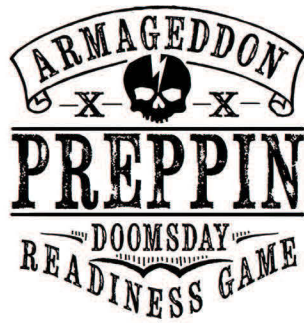


HOW TO PLAY



OBJECT OF THE GAME

Be the last player standing after the coming apocalypse!

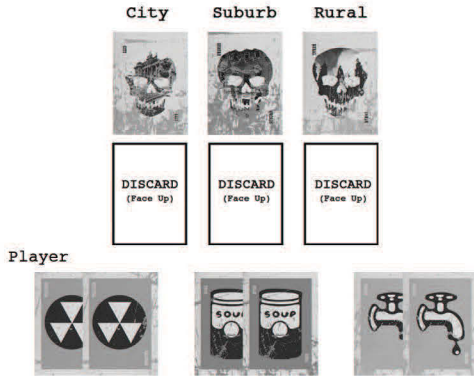
METHOD OF PLAY

You are the head of a household and must prepare your family for the disasters ahead. At the beginning of every turn, you decide how many family members will stay sheltered and how many will venture out into the wasteland to collect supplies. The last player of each round decides the fate of all families by drawing a Disaster card.

SET UP

AREA CARDS

Separate the City, Suburb, and Rural cards into piles. These cards are the Area cards. Each player collects (2) Shelter cards from the City, (2) Food cards from the Suburb, and (2) Water cards from the Rural piles and places these cards face up in front of them. After each player has completed this step, shuffle the remaining cards in each Area pile and place them face down in the center of play, leaving space below each pile for discards.



SET UP

DISASTER CARDS

Next, take the Disaster cards and separate them by the color splash located on the face side of the cards: GREEN (low threat level), YELLOW (intermediate threat level), or RED (severe threat level).



Shuffle and place the (3) card piles face down in the center of play, above the three Area piles. Remember the locations of the levels!



SET UP

FAMILY MARKERS

Locate the Family Marker cards and separate along the perforations to create (6) individual Markers from each card. One Family Marker = One Family Member. Each player receives (6) Family Markers, unless using Alternate Gameplay rules (see back).



HOW TO BEGIN

Determine the first player by any method you choose. (Who is the most prepared? Who is the youngest? etc.)



SEQUENCE OF PLAY



GAMEPLAY EXAMPLE NO. 1



GAMEPLAY EXAMPLE NO. 2

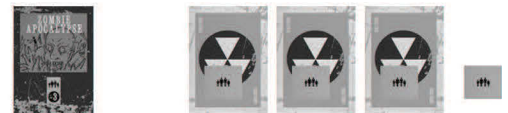
1. Player 1 decides how many Family Markers to shelter and how many to send out searching for supplies. (Shelter cards only provide shelter to ONE Family Marker at a time.)
 2. Player 1 draws an Area card for each unsheltered Family Marker, from any combination of the three Area piles. (Look at the cards as they are drawn.) If an Event card is drawn, the player must play it immediately, then discard it after following the instructions. Player may also play any special Surplus cards at this time. (Tip: Move Family Markers to the side as cards are drawn to keep track of card count.)
 3. After Area Cards have been drawn and resolved for each Family Marker, the player **MUST** discard (1) Food and (1) Water card from their hand into the proper discard piles. This is an event called *Family Upkeep*. If the player does not have enough Food, Water, or Surplus cards to do this, one Family Marker per missing Upkeep supply is lost to starvation or thirst, regardless of Shelter situation.
 4. Player 1's turn is now over.
 5. Play continues clockwise, with each player following the steps above.
- REMEMBER TO PERFORM YOUR UPKEEP AT THE END OF YOUR TURN!!**
6. After finishing his or her turn (and paying the Family Upkeep!), the last player draws (1) Disaster card from the Disaster pile of his or her choice.
 7. The Disaster card drawn affects ALL PLAYERS simultaneously. Each player resolves the effects, clockwise in turn. Once a Disaster card is drawn, no other cards may be drawn during that round!
 8. After all players have resolved the effects of the Disaster, the person to the left of Player 1 is now the first player of the new round, and play continues with step #1.

Embrace the chaos! This is Armageddon after all...

SAMPLE HAND



Note: If you prefer to draw more cards, shelter less Family Markers.



Drawn Card Family Markers bunkered on separate Shelter cards.

The "Zombie Apocalypse" Disaster card drawn at the end of this round of play requires all players to discard (3) unsheltered Family Markers. This player has three Family Markers sheltered and one unsheltered, therefore only loses (1) Family Marker.



Drawn Card Surplus Card Food Cards

The "Locust" Disaster card drawn at the end of this round of play requires all players to discard (4) Food cards. This player chooses to discard the "Medicine" Surplus card (+2 Food, +1 Water) versus this Disaster, and then only needs to discard (2) Food cards.

Note: Any excess Food, Water, Shelter (etc.) noted on the Surplus card is lost when played or discarded.

DETAILS



CITY

Cards marked *City* on the back provide players with Shelter, along with a few Event and Surplus cards. Each Shelter card provides shelter for only ONE Family Marker. When sheltered, Family Markers are safe against Events and Disasters (except Family Upkeep). When an Event or Disaster requires one or more *Shelter* cards to be discarded, any Family Markers being sheltered are protected, then moved to the unsheltered area.



SUBURB

Cards marked *Suburb* on the back provide players with Food, along with a few Event and Surplus cards. Each Food card represents food upkeep for the whole family for one turn.



RURAL

Cards marked *Rural* on the back provide players with Water, along with a few Event and Surplus cards. Each Water card represents water upkeep for the whole family for one turn.

F.A.Q.



Q: What happens if I run out of cards to draw from any pile?

A: Reshuffle discarded Area cards to form new draw pile, or, if there are no discards, you must choose from a different available Area pile. If completely out of Area cards with no discards, resources have been exhausted, and THE END IS HERE! If a Disaster card pile runs out, you must choose from a different available Disaster pile. If all Disaster cards have been used, YOU HAVE SURVIVED! In either scenarios, the player with the most Family Markers left is declared the winner.

Q: Do I have to draw a card for every unsheltered Family Marker?

A: No, it's your choice depending on your strategy.

Q: If I receive new Family Markers, can I put them into Shelters right away?

A: No, all new Family Markers start outside but can still draw cards during your turn. They can also be Auto-Bunkered if you hold and play that Surplus card (and have at least one unoccupied Shelter).

Q: Can I use an Auto-Bunker Surplus card after a Disaster or Event card is revealed?

A: No, you must play the Auto-Bunker card before that time.

Q: Do I have to play my Surplus cards?

A: No, but they help prevent starvation and thirst during Family Upkeep.

Q: Can loss of Family Markers during the Family Upkeep be prevented by being sheltered?

A: No, family members can die of starvation or thirst whether sheltered or unsheltered.

Q: Do I lose a Family Marker during an Event or Disaster if I don't have enough supplies?

A: No. The only way to lose Family Markers during an Event or Disaster is if the card specifies one or more negative (-) Family Markers AND you have unsheltered Markers.

Q: Is there a max number of Family Markers I can have at any given time?

A: Yes. The number of Family Markers with which each player started the game is the maximum amount.

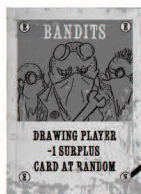
Q: This card says to flip a coin, but I am broke! What do I do???

A: Uhhhhh...find something else with 2 sides to flip? Or, maybe it's time for some "eeny-meeny miny-mo"...

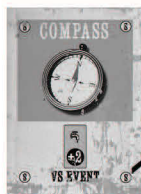


FREQUENTLY ASKED QUESTIONS

DETAILS



Event Card



Surplus Card

Cards marked with an "E" on the border are Event cards. The drawing player takes the actions on these cards immediately when drawn, then places the card in the proper discard pile.

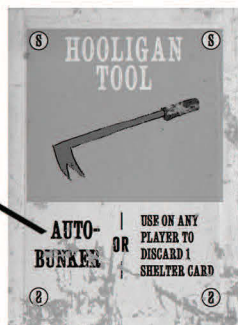
Cards marked with an "S" on the border are Surplus cards. These cards are taken into the drawing player's hand and kept secret from other players. The instructions, icons, and numbers on these cards can be used to help overcome Events and Disasters or to gain more supplies. Surplus cards can be played in any number during a player's turn (including during Family Upkeep), or they may be held in hand for future use at the player's discretion. Place Surplus cards in the proper discard pile as they are used.

EVENT & SURPLUS CARDS

DETAILS



Auto-Bunker



Cards marked "Auto-Bunker" enable the player to call back unsheltered Family Markers, after they have drawn their Area cards, to place them on available Shelter BEFORE a Disaster card is drawn (only unoccupied Shelter cards are available for Auto-Bunker use).

AUTO-BUNKER CARDS



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Questions? Comments?

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CREDITS



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XOXO

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THANK YOU



I'm Afraid!: For an easier, longer game, start with 8-10 Family Markers per player. If there aren't enough Markers, feel free to use coins, pebbles, or any other markers you may have.

Total Apocalypse!: For a harder, faster game, shuffle all Disaster cards into one pile. You may also choose to start with 8-10 Family Markers per player.

Multiple Decks: You may choose to combine 2 or more decks for longer gameplay, or if you would like to play with more than 4 people.

ALTERNATE GAMEPLAY