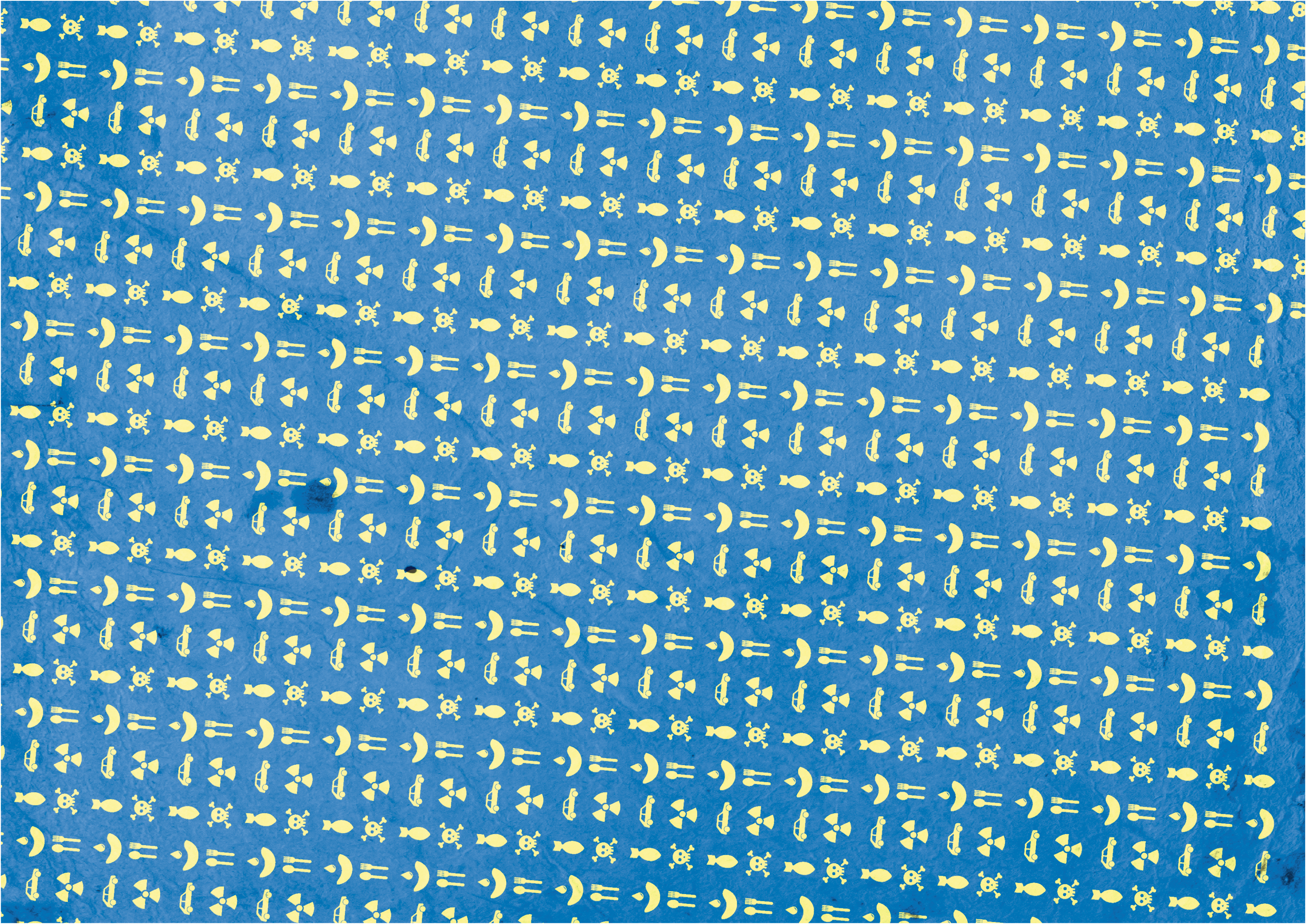
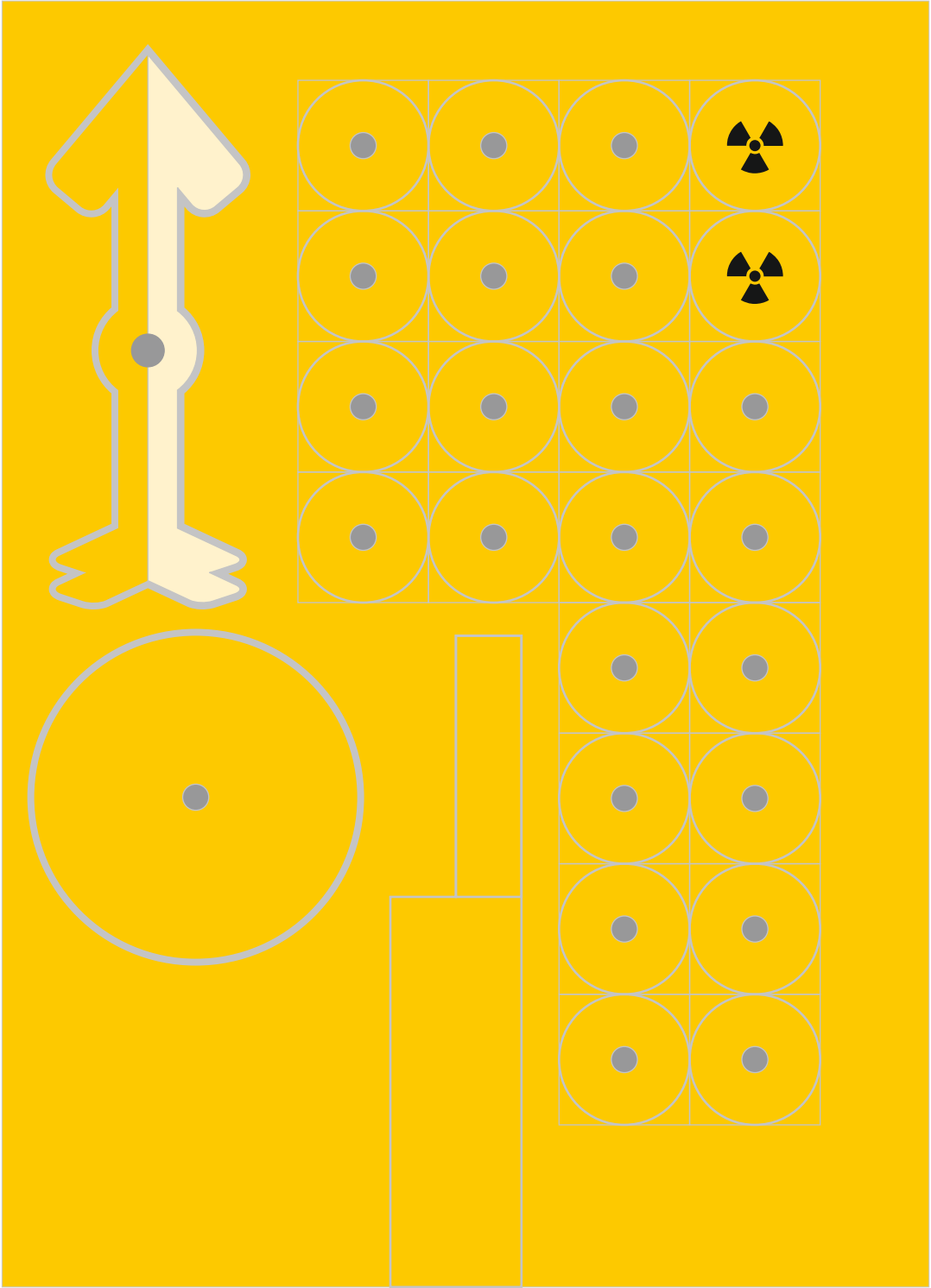


WASTE NOT  If you land on other players EAT them & gain their Rads	RAD RESISTANT  Immunity to 1 future radiation card	CAN'T TOUCH THIS  Fast as fuck, boi +3 to every roll	GUN RUNNER  Faulty breaks +1 to every roll	TRIAL BY COMBAT  If you land on the same column as another player Duel them! (spin higher)	SLEEPIN BEAUTY  If you roll 6, 7, 8 Skip your turn.	GHOULISH PRESENCE  Players draw 1 Rad if touched. Also -2 to every roll	UNLIKE CLOCKWORK  You can only move Counter-clockwise	WHO PUT THAT THERE  Oh no, You stepped in toxic waste! -1 to every roll	LIKE CLOCKWORK  You can only move Clockwise	WASTE NOT  If you land on other players EAT them & gain their Rads	WASTE NOT  If you land on other players EAT them & gain their Rads	CAN'T TOUCH THIS  Fast as fuck, boi +3 to every roll	GUN RUNNER  Faulty breaks +1 to every roll
CAMEL UP, BUTTERCUP  Gain 2 Water Lose 1 Money	DIP IN THE POOL  Gain 3 Water Lose 2 Money	JUST A SIP  Gain 1 Water	LIQUIDATE  Take 2 Water from another player Give them 2 Food	WATERWEIGHT  Go drinking, if you spin an odd number Gain 2 Water	HUNGRY MERCHANT  Gain 2 Food Lose 1 Money	GOURMAND  Gain 3 Food Lose 2 Money	FAIR TRADE  Take 2 Food from another player Give them 2 Water	FOOD SCROUNGER  Gain 1 Food	PROSPECTOR MAN  Go hunting, if you spin an even number Gain 2 Food	RAD RESISTANT  Immunity to 1 future radiation card	RAD RESISTANT  Immunity to 1 future radiation card	GUN RUNNER  Faulty breaks +1 to every roll	GUN RUNNER  Faulty breaks +1 to every roll
SUPER SPREADER  Whoops! Looks like you just irradiated everyone! Everyone draw 1 Rad	BFFS  Whoa, youre so nice! Bring Everyone to your level.	A STIMPAK A DAY  Keeps your rads away Discard All Rads	RAD RIDER  Take 1 Resource (randomly) for Every Rad you have	SPIN TO WIN  Pick: Even or Uneven Spin, if you picked right Gain 2 Money	TAX DODGER  Gain 1 Money If 1st, Gain 2 Money	MONEY HOARDER  Gain 6 Money Lose All your other Resources	BUSINESS INVESTMENT  Give another player 1 Money and gain 3 Money, 3 turns later.	ALL IN  Bet resources Spin 3 times and Closest player to (21) blackjack wins the bet	INVOLUNTARY DONATION  Highest spin! Steals 1 Money from another player	TRIAL BY COMBAT  If you land on the same column as another player Duel them! (spin higher)	TRIAL BY COMBAT  If you land on the same column as another player Duel them! (spin higher)	FRIEND OF THE CARTEL  If you spin between 8 and 12, gain 1 Money If you spin 1, you die.	PHATT ASS  If you land on other players push them 1 tile over
SUPER SPREADER  Whoops! Looks like you just irradiated everyone! Everyone draw 1 Rad	BFFS  Whoa, youre so nice! Bring Everyone to your level.	A STIMPAK A DAY  Keeps your rads away Discard All Rads	RAD RIDER  Take 1 Resource (randomly) for Every Rad you have	FRIEND OF THE CARTEL  If you spin between 8 and 12, gain 1 Money If you spin 1, you die.	STATE OF ELEVATION  Monchies strike again! Lose 1 Water and 1 Food and move a level higher if not on level 3 already	PHATT ASS  If you land on other players push them 1 tile over	IS FOR ME?  Everyone Spins! 1st place - 2 Money 2nd place - 1 Money 3rd place - 1 Water	MY HEART IS YOURS  Donate 3 or More of your resources equally among all players, you can now spin Reroll once per turn.	FOOD SCROUNGER  Gain 1 Food	PHATT ASS  If you land on other players push them 1 tile over	STATE OF ELEVATION  Monchies strike again! Lose 1 Water and 1 Food and move a level higher if not on level 3 already	SLEEPIN BEAUTY  If you roll 6, 7, 8 Skip your turn.	SLEEPIN BEAUTY  If you roll 6, 7, 8 Skip your turn.
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		INVOLUNTARY DONATION  Highest spin! Steals 1 Money from another player	SPIN TO WIN  Pick: Even or Uneven Spin, if you picked right Gain 2 Money	FOOD SCROUNGER  Gain 1 Food	FOOD SCROUNGER  Gain 1 Food	MY HEART IS YOURS  Donate 3 or More of your resources equally among all players, you can now Reroll once per turn.	CAMEL UP, BUTTERCUP  Gain 2 Water Lose 1 Money	INVOLUNTARY DONATION  Highest spin! Steals 1 Money from another player	CAMEL UP, BUTTERCUP  Gain 2 Water Lose 1 Money	TAX DODGER  Gain 1 Money If above all other players Gain 3 Money instead.	ALL IN  Bet resources Spin 3 times and Closest player to (21) blackjack wins the bet	UNLIKE CLOCKWORK  You can only move Counter-clockwise	GHOULISH PRESENCE  Players draw 1 Rad if touched. Also -2 to every roll





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BLAST RADIUS RULES OF PLAY

1. Setup the Board

Unfold the game map and carefully place the base of the spinner on the underside of the board, and the spinning top inside the hole in the middle.

All players start on the House  in the row closest to the center, and also start the game with 2 Money Resources (R).



2. The first Steps

After fairly deciding who goes first, give the arrow a spin and see what number you land on!


Then move your player token that many spaces, Left or Right, (you get to choose the direction!, unless specified)


Salary!




If you manage to make a complete circle (or move 12 spaces) on the 1st level, and land back on the house, earn 2 Money!

3. Game Events

Landing on

 - Draw a Radiation card, these cards effects are applied to your player until the end of the game (or until you die or get cured)

 - Death. oops... Remove all your (R) and all other Radiation cards, move at the start house and gain 2 Money

   - Food, Money, Water, draw a card from the appropriate pile and collect resources each worth 1 point (players may disobey and discard the card)

4. Finishing the game

Resource Kings

If you have even one resource (food,money,water) more than any other player, gain the Resource King Card, which is worth 10 points at the end of the game!

Landing on  - If you are on the first or second level move one space above to the next level (choose L/R if you can).

If you are on the third level you finish the game!



Once you finished it's time to count all your Resources and Crown the victor!

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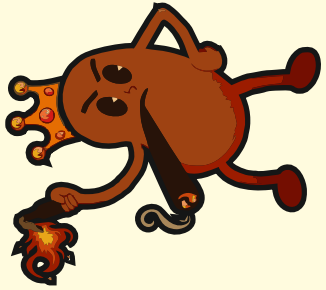
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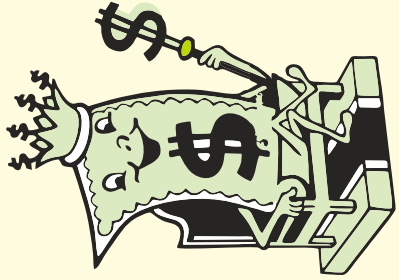
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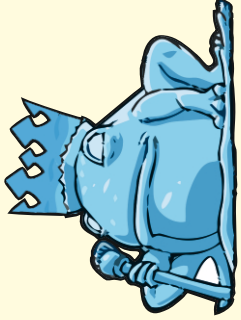
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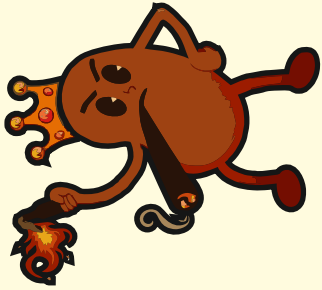
**FOOD
KING**



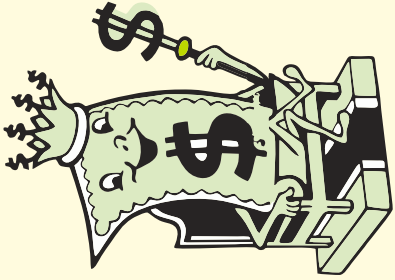
**MONEY
KING**



**WATER
KING**



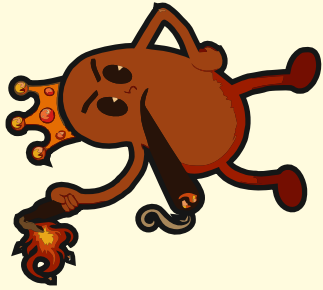
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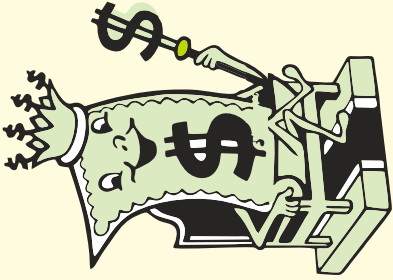
**MONEY
KING**



**WATER
KING**



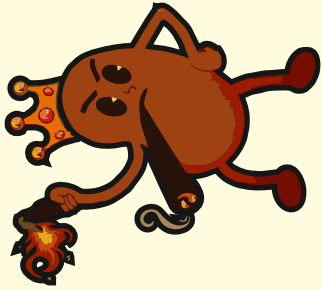
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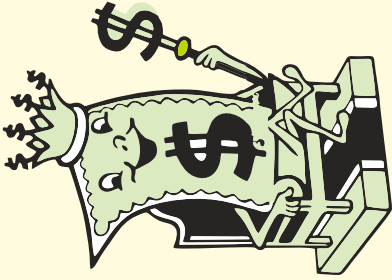
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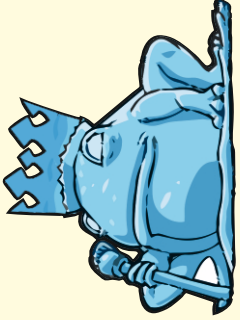
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