 or more random Skull Map cards into the Map deck.

CAMPAIGN

This optional game mode is a sequence of missions.

Place a Token on the "START" Location of the wastelands map. To WIN the Campaign game you must reach "DECK 52" where the safe haven is.

You LOSE the Campaign if you lose all your Heroes.

To MOVE the Token to a next Location, you must play a mission and succeed in it (resolve all 3 OBJECTIVES). If your Hero dies (Health <1), you fail the mission, discard the dead Hero's card. If you can't resolve all 3 Objectives, you also fail the mission, return 2 inventory cards into the Loot deck or discard 1 Hero.

Each time you start a new mission:

- ➤ Shuffle one more random **Skull** Map card into your Map deck.
- > Reset the Hero's Health and Rested status.
- ➤ You can **choose a Hero** if there are others in your crew.
- > Start with any obtained inventory cards from a previous mission (including Food, Water and Fuel).
- ➤ If there are unresolved Objective cards, shuffle them into the Objective deck and draw 3 new Objectives.
- > If your Token is standing on a numbered Location take the corresponding Threat card as a reference.

CREDITS

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