

# DECK 52: FINAL 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).



## GAME FLOW

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 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 (⚠️). 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.

## 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 (♦️).

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.

## OBJECTIVE CARDS



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.

[-3] **Roll a Die** (six sided), add Loot cards' bonuses you want, and do all actions in the group with the corresponding number.

+1 **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 Health points on the Tracker card.

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

Get 🛠 (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).

Return 🛢 (Fuel), 🍲 (Food), or 🚰 (Water) card to the bottom of the Objectives deck.

★ **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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