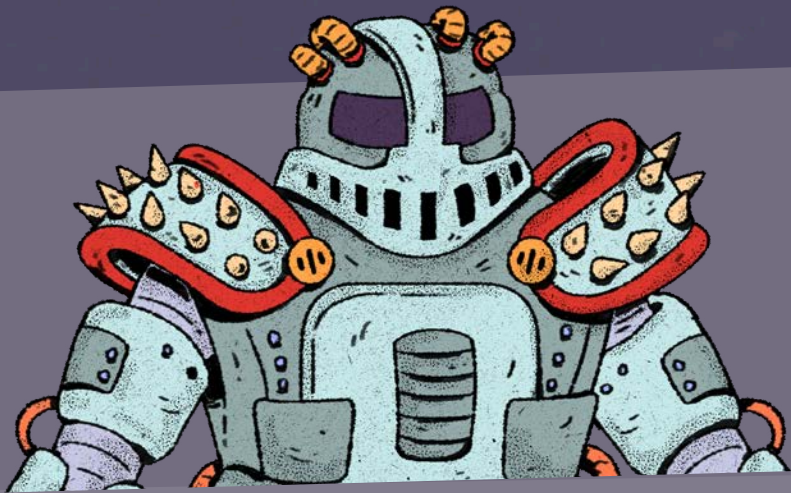


# RULEBOOK

# WASTELANDIA

A CO-OP BOSS BATTLER



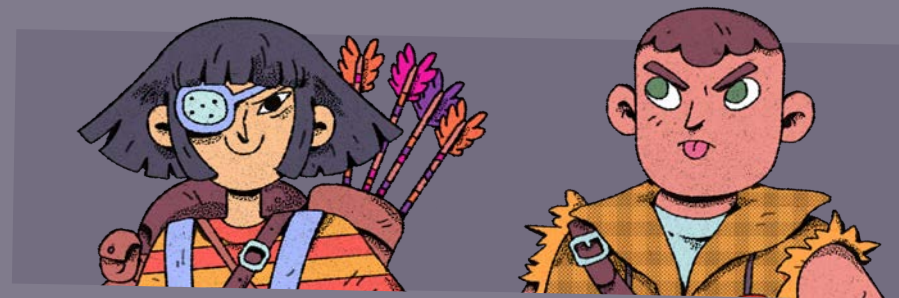
## IT HAPPENED...

1990: Some genius had the idea to make an army of Military robots. Wouldn't ya know it? They turned on humans!

The Deathbots hacked the nuclear codes, launching nukes everywhere. Few humans are left and the Deathbots remain on their mission to eliminate the rest.

Some young people survived the radiation. You're one of them, and you live in Wastelandia, the 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...



## WHO ARE YA?

You'd love to kick back with some chill vibes, but Wastelandia is full of crud munchers trying to bully you around. Your ragtag crew will stand up to them in four challenging boss battles.

SOME RESIDENT  
CRUD MUNCHERS



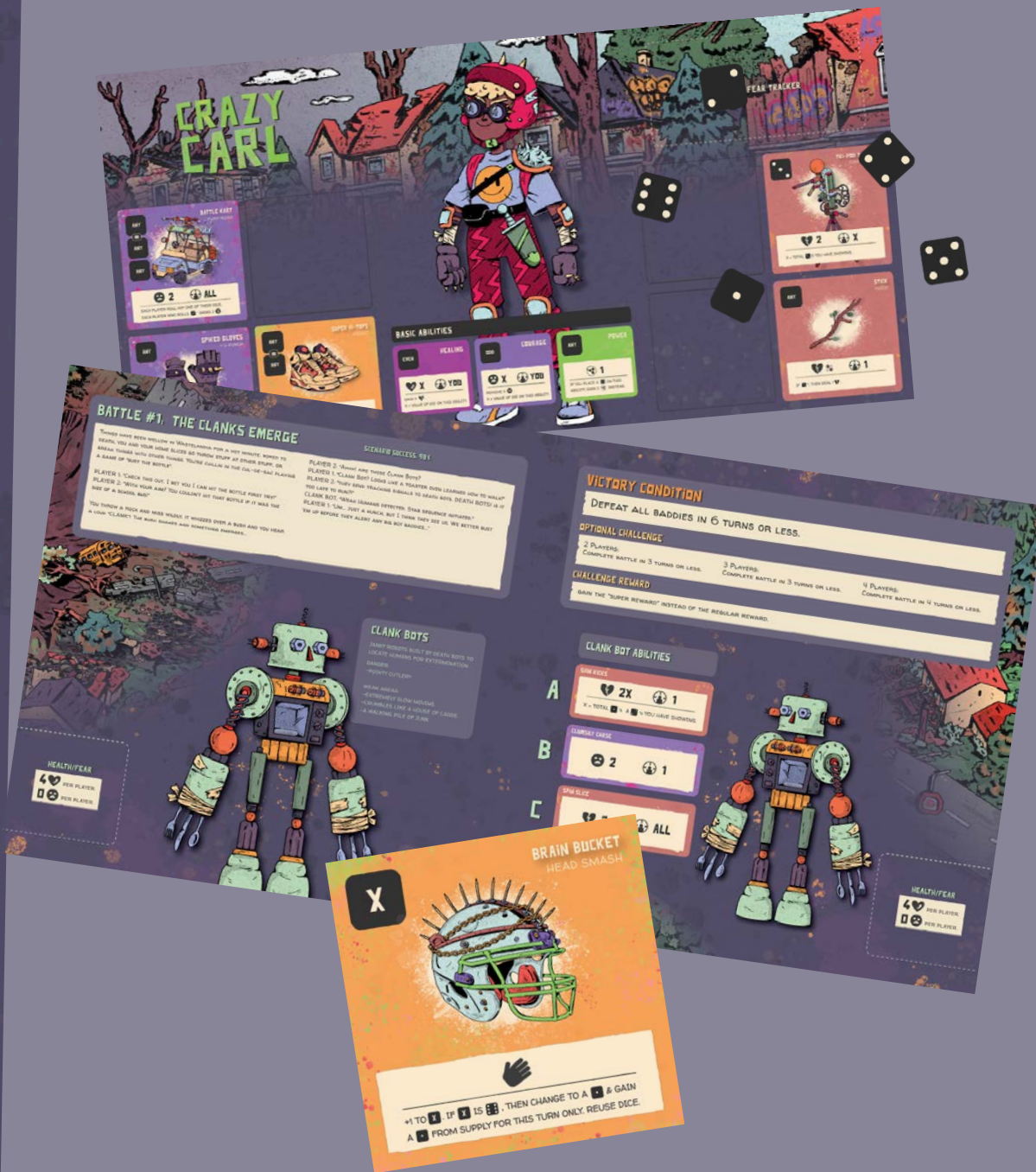
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## OVERVIEW

# GAME PLAY



IT'S A CO-OP!

## WHAT ARE YOU DOING?

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

## YOUR GOAL

To complete a battle, you'll need to defeat the Baddies before running out of time, and without any player being defeated.

## THE JOURNEY

After each battle, you'll Loot, gaining a new ability.

## HOW TO WIN

Complete four battles to win the game!

# VICTORY!

IT'S WICKED HARD!

# YOUR TURN

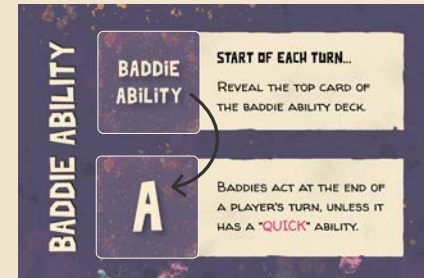
All players will take turns battling the Baddies. Each player's turn has 5 steps.

## STEP 1

### REVEAL BADDIE ABILITY

Reveal the top card of the Baddie Ability Deck

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



## STEP 2

### ROLL DICE

Roll all of your dice once

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



## STEP 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.
- Any dice that are re-rolled must be kept or re-rolled again but never reverted back to their previous values.



### Why would you re-roll your dice?

The abilities on your player board require you to spend specific dice to use them.

Pages 5-7 will teach you about the different types of abilities and how to use them.

## STEP 4

### USE PLAYER ABILITIES SEE PAGE 9

## STEP 5

### BADDIE ABILITIES SEE PAGE 10

# WEAPONS

You'll need to use **Damage** and **Fear** abilities to defeat the Baddies.



## DAMAGE

### How to defeat Baddies

Dealing (Damage) reduces the (Health) of the Baddies or Player it's dealt to.

Complete battles by reducing all Baddies to 0.

Dice you must spend to use this card's ability.

Card Name

The amount of damage dealt by this ability.

Some cards have a special requirement or effects.



The number of Baddies that can be damaged by this card.



## FEAR

### Scare Baddies first to deal more damage

Each time you deal (Damage), you get to deal additional equal to the amount of (Fear) the Baddie already has.

**Example:** If you deal 1 to a Baddie who already has 2 , then the total damage dealt would be 3 .

Looking at the card text, "X" is the number of you currently have showing.



### Order matters!

It's almost always smart to use Fear abilities before dealing Damage in order to deal more Damage.

This card will deal to all Baddies.

# ITEMS



## HEALTH

### Stayin' alive

♥ (Health) cards allow you to gain ♥.

All players start with 15 ♥, but your maximum is 30 ♥.

If any player's ♥ is reduced to 0, the entire team loses!

Any value dice can be placed on "Any."

"=" Means these two dice must be the same value.



Some cards have an additional effect you **must** do.



## DICE MANIPULATION

### Control your fate

These cards help you to mitigate your luck by changing the dice in some way. Most dice manipulation abilities allow you to change dice values and reuse them.

Any value dice can be placed on "X." Check the ability text to see how you can manipulate the dice placed on this card.




Ability text will tell you if a gained dice can be used this turn or next.

## SPECIAL LOOT

### These have unique effects

These cards can give you extra dice, enhance your weapons and even allow you to gain extra abilities.

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




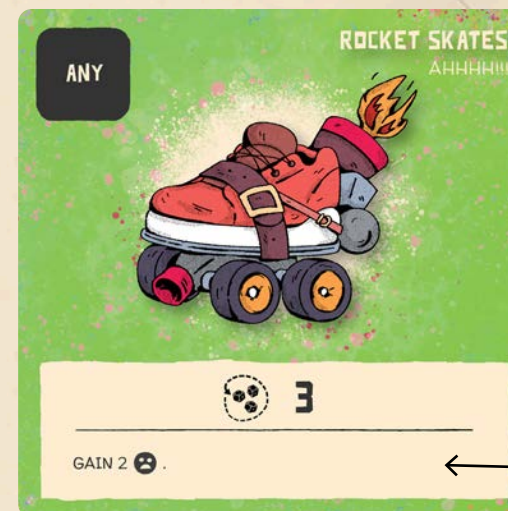
You can have a maximum of 7 dice.




## POWER CUBES

### Test your luck

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





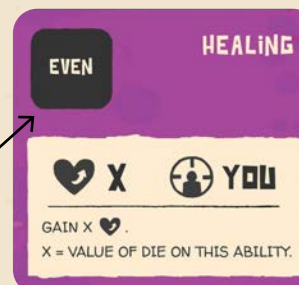
When used, the active player is required to gain 2 .

## BASIC ABILITIES

### The bare necessities

All players have the same Basic Abilities that can be used **once per turn** like all other abilities.

If you place a  then gain 4 .




## BATTLE STEP 3

# OPTIONAL RE-ROLL (CONTINUED)




## SHOULD I RE-ROLL MY DICE?







Now that you know what your abilities are, think about which abilities you'd like to use.




If you don't have the dice values to use those abilities, then consider spending 1  (Power Cube) to re-roll any amount of dice.

You can re-roll as many times as you want, as long as you've got some left to spend!

## EXAMPLE

You'd like to use your Battle Cart, Spiked Gloves, and Tripod Turret. To best use those abilities, you need 's, 's, & 's.

From your 1<sup>st</sup> roll, you set your  &  aside. Then you spend a  to re-roll your other 3 dice, looking to get 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.

## 1<sup>ST</sup> ROLL



SET ASIDE



RE-ROLL



## RE-ROLLED DICE







SET ASIDE

**CARL**



HEALTH & FEAR TRACKER



**BATTLE KART**  
FURY ROAD  
ANY  
ANY  
ANY  
2 ALL  
EACH PLAYER ROLL ANY ONE OF THEIR DICE.  
EACH PLAYER WHO ROLLS  GAINS 2 .



**SPIKED GLOVES**  
1-2 PUNCH  
ANY  
ANY  
X 1  
X = TOTAL  AND  YOU HAVE SHOWING.


**SUPER HI-TOPS**  
ASSIST  
ANY  
ANY  
PUT 3  ON THIS CARD. OTHER PLAYERS CAN SPEND 1  ON THEIR TURN TO CHANGE A DICE VALUE BY 1.



**BASIC ABILITIES**

**HEALING**  
EVEN  
GAIN X    
X = VALUE OF DIE ON THIS ABILITY.

**COURAGE**  
ODD  
REMOVE X    
X = VALUE OF DIE ON THIS ABILITY.

**POWER**  
ANY  
1  
IF YOU PLACE A  ON THIS ABILITY, GAIN 2  INSTEAD.

**TRI-POD TURRET**  
COVER FIRE  
2 X  
X = TOTAL  YOU HAVE SHOWING.

**STICK HUCK!**  
ANY  
1  
IF , THEN DEAL 1 .



## BATTLE STEP 4

# USE PLAYER ABILITIES

### HOW DO I USE MY STUFF?

- Spend your dice to play out the effects 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 Battle Cart, Spiked Gloves, and Tri-Pod Turret. You decide to use the cards that deal 😬 first in order to maximize the damage with your Tri-Pod Turret.



#### Dealing Fear: Battle Cart

You use your Battle Cart. It deals 2 😬 to all Baddies. It has an additional effect in the card description. It says that all players roll one of their dice. Each player who rolls a 1, 2, or 3 must gain 2 😬. You decided to roll your 2 and you rolled another 2. You could spend a 🎲, but decide not to in order to reserve some.

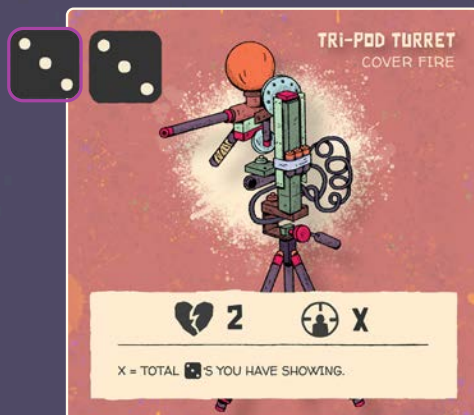
#### Keep rolling!

🎲 can be spent to re-roll dice during any step of the battle, including when using player abilities.



#### Dealing Fear: Spiked Gloves

The Spiked Gloves deals 😬, equal to the amount of 1's and 2's you have showing. All 3 dice you spent on your Battle Cart are all either 1 or 2, so your Spiked Gloves deals 3 😬 to one Baddie.



#### Dealing Damage: Tri-Pod Turret

With your last dice, you use your Tri-Pod Turret. The amount of Baddies it deals ❤️ to is equal to the amount of 2 dice you have showing. You used a 2 with your Spiked Gloves earlier. That dice, along with the 2 you're using for the "Tri-Pod Turret" means you can deal 2 ❤️ to **two** different baddies.



## BATTLE STEP 5

# BADDIE ABILITIES

## HERE THEY COME!

Remember the card your revealed in Step 1? Each Baddie will use its ability that matches the card drawn.

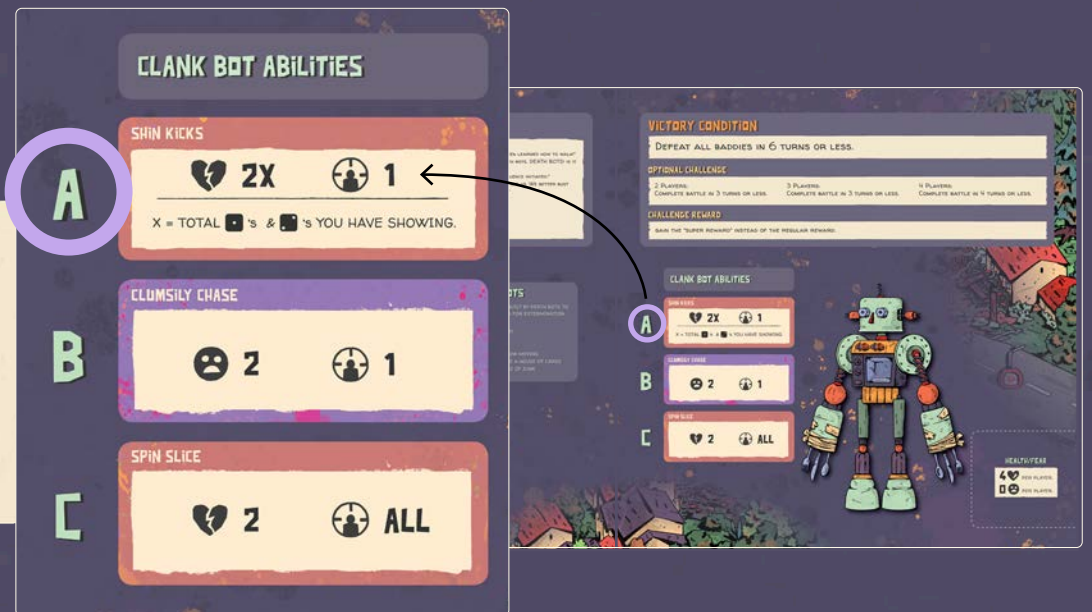


## Order of Baddie Abilities

- 1 Any non ☹️ or 💔 abilities.
- 2 ☹️ abilities.
- 3 💔 abilities.

## EXAMPLE

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



## YOUR DICE



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

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



# LOOT PHASE

## TIME TO GET NEW STUFF!

- **After each battle**, flip to the last page of the Battle Book. Follow the instructions for the Loot Phase.
- You'll gain a new ability, reward, and turn order token before the next battle.

## Turn order

Your group can choose any turn order for the first battle.

Turn order for Battles 2, 3, and 4 will be determined by which Loot you select during the Loot Phase.

### LOOT PHASE

AFTER EACH BATTLE, ALL PLAYERS WILL GAIN A NEW CARD, REWARD, AND TURN ORDER TOKEN. POWER CUBES, PLAYERS' HEALTH, AND PLAYERS' FEAR DO NOT RESET AFTER EACH BATTLE.

**1** SHUFFLE ALL REWARD CARDS, DRAW 4 AND PLACE FACE-UP ON SPACES MARKED "REWARD".

REPEAT WITH TURN ORDER TOKENS ON THE SPACES MARKED "TURN ORDER".  
— THIS TOKEN DETERMINES THE TURN ORDER FOR THE NEXT BATTLE.

**2** SHUFFLE ITEM CARDS. DRAW 2 CARDS AND PLACE FACE-UP ON SPACES MARKED "ITEM".

REPEAT WITH THE WEAPON CARDS.

**3** EACH PLAYER WILL SELECT ONE ITEM OR WEAPON TO PLACE ON AN EMPTY SPACE ON THEIR PLAYER BOARD. PLAYERS ARE ENCOURAGED TO DISCUSS AS A TEAM WHICH CARDS TO SELECT.

EACH PLAYER WILL ALSO GAIN THE REWARD CARD AND TURN ORDER TOKEN ABOVE THE ITEM OR WEAPON THEY HAVE CHOSEN.

**4** DISCARD ALL UNSELECTED CARDS AND TOKENS.

TO DETERMINE NEXT BATTLE, ROLL DICE AND GO TO THAT BATTLE.

#### BATTLE #2

- 1 = THIEVES
- 2 = CULT RECRUITER
- 3 = MUTANT MISCHIEF

#### BATTLE #3

- 1 = PUNKVILLE
- 2 = STAY ALIVE
- 3 = SLIME KING

#### BATTLE #4

- 1 = BOMBER BOY
- 2 = RAIDERS
- 3 = BIG BAD BULLY

- 1 = DEATHBOTS
- 2 = D. BOO

#### REGULAR REWARD

BEFORE THE "ROLL DEEP" PHASE OF YOUR NEXT TURN, YOU CAN WIN ONE & FROM ANY SINGLE BATTLE BONUS-BASSET ABILITY PHASE!

#### SUPER REWARD

BEFORE THE "ROLL DEEP" PHASE OF YOUR NEXT TURN, YOU CAN CHANGE A SINGLE & TO ANY VALUE.

#### REWARD

2<sup>ND</sup>

TURN ORDER

#### ITEM



#### REGULAR REWARD

YOUR NEXT TURN, GAIN ONE ♡ FROM ANY SINGLE BATTLE BONUS-BASSET ABILITY PHASE!

#### SUPER REWARD

YOUR NEXT TURN, GAIN THE ABILITY OF ANY SINGLE BATTLE BONUS-BASSET ABILITY PHASE!

4<sup>TH</sup>



DID YOU COMPLETE OPTIONAL CHALLENGE? IF SO, GAIN THE SUPER REWARD ON THE BOTTOM HALF OF THE BONUS CARD.

#### REGULAR REWARD

THE NEXT TIME YOU USE A BASIC ABILITY, APPLY THE EFFECT 2 TIMES.

#### SUPER REWARD

THE NEXT TIME YOU USE A BASIC ABILITY, APPLY THE EFFECT 4 TIMES.

1<sup>ST</sup>



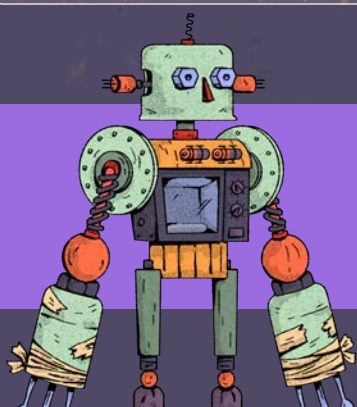
#### REGULAR REWARD

+1 DICE YOUR NEXT TURN YOU CAN'T USE ♣ DURING YOUR "ROLL DEEP" PHASE!

#### SUPER REWARD

+1 DICE YOUR NEXT TURN

3<sup>RD</sup>



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