

WASTELANDiA

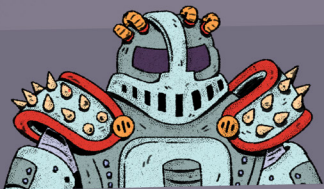


A CO-OP RPG BATTLE GAME

SETUP & RULES

WASTELANDIA, 199X

1989, SOME GENIUS HAD THE IDEA TO MAKE AN ARMY OF MILITARY ROBOTS. THEY WERE PROGRAMMED TO TARGET THE 'ENEMY', BUT A GLITCH IN THEIR AI MADE THEM TARGET ALL HUMANS FOR EXTERMINATION.



THE 'DEATHBOTS' HACKED THE NUCLEAR CODES, LAUNCHING NUKES AROUND THE WORLD. FEW HUMANS ARE LEFT AND THE DEATHBOTS REMAIN ON THEIR REPROGRAMMED MISSION TO ELIMINATE THE REST.

SOME YOUTH ARE IMMUNE TO THE EFFECTS OF THE RADIATION. YOU'RE ONE OF THEM, AND YOU LIVE IN WASTELANDIA, A SUBURBAN WASTELAND.

YOU AND YOUR BUDS AVOID THE DEATHBOTS AT ALL COSTS, BUT IN WASTELANDIA, YOU'LL HAVE WATCH YOUR BACK, AS BOTS, BULLIES, AND BONEHEADS ARE LOOKING TO BUST YOU UP...

GAME OVERVIEW

Wastelandia is a cooperative, scenario based battle game. In each scenario, you'll play as heroes battling Baddies.



When battling, you'll roll dice, then divide them among the abilities on your player board in order to use their effects.

To complete each scenario, you'll need to defeat the Baddies without any player being defeated.



After each battle, you'll "Loot", gaining a new ability. Complete 4 scenarios to win the game!

FIRST GAME?

CONTINUE PAGE BY PAGE TO SETUP GAME AND LEARN THE RULES.

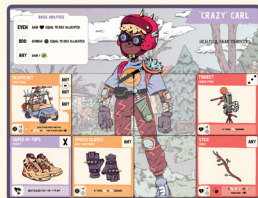
INDIVIDUAL PLAYER SETUP

1 CHARACTER BOARD & 5 DICE

Each player place a character board and 5 dice in front of them.

- ▶ On your turn, you'll roll your dice, then decide how to divide your 5 dice among your player board abilities. This is the core puzzle of the game!

CHARACTER BOARD



5 DICE



FRONT

CARD ICONS

- ♥ Health: If any player's ♥ is reduced to 0, then the entire team loses the game! Reduce a Baddie's ♥ to 0 to defeat it.
- 💥 Damage: ♥ reduces ♥ when applied to a player or baddie.
- 😨 Fear: When dealing 😨 deal additional 🎲 to the # of 🎲 on targeted Baddie/Player.
- 🎲 Dice Manipulation: Cards with 🎲 help you change a dice value in some way.
- 🎲 Re-roll Cube: If you don't like the result of a dice roll, spend 1 🎲 to re-roll any amount of dice previously rolled.
- 🎲 Roll Dice: Roll all dice allocated to the card. Effect of card is dependent on roll.

BACK

BATTLE PHASE: PLAYER TURN

- 1 **Baddie Intentions:** Reveal the top card of Baddie Ability Deck. This tells you what Baddie abilities happen at the END of your turn. "0/0/1" means their ability happens during steps 2-4.
- 2 **Roll Dice:** Active player rolls all their dice.
 - Normally 5 dice, maximum of 7.
- 3 **Optional Dice Re-roll:** If you don't like the dice values rolled, then spend 1 🎲 to re-roll any amount of previously rolled dice.
 - There's no limit of 🎲 you can spend.
 - You must take new result if you re-roll dice.
- 4 **Dice Allocation:** Allocate your dice to any number of abilities on your player board.
 - Each ability can only be used ONCE.
 - Each dice can only be used ONCE.
- 5 **Baddie Abilities:** Based on the card drawn in step 1.
 - play out each Baddie's ability.

2 REFERENCE CARD

Give each player a reference card.

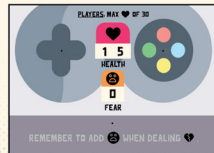
- ▶ You might need a reminder while you're playing. One side shows you the different icons in the game. The other side shows an overview of a turn.

3 HEALTH & FEAR TRACKER

Each player take a Health/Fear tracker. Set ♥ to 15, and 😨 to 0.

- ▶ Each player and Baddie will use a tracker to track their ♥ (Health), and 😨 (Fear).
- ▶ Most scenarios require you to reduce the Baddies ♥ to 0 in order to defeat them.
- ▶ If any players ♥ is reduced to 0, then the entire team loses the game!

HEALTH/FEAR TRACKER



BATTLE PHASE. PLAYER TURN

- ▶ Players will take turns battling the Baddies.
- ▶ A player's turn has 5 steps.

1 REVEAL BADDIE ABILITY

2 ROLL DICE

3 OPTIONAL DICE RE-ROLL

4 USE PLAYER ABILITIES

5 BADDIE ABILITIES

1 REVEAL BADDIE ABILITY

Reveal the top card of the Baddie Ability Deck (cards with A, B or C).

- ▶ Look at the baddie abilities that match the letter drawn. If you see "QUICK", it means the baddie will do something during steps 2-4 of your turn. Most of the time, the baddies will act during step 5, at the end of your turn.



2 ROLL DICE

Roll all of your dice once.

- ▶ You start with 5 dice. The maximum you can have is 7.



3 OPTIONAL DICE RE-ROLL

You can choose to spend 1 🎲 (Power Cube).

- ▶ Spending 1 🎲 lets you select any amount of previously rolled dice, and roll them again once.



Why would you re-roll dice?

The abilities on your player board require you to spend specific dice to use them. You'll need to understand your abilities to decide which ones you want to use, and which dice number(s) you'll need to use them.

WEAPON CARD ABILITIES

DAMAGE

- ▶ Dealing reduces the (Health) of the Player/ Baddie it's dealt to.
- ▶ Complete most battles by reducing all baddies to 0.

(DAMAGE) AMOUNT

This tells you how much to deal.

If there's a "X" or "?", then the "ABILITY DESCRIPTION" will tell you how to determine the dealt.



ALLOCATION COST

The dice and/or you're required to allocate to this card to use its ability.

ABILITY DESCRIPTION

THIS detailS the effect of an ability.

EXAMPLE

means you must roll all dice allocated to this card.

The effect of the card is dependent on the result of the dice roll. NOT the dice number you allocated to the card.

For the "STICK" card, you'd roll the "Any" dice you allocated.

- If you roll a , , , or , then you'd deal 1 .
- If you roll a or , then nothing would happen.

TARGET AMOUNT

This tells you the amount of baddies this card deals to.

This card deals to 1 baddie.

FEAR

- ▶ is a unique mechanic to this game.
- ▶ Each time a Baddie is dealt , it's dealt additional equal to the amount of that the Baddie has.

EXAMPLE

If you deal 2 to a Baddie that has 3 , the total dealt would 5.

$$2 \text{ } \heartsuit + 3 \text{ } \text{😨} = 5 \text{ total } \heartsuit .$$



SHOWING

"Showing" means, look at ALL of your dice to determine the effect of the card ability.

EXAMPLE

"SPIKED GLOVES": The amount of you deal is equal to the total amount and dice you have.



If these were you dice, this card would deal 3 .

ITEM CARD ABILITIES



DICE MANIPULATION

These cards help you to mitigate your luck by changing the dice in some way.



X

X

Any dice can be placed on "X".

"X" tells you that the effect of the ability relates to the dice you placed.



HEALTH

♥ (Health) cards allow you to gain ♥. If any player's ♥ is reduced to 0, the entire team loses!



ANY

ANY

ANY

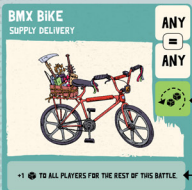
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Any dice can be placed here, but two of the dice must be matching numbers.

Some cards have an additional effect you must do.

SPECIAL CARDS

Some cards have unique effects.



ANY

ANY

♻️

In addition to allocating dice, some cards require you to spend ♻️ as well, in order to use a card's ability.

You can have up to 7 dice for your turn. If you use a card ability on your turn to gain a dice, you don't get that extra dice until your next turn.



POWER CUBES

When you want to change the result of a dice roll, spend 1 ♻️ to re-roll your dice.



ANY

These cards allow you to add ♻️ to your team's supply.

BATTLE PHASE. OPTIONAL DICE RE-ROLL

- 1 REVEAL BADDIE ABILITY
- 2 ROLL DICE
- 3 OPTIONAL DICE RE-ROLL
- 4 USE PLAYER ABILITIES
- 5 BADDIE ABILITIES

3 OPTIONAL DICE RE-ROLL (CONTINUED)

- ▶ Now that you know what your abilities are, think about which abilities you'd like to use.
- ▶ If you don't have the correct dice numbers to use those abilities, then consider spending 1 🧠 to re-roll any dice.
- ▶ You can spend a 🧠 as many times as you want.

EXAMPLE

First, you want to use your "Deathcart" and "Spiked Gloves" to deal 🧟. Your "Spiked Gloves" deals 🧟, equal to the 🎲 and/or 🎲 you have. You're also want to deal 🗡️ with your "Turret". Which requires a 🎲.

From your 1st roll, you set your 🎲 and 🎲 aside. Then you spend a 🧠 to roll your other 3 dice in hopes of getting any 🎲's, 🎲's, or 🎲's.

Lucky you! You rolled and got a 🎲, 🎲, and 🎲.

You set aside those 3 dice and decide to move on to step 4.

The diagram illustrates the optional dice re-roll process. It shows a '1ST ROLL' box with 'SET ASIDE' dice (1 and 2) and 'RE-ROLL' dice (3, 4, 5). An arrow points to a 'RE-ROLLED DICE' box with 'SET ASIDE' dice (1, 2, 3). Below is a game board for 'CRAZY CARL' with various abilities and dice requirements.

BASIC ABILITIES	
EVEN	DEAL 1 🧟 EQUAL TO DICE ALIQUOTS.
ODD	DEAL 1 🗡️ EQUAL TO DICE ALIQUOTS.
ANY	DEAL 1 🧠.

CRAZY CARL	
DEATHCART 1 🎲 🎲 🎲	TURRET 1 🎲 🎲 🎲
SUPER HI-TOPS 1 🎲	SPIKED GLOVES 1 🎲
STICK 1 🎲	

BATTLE PHASE. USE PLAYER ABILITIES

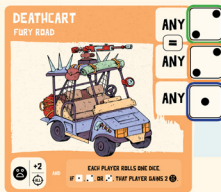
- 1 REVEAL BADDIE ABILITY
- 2 ROLL DICE
- 3 OPTIONAL DICE RE-ROLL
- 4 USE PLAYER ABILITIES
- 5 BADDIE ABILITIES

4 USE PLAYER ABILITIES

- ▶ Allocate your dice and play out the effect of your abilities.
- ▶ Use your abilities in any order.
- ▶ Each ability and each dice can only be used ONCE.

EXAMPLE

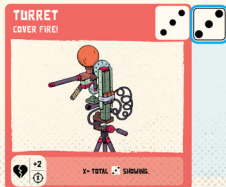
During step 3, you planned to use the “Deathcart”, “Spiked Gloves”, and “Turret”. You decide to use the cards that deal ☹️ first.



You use your “Deathcart”. It deals 2 ☹️ to all Baddies. It has an additional effect in the card description. It says that all players roll a die. Each player who rolled a 1, 1, or 1 must gain 2 ☹️.



The “Spiked Gloves” deals ☹️, equal to the amount of 1's and 2's showing. All 3 dice you set aside for your “Deathcart” are all either 1 or 1, so your “Spiked Gloves” deals 3 ☹️ to one Baddie.



With your last dice, you use your “Turret”. The amount of Baddies it deals ☹️ to is equal to the amount of 1 dice you have showing. You used a 1 with your “Spiked Gloves” earlier. That dice, along with the 1 you’re using for the “Turret”, means that you can deal 2 ☹️ to two Baddies.



BATTLE PHASE. BADDIE ABILITIES

1 REVEAL BADDIE ABILITY

2 ROLL DICE

3 OPTIONAL DICE RE-ROLL

4 USE PLAYER ABILITIES

5 BADDIE ABILITIES

5 BADDIE ABILITIES

Remember the card you drew in STEP 1? Each baddie will use its ability that matches the card drawn.

Example

Neither Baddie has been defeated so they'll both do the "A" ability. The each Baddie will deal is 2 per and dice you have.



ABILITY EFFECT

A- SHIN KICKS

+2X
X= ALL & SHOWING

B- FORK STAB

+2

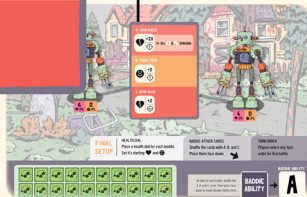
C- SPIN SLICE

+2

CHARACTER BOARD



SCENARIO PAGE



YOUR DICE



$$2 \text{ } \times 3 \text{ } = 6 \text{ }$$

Each Baddie will deal 6 to you. So you'll reduce your by 12.

Order of Baddie Abilities

1st - Any non or abilities.

2nd- abilities.

3rd- abilities.

YOU'RE READY! TIME TO START THE FIRST SCENARIO.