DOWNFALL

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TMG

0.1 INTRODUCTION

The bombs have fallen. Who started the war no longer matters. Only what is left.

In the face of the nuclear winter, you must wake survivors from their cryostasis bunkers, scramble for what remains of the resources on the planet, rebuild your technologies, and survive the ruination spreading across the world.

The game is over when the end of the Event Track is reached, marking the darkest hour of the nuclear winter, before the dangers begin to subside. The player who weathers the tragedy best and accumulates the most Victory Points (VP) will be declared the winner. Points are gained from recruiting survivors, fighting battles, combating the spreading Radiation, and various other means.

0.2 PLAYER COMPONENTS & SETUP

A **6 PLAYER BOARDS:** Put the player board matching each player's preferred color directly in front of them. Return unused player boards to the box.

B **6 PLAYER DECKS:** Give each player the deck of Action cards that matches their chosen player color (the left side of each card shows the player color - blue is shown below). Check to make sure your deck has the correct quantity of each of the Action card types:



GATHER x3



REINFORCE x2



COMMAND x2



BUILD x2



REGROW + EXCAVATE x2



RESEARCH / WAR x2



WINTER x4/3/2/2
(3/4/5/6 players)



LEADER x1
(Return these to the box for your first game.)

The number of Winter cards in your deck is determined by the number of players: 4 Winters for 3 player games, 3 Winters for 4 player games, and 2 Winters for 5 or 6 player games. Return any unused decks and Winter cards to the box, then shuffle your deck and place it overlapping the space labelled **DECK** on your player board.

C **60 TECHNOLOGY CARDS:** Give each player the set of 10 Technology cards that match their player color. For your first game, return the 6 **DEPLOY LEADER** cards to the box. These are technologies that you can research during the game. When you research Technologies, most will be tucked under the various sections of your player board to show when their abilities apply. Place your Technology cards in a stack to the right of the Research column of your player board. You may look through this stack at any time. Place the **CELLULAR REGENERATION** card face up on top of the stack - you begin the game with access to it.

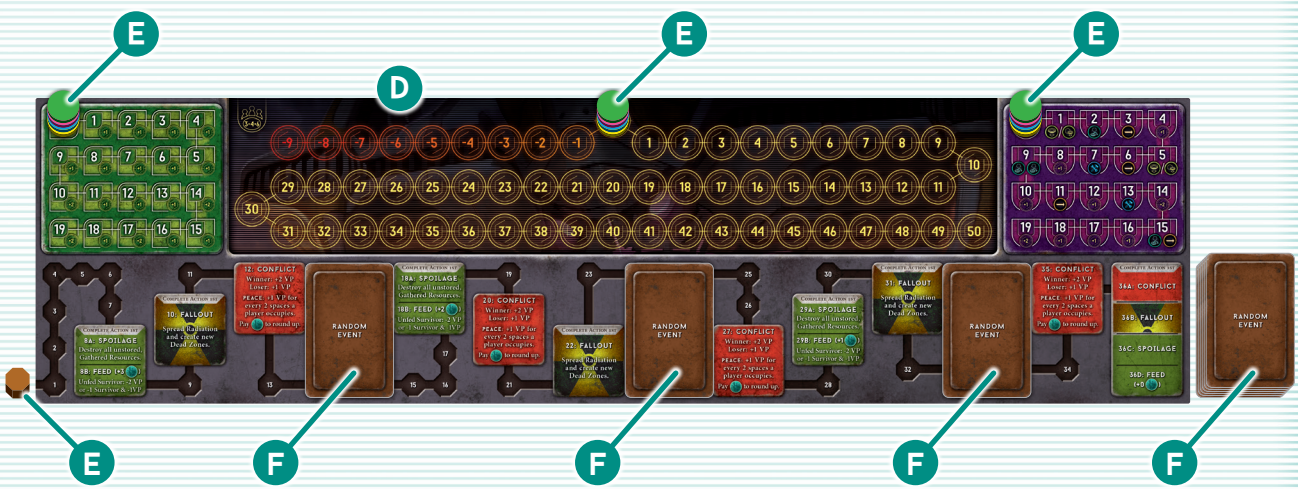


0.3 TRACK COMPONENTS & SETUP

D 1 TRACK BOARD: Place this to the side of the center of the table, within view of all players. Different sides of the Track board have different player count indicators: place the side with the appropriate player count face-up.

E 1 EVENT TRACK TOKEN & 18 PLAYER DISCS: Place the Event Track token beside the Track board, to the left of the **1** space of the Event Track. For each player, place a disc matching their player color on the zero space of the Victory Point Track, a disc on the zero space of the Environment Track, and another on the zero space of the Culture Track. Return any remaining discs to the box.

F 33 RANDOM EVENT CARDS: Shuffle these together and deal 1 card face down to each of the 3 **RANDOM EVENT** spaces on the Event Track. Do not look at the cards that are dealt to the board. Then place the deck near the Track board.



0.4 BOARD COMPONENTS & SETUP

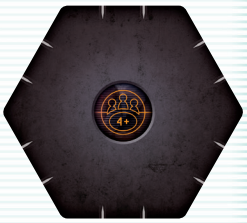
G **57 HEXAGONAL TERRAIN TILES:** These depict terrain on the front side, and player count information on the back side. Return tiles to the box that display a player count indicator that exceeds the player count of the current game (if a tile displays no player count information, it is used in every game).

EXAMPLE: *If you are playing a 4 player game, return all the 5+ hexagons to the box*

After removing the appropriate tiles, there will be 32 remaining tiles in a 3 player game, 43 in a 4 player game, and 56 in a 5 player game. All tiles are used in a 6 player game.



Front



Back

H There are 5 tiles with a ring of information that mention **LAST PLAYER**. Set aside the **LAST PLAYER** tile and the **SECOND TO LAST PLAYER** tile when playing with at least 3 players. If playing with 4, 5, or 6 players, also set aside the **THIRD TO LAST**, **FOURTH TO LAST**, and **FIFTH TO LAST** tiles, respectively. You'll be handing out the set aside tiles in step J below. Return any unused **LAST PLAYER** tiles to the box.



Used in games with 3+ players





4+ players



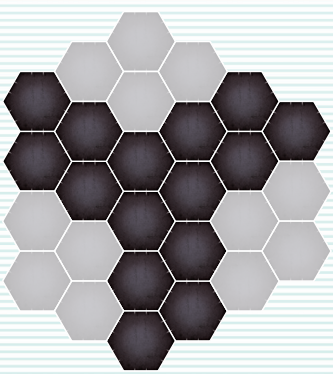
5+ players



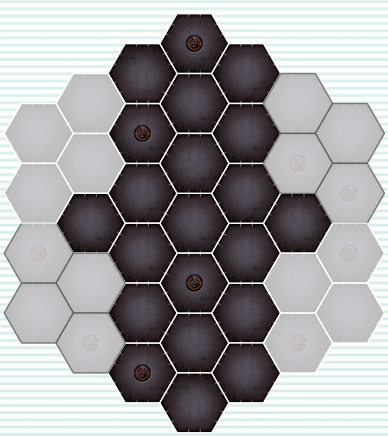
6+ players

I Shuffle the remaining tiles (those not set aside in step H) face down and place them as shown in the diagram below that matches your player count. In 3 and 4 player games, 3 tiles will remain - return them to the box.

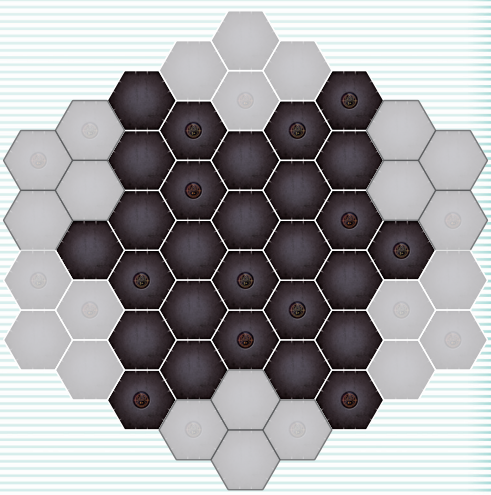
Flip over the tiles shaded in white in the diagram so that their terrain side is up. Do not rotate them to connect terrains: their orientation should remain random.



3 PLAYERS

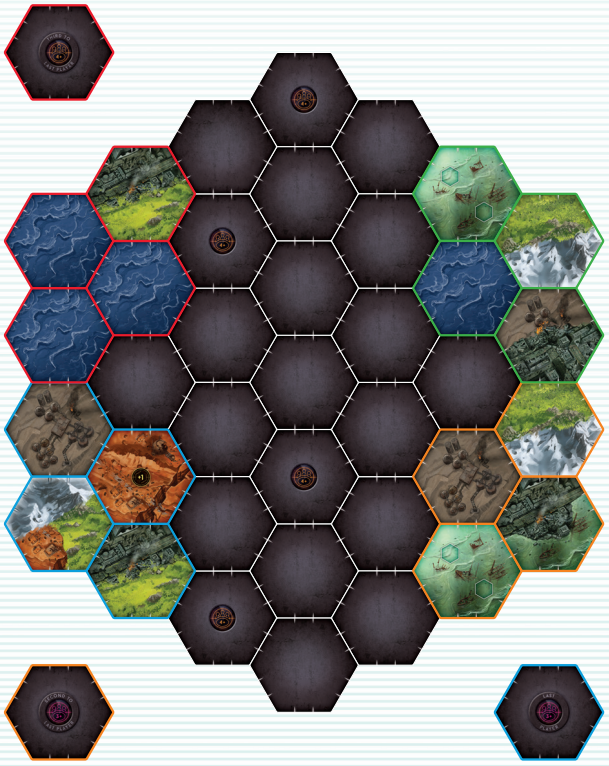


4 PLAYERS



5-6 PLAYERS

J Choose a start player. Hand out 1 of the set-aside **LAST PLAYER** tiles randomly to every player EXCEPT the start player. The start player selects one of the groupings of 4 face up tiles to be their starting territory. The player that was given the furthest from last tile (**FIFTH TO LAST**, then **FOURTH TO LAST**, and so on) then selects one of the remaining groups of 4 face up tiles to be their starting territory. This continues until all players have selected a starting territory. You may want to rearrange seating so that you are near your starting territory.



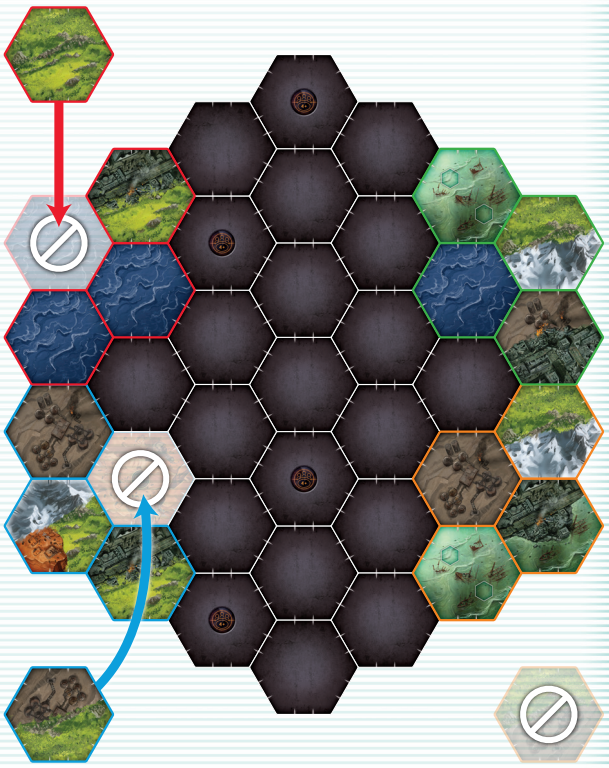
EXAMPLE: *In a 4 player game, Greg (the green player) is chosen as start player. The 3 last player tiles are randomly handed out to the other 3 players.*

Greg chooses the upper right grouping for his starting territory. Rebecca (the red player) has the furthest from last tile (third to last), so she chooses her starting territory next. She takes the top left grouping. Orville (the orange player) has the next furthest from last tile (second to last), so he is next to choose. He decides to take the bottom right grouping. Blaire (the blue player) has the last player tile, so she has no choice - she must take the bottom left grouping for her starting territory.

To make things easier, Orville and Blaire switch seats, so they will be closer to their starting territories.

K Next, all players with a **LAST PLAYER** tile (everyone except the start player) may choose to discard one of the 4 tiles in their starting territory and replace it with their **LAST PLAYER** tile, in any orientation they choose. This is resolved in the same order as territories were chosen.

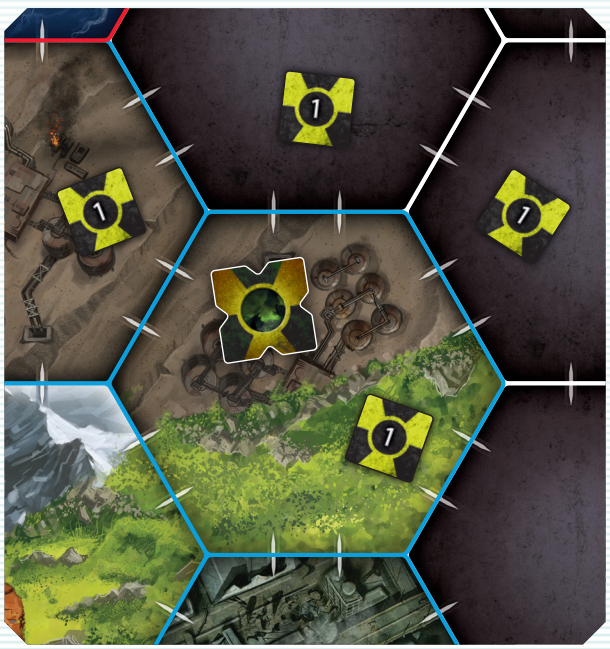
All discarded tiles and unused **LAST PLAYER** tiles are returned to the box.



EXAMPLE: *Continuing from the previous example, Rebecca decides to discard one of the three water tiles in her starting territory and replace it with the Plains tile located on the front of her third to last tile. Orville chooses not to replace any of his starting territory tiles and instead discards his second to last tile. Blaire then gladly discards the wasteland tile in her starting territory and replaces it with her last player tile, face up, oriented in the direction of her choice.*

Greg was the start player and therefore does not receive the same opportunity to replace tiles in his starting territory. The three discarded tiles are then returned to the box.

L **38 DEAD ZONE TOKENS & 57 RADIATION TOKENS:** In the same order again, place one Dead Zone token in one of the **SPACES** in your starting territory. Tiles may be split into as many as three spaces - each different terrain type on a single tile is considered a separate space. Take 4 Radiation tokens and place them with the **1** side up (to indicate 1 Radiation) into 4 separate spaces adjacent to the Dead Zone token (if possible). You may place Radiation on face down unexplored tiles. You may not place Radiation in an opposing player's starting territory. If there are fewer than 4 eligible spaces around the Dead Zone, place as many as you can, then place any excess Radiation as evenly as possible in spaces around the Dead Zone that already contain Radiation.

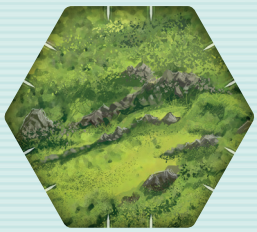


EXAMPLE: *Blaire places a Dead Zone token in the Burned Oil Field space in her starting territory as shown. She then takes 4 Radiation tokens and places them in spaces surrounding the Dead Zone.*

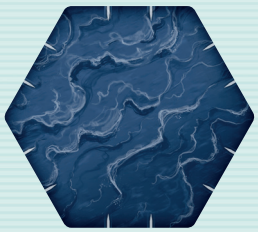
NOTE: *In a 5 player game, there will be one grouping of 4 tiles that will not be chosen as a starting territory. Flip the tile in that grouping that is closest to the center of the board face down and place a Dead Zone token on it. Then place a Radiation token on every space that is adjacent to it and not in a player's starting territory, including the unexplored face down tiles next to it.*

TERRAIN TYPES & RESOURCES

PLAINS



CLEAN WATERS

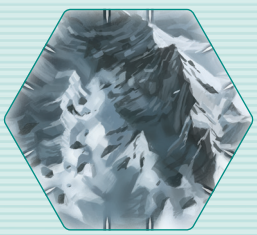


Plains and Clean Waters both have **FOOD** resources:



Raw *Gathered*

MOUNTAINS



Mountains have **STONE** resources:

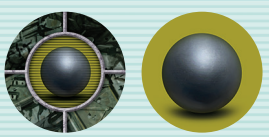


Raw *Gathered*

BOMBED CITIES



Bombed Cities have **METAL** resources:



Raw *Gathered*

BURNED OIL FIELDS



Burned Oil Fields have **OIL** resources:



Raw *Gathered*

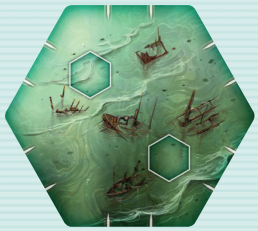
WASTELANDS



Wastelands have no resources, but may contain Crystal Mines (shown above). They award 1 VP to the players who occupy after Conflict Events.

TERRAIN TYPES & RESOURCES, CONT'D

POLLUTED WATERS WITH ABANDONED CARGO SPACES



These spaces start with any 2 Gathered resources of the player's choice:



POLLUTED WATERS



Polluted water spaces that do not contain Abandoned Cargo have no resources.

Other terrain spaces on the same tile still have resources as usual.

M 152 RESOURCE TOKENS: Each resource has a **RAW** side and a **GATHERED** side (see sidebar). The border of the Raw side indicates which types of spaces it begins in. In every space that doesn't contain a Dead Zone, put 2 Raw resources, based on the terrain type. If your starting territory contains Abandoned Cargo spaces (see above), you may choose which resources start there, and the resources there are flipped to the Gathered side. Then place 3 (total) Gathered Food into space(s) in your starting territory, divided as you would like. You may stack identical tokens to save space.

N 30 BUNKERS: Place 1 Bunker of your player color into one of the spaces in your starting territory that is not water and does not contain a Dead Zone.

O 36 AIRSHIPS & 42 OUTPOSTS: Place **UP TO** 4 (total) Airships of your player color into spaces in your starting territory (not in Dead Zones). For each Airship you choose not to place, place an Outpost instead. Outposts cannot be placed in water. Airships may be placed in any terrain type, including water.

NOTE: *You may not have two Bunkers or two Outposts in the same space. You may have 1 Bunker and 1 Outpost in the same space. There is no limit to the number of other things which may be in the same space. Neither may ever be built in Dead Zones or water spaces.*

P 102 SURVIVOR TOKENS: These tokens have two sides, Equipped and regular:



Equipped



Regular

Place 5 survivor tokens (total) of your player color with the regular side up into spaces in your starting territory. You may place survivors in spaces with water as long as you also have at least 1 Airship there for every 2 survivors. As before, do not place things into Dead Zones. Additionally, survivors should not be placed where they may die to Radiation. At the end of a turn, if a survivor is in a Dead Zone or on a space where the amount of Radiation exceeds the amount of Radiation Protection there (amongst all players), the survivor dies and is removed from the board, and the owner loses 1 VP.



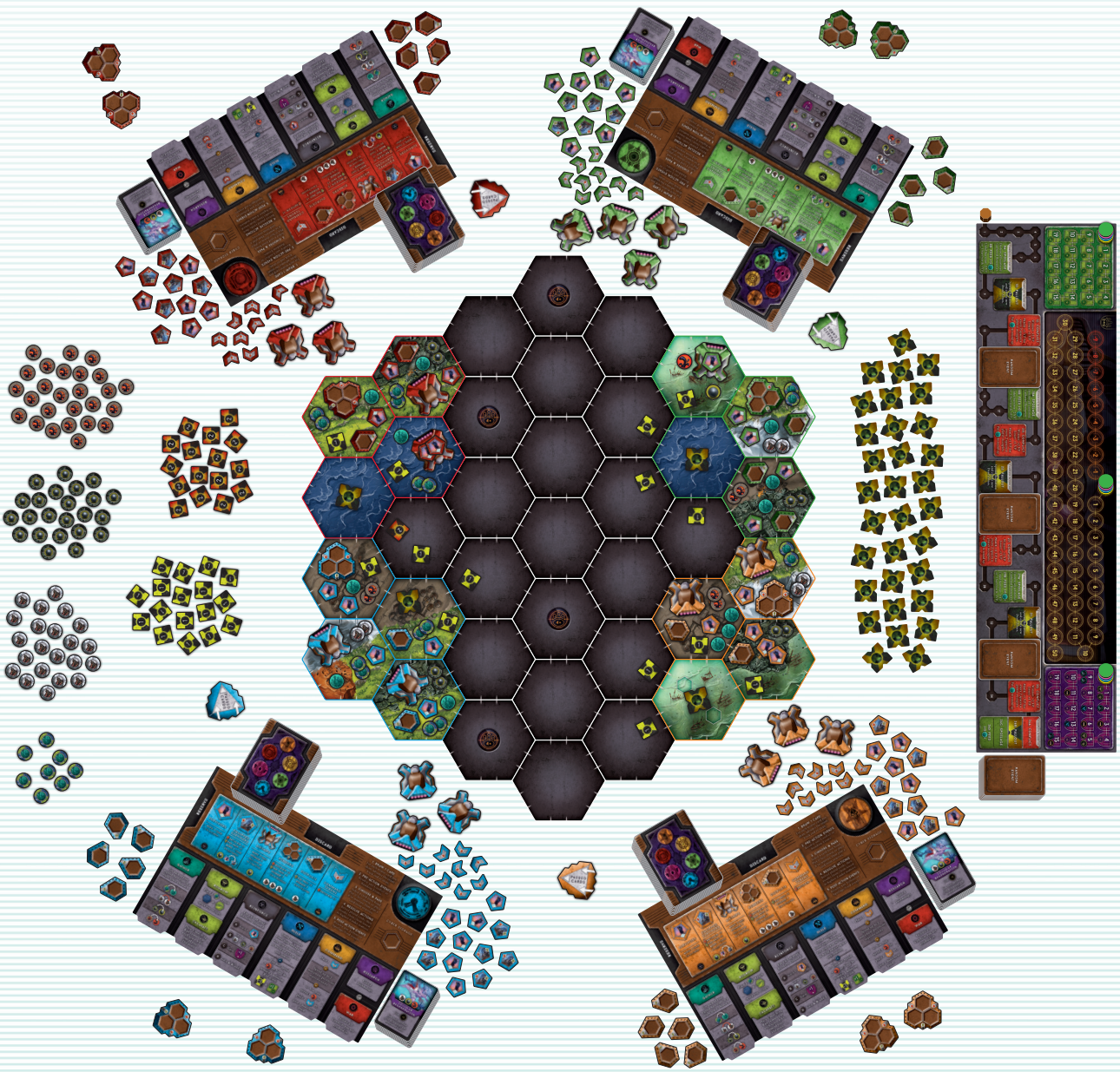
EXAMPLE: *Blaire completes steps M through P, placing a total of 6 Raw Food, 2 Raw Stone, 2 Raw Metal, 2 Raw Oil, 3 Gathered Food, 1 Bunker, 2 Airships, 2 Outposts, and 5 regular Survivors.*

Q **6 LEADER TOKENS:** When playing without the "Deploy Leaders" Technology cards, return these to the box. We recommend this for your first game.

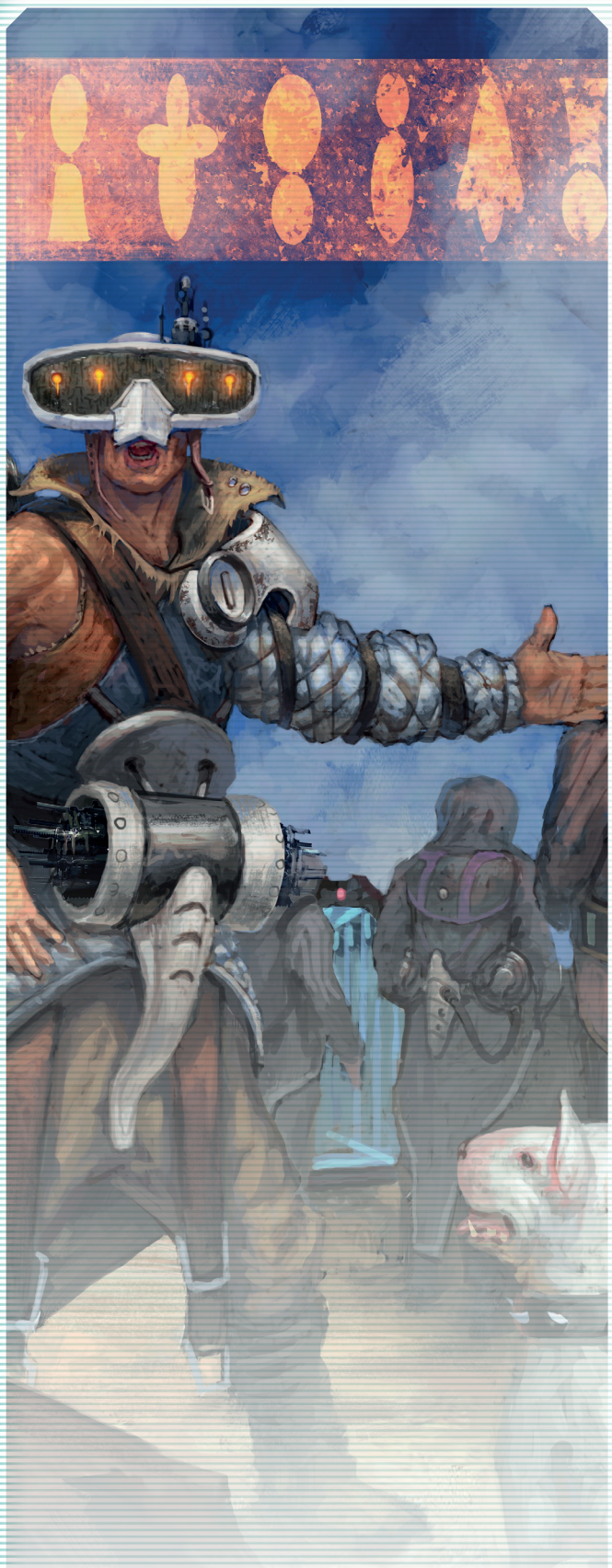
R **54 COMMAND TOKENS & 6 PASSED CARDS TOKENS:** Place the 9 Command tokens matching your player color, your Passed Cards token, and your remaining Bunkers, Outposts, Airships, and survivors in a personal supply pile near your player board. Place the remaining Dead Zone, Radiation, and resource tokens in supply piles near the board which everyone can reach.

S Draw the top 6 cards from your player deck. If you drew any Winter cards, discard them, advance the token on the Event Track one space for each one drawn, and then draw more cards to replace those discarded. Repeat this if more Winter cards are drawn. If more total Winter cards are drawn at this time than the number of players in the game, everyone should shuffle their Winter cards back into their deck, reset the token to the beginning of the Event Track, and re-draw to fill their hands to 6 cards. Finally, you should choose 2 of the 6 cards in your hand and place them in a face down stack overlapping the Reserve space on your player board. Thus you should have 4 cards in hand and 2 cards in your Reserve.

You are now ready to begin the first round of the game.



EXAMPLE: *Above is an example of a 4 player game setup.*



1.0 GAME OVERVIEW

Each round, players will draw cards, simultaneously select 1 card from their hand to play, and pass the rest of the hand to the player on their left. All selected cards are then revealed, and players perform the action shown on their selected card. Any time you draw a Winter Card, discard it and draw another card to replace it, and advance the Event Track one space. This may trigger events during the round. The game ends after the round in which the last space of the Event Track is reached, and the player who has accumulated the most Victory Points (VP) wins!

1.1 ROUND OVERVIEW

Each round, all players should perform the following steps, in order. Most of these steps can be done simultaneously, but players should not proceed to the next step until all players have completed the current one.

1. DRAW 1 CARD

Pick up the 3 cards the player on your right passed you on the previous turn. This is your new hand for this turn. Draw 1 card from the top of your player deck, and add it to your hand. If it is a Winter card, discard it, advance the Event Track token 1 space on the Event Track, and draw another card to replace the Winter card you have just discarded. (Skip this entire step the first turn of the game.)

NOTE: *If you ever need to draw a card from your deck and there are no cards left, reshuffle your Discard pile face down to form your new player deck, then draw cards as needed.*



EXAMPLE: *At the start of the round, Blaire draws the top card of her deck. It is a Winter card, so she discards it, advances the Event Track token 1 space, then draws a replacement card (a Build).*

2. PRE-ACTION EVENTS

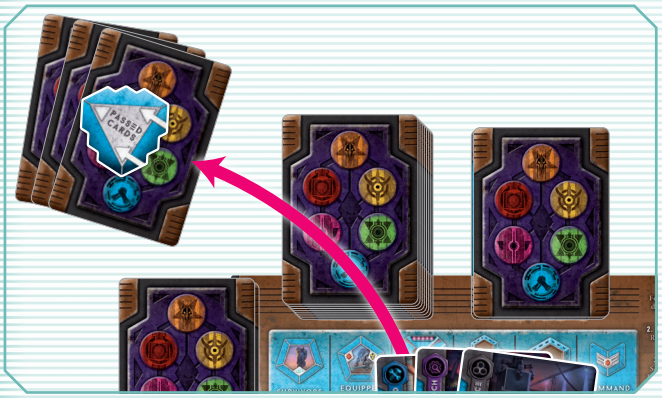
If the Event Track token entered or passed a **CONFLICT** or **RANDOM EVENT** space, resolve those immediately in the order in which the event token reached them. If it was a Random Event, flip over the card in the space as it is entered and follow the instructions on the card. If it is a conflict event, resolve all conflicts on the board. If the token reached the last space on the Event Track, the conflict there is not completed until the **END** of the turn.

NOTE: *Events are described in full in section* **2.4 EVENTS.**

3. CHOOSE & PASS

Select 1 card from either your hand **OR** your Reserve pile to play for the turn. Put it face down on top of your Discard pile. If you played a card from your Reserve pile, choose a card from your hand and put it face down in your Reserve pile. Then place the remaining 3 cards in your hand face-down between yourself and the player on your left, with your Passed Cards token on top. You may not look at the 3 cards you have been passed by the player to your right until next round, when those cards become your new hand of cards.





EXAMPLE: *Blaire chooses to play a Regrow + Excavate card from her hand and places it face down on her Discard pile. Then, she passes her remaining 3 cards to her left, indicating she has done so by placing her Passed Cards token on top of them.*

ANATOMY OF AN ACTION CARD



A MAJOR ACTION **B** PLAYER COLOR

C PRIORITY NUMBER **D** MINOR ACTION

4. RESOLVE ACTIONS

Reveal the card you put into your Discard pile by flipping it face up. Resolve the card by either choosing the **MAJOR** action along the left side of the card, or the **MINOR** action at the bottom of the card (see above).

NOTE: *All the major actions are described in full in section* **2.1 MAJOR ACTIONS**, *as well as summarized on your player board. Minor actions are described on the cards, and in more detail in section* **2.2 MINOR ACTIONS.**

Often, the actions of all players can be performed simultaneously. Sometimes the order matters, in which case you should declare that "order matters this turn" after the cards have been revealed but before actions are performed. In a turn where order matters, resolve actions from lowest priority number to highest.

NOTE: *If you are entering the same space as another player, or if two players both reveal Command cards, it should automatically be assumed and declared that order matters.*

5. POST-ACTION EVENTS

If the token on the Event Track entered or passed a **SPOILAGE/FEED** or **FALLOUT** space at the beginning of this round, resolve those events now in the order in which the token reached them. As long as the token on the Event Track did not reach the last space of the track, continue on to the next round of play.

If the token reached the last space of the Event Track, all three events shown there are resolved now, and the game is now over – proceed to **1.2 END GAME SCORING**.

NOTE: *Events are described in full in section* **2.4 EVENTS.**

Additionally, at the end of every round, survivors will die if they are in spaces where the amount of Radiation exceeds the amount of Radiation Protection. Whenever one of your survivors dies, remove it from the board and lose 1 VP, moving your token backwards on the VP track. It is possible to move survivors **THROUGH** deadly Radiation, but if they are there at the end of a turn, they will die.

NOTE: *Dead Zones are considered to have infinite Radiation. No amount of Radiation protection will prevent a survivor there at the end of the turn from dying.*



EXAMPLE: *Orville realizes too late that moving his Equipped Survivors earlier in the round has left two of his regular Survivors with an insufficient amount of Radiation protection. They both die, and he loses 2 VP.*

1.2 END GAME SCORING

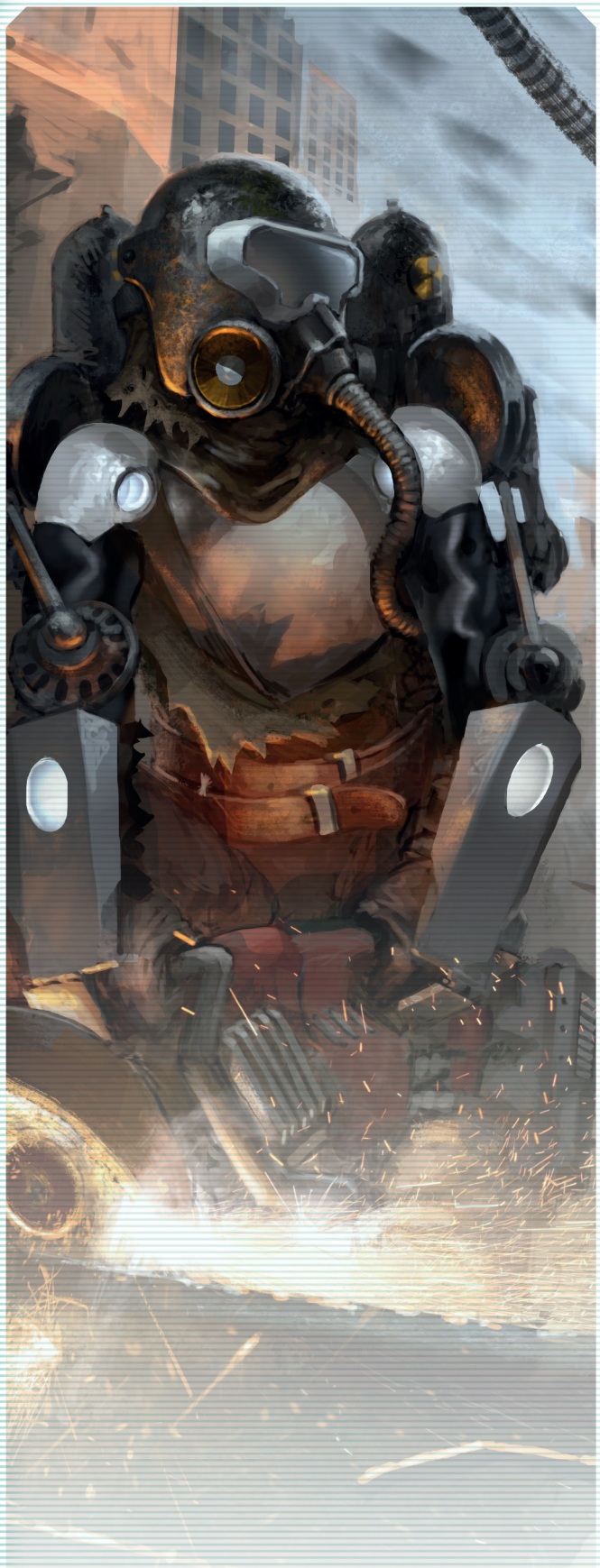
At the end of the round in which the token on the Event Track reaches the last event at the end of the track, after all post-action events have been resolved, the game is over and players add the following to their score:

1. Score 2 VP for each of your remaining Survivors.
2. Score VP for any applicable Random Events that were revealed.
3. The player farthest along the Environment Track scores 6 VP, second farthest scores 4 VP, and third farthest scores 2 VP – except in a 3-player game, where second will score 3 VP and third will score none.
4. The player farthest along the Culture track scores 6 VP, second farthest scores 4 VP, and third farthest scores 2 VP – except in a 3-player game, where second will score 3 VP and third will score none.

NOTE: *In the case of a tie on either the Environment or Culture track, all tied players score one fewer VP, and subsequent players are bumped down by one tier. Therefore, when two players are tied for first, each would score 5 points, then whoever was second farthest scores the points as if they are third farthest, and so on.*

AFTER ADDING THE ABOVE, THE PLAYER WITH THE MOST VICTORY POINTS WINS!

If there is a tie, the tied player with the most remaining survivors on the board wins. If there is still a tie, the tied player occupying the most spaces wins. If there is still a tie, the player with the most Airships, Outposts, and Bunkers combined wins. If it's still tied, then the game is a tie.



2.0 CONCEPTS IN DETAIL

While the previous section presented an overview of the gameplay in Downfall, this section will describe the game's concepts in full.

2.1 MAJOR ACTIONS

There are 6 types of major actions. Each has an important effect on your tribe's growth and survival.

OCCUPY VS. CONTROL

While performing actions, it is important to know that you **OCCUPY** a space if you have a survivor, Airship, Bunker, or Outpost there. You **CONTROL** a space if you occupy it **AND** no other player has more Battle Strength ( ) there than you.



EXAMPLE: *Blaire and Orville occupy both spaces above. Blaire controls the space on the right. Both players control the space on the left, and may have to refer to the initiative value of their cards to determine who has the first opportunity to use resources in that space.*

STORAGE

While taking actions, you may also freely move Gathered resources in spaces you control to your Airships, Bunkers, and Outposts that are present there to store the resource. You may also move stored resources from Outposts, Bunkers, and Airships to the space they occupy or are moving through. Airships and Outposts can store 1 Gathered resource at a time. Bunkers can store 3 Gathered resources. If the Cyber Storage spot on your player board is empty, you may also move a Gathered resource **TO** the Cyber Storage spot on your player board (but never from it) to store that resource. To show that a resource has been stored, place it on top of the thing storing it. You cannot store Raw resources.

If a Gathered resource is sitting in a space and is not stored inside an Airship, Bunker, or Outpost, you are allowed to use that resource while taking actions as long as you **CONTROL** that space. You are always allowed to use any Gathered resource while performing an action if it is stored in one of your Airships, Bunkers, Outposts, or Cyber Storage spots, regardless of whether you control the space where it is. When using a Gathered resource for an action, it doesn't matter where the resource is in relation to the action being performed, all that matters is whether you are allowed to use the resource or not.



GATHER

When you choose a Gather action, in every space in which you have a regular Survivor, you must turn over one Raw resource present there to the Gathered side for each regular Survivor present. Equipped Survivors do not have the ability to gather.





EXAMPLE: *The images above show Rebecca's territory before and after a Gather action. To protect her newly Gathered resources, she moves as many as possible into storage.*



REGROW + EXCAVATE

Choosing this card triggers two distinct actions. You must complete as much of both actions as possible.

REGROW: Place one new Raw Food token from the supply in all Plains and Clean Water spaces you occupy.



EXAMPLE: *Greg completes a Regrow action.*

EXCAVATE: In every space where you have an Outpost, place 1 Raw resource which corresponds to the terrain type there.

If you have an Outpost in a Plains space, you would both Regrow **AND** Excavate there, placing a total of 2 Raw Food in that space.



EXAMPLE: *Greg completes an Excavate action.*

REINFORCE

REINFORCE

When you choose the Reinforce action, you are digging deeper into your Bunkers, waking up survivors from their cryogenic sleep, uncovering buried supplies, and rebuilding the culture of the destroyed world.

For each Bunker you own, choose one of the following options:

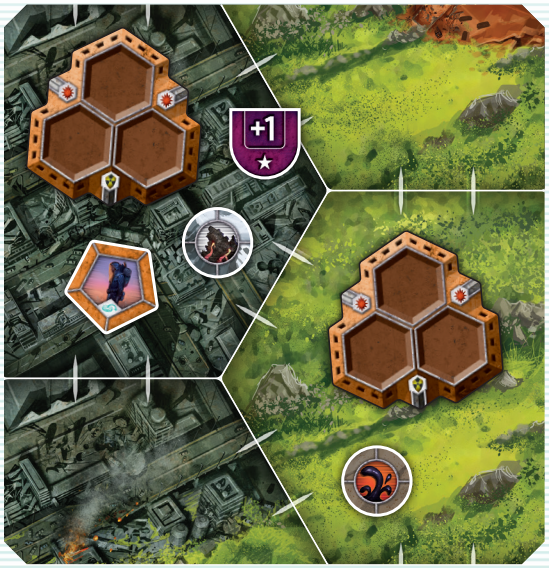
A Place a new regular Survivor in the space with the Bunker.

B Place a Raw Stone, Metal, or Oil (your choice) in the space with the Bunker.

C Advance your Culture Track token one space, gaining the VP and other benefits indicated below the space you advance it to.

NOTE: *The Culture Track is described in full in section* **2.6 THE CULTURE TRACK**. *If you would advance to a Culture Track space that provides Movement points, you may need to declare that order matters this turn.*

D Perform all three of the above options. It may seem like you will always want to do this, but sometimes you may not want an extra survivor to feed and protect.



EXAMPLE: *Orville performs a Reinforce action and for his first Bunker he chooses option D. He is worried about having too many survivors to feed, so for his second Bunker, he chooses option B and places a Raw Oil token in the second Bunker's space.*

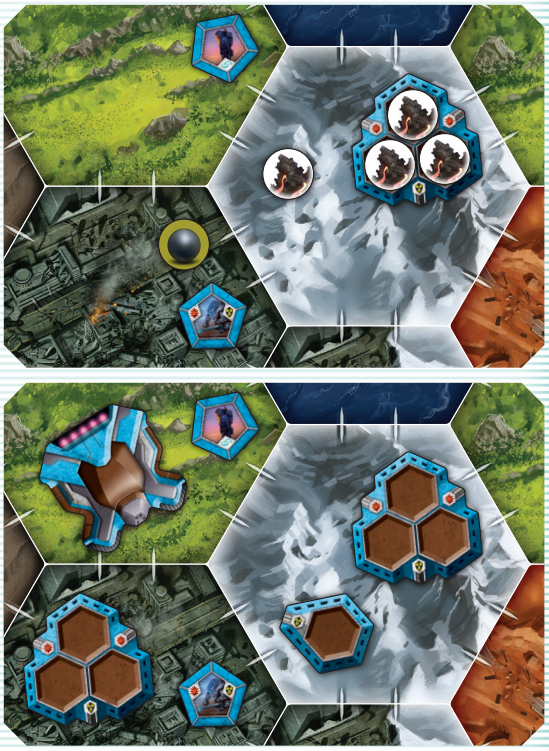
BUILD

BUILD

When you choose a Build action, you are allowed to spend **GATHERED** resources from any of your Airships, Bunkers, Outposts, Cyber Storage spots, or from any space which you control in order to build on any space you occupy. You may build as many things as you would like, as long as you have enough Gathered resources available to spend. Any resources you spend in this way are removed from the board and returned to the supply. The things you may build and the associated costs are shown in the sidebar on the following page, as well as on your player board.

When you build something, you may place it on any space you occupy. For example, if you wanted to build a Bunker, you would discard 3 Gathered Stone back to the supply, and place one of your Bunkers on any single non-water space you occupy which does not already have a Bunker in it.

NOTE: *Outposts and Bunkers cannot be built on water spaces. Land spaces have a limit of 1 Outpost and 1 Bunker - you may not have 2 Outposts in the same space, nor 2 Bunkers.*



EXAMPLE: *The images above show Blaire's territory before and after using a single Build action to add an Airship, a Bunker, and an Outpost to her territory.*

UNITS & BUILD COSTS



SURVIVORS

MOVE: 1 (land only)

Use to Gather

COST: n/a (Reinforce)



EQUIPPED SURVIVORS

BATTLE STRENGTH: +1

RAD. PROTECTION: +1

MOVE: 1 (land only)

Do not Gather

COST: 1 Gathered Metal (requires an available regular Survivor)



AIRSHIPS

MOVE: 2* (land & water)

*Require a Survivor to pilot

STORAGE: 1

May carry up to 2 Survivors

COST: 1 Gathered Metal



BUNKERS

BATTLE STRENGTH: +2

RAD. PROTECTION: +1

STORAGE: 3

Use to Reinforce

COST: 3 Gathered Stone



OUTPOSTS

RAD. PROTECTION: +1

STORAGE: 1

Use to Excavate

COST: 1 Gathered Stone



COMMAND TOKENS

BATTLE STRENGTH: +1

COST: n/a (Command)

BUILD

BUILD, CONTINUED

To build an Equipped Survivor, you must have a regular Survivor in play. Turn that survivor over to the "Equipped" side. You may freely flip back your Equipped Survivors to the regular side at any time – but if you do, you will have to take the Build action again and pay the appropriate cost to re-Equip them. You cannot "build" regular Survivors, you must take the Reinforce action for that.



EXAMPLE: *Rebecca spends a Gathered Metal, equipping a survivor to provide Radiation protection in this space, but plans on returning it to its regular side next turn so it can Gather.*

Taking the Build action also gives you the opportunity to remove Radiation. You may spend 2 Gathered Oil or any combination of 3 Gathered resources for each 1 Radiation you would like to remove from a space you occupy OR from a space adjacent to one you occupy. For each Radiation you remove in this way, advance your token 1 space on the Environment track and gain the VP depicted on the space. Each Radiation removed either decreases a **2** Radiation to its **1** side, or removes a **1** Radiation from the board. You cannot reduce or remove the Radiation of a Dead Zone.



EXAMPLE: *To assure none of his survivors die, Greg spends 2 Gathered Oil and a combination of 3 Gathered resources (2 Stone and 1 Metal) to remove the two Radiation tokens that threaten his territory. He then advances 2 spaces on the environment track.*

COMMAND

While performing a Command action, it is important to know that each of your Airships can hold up to 2 of your survivors and 1 Gathered resource. In order to be in a water space, a survivor has to be held by an Airship.

Do the following 3 things in any order:

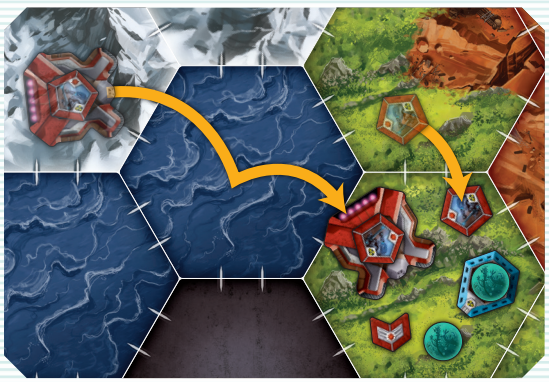
1 Place 1 Command token on any explored (face up) space, including a space you do not occupy. Command tokens give additional Battle Strength to you in those spaces.



EXAMPLE: *At the start of a Command action, Rebecca places a Command token on a space Blaire occupies, signaling things to come...*

2 Spend up to 2 Movement points, one at a time. Each Movement point may move a single survivor one space or an Airship which has a survivor aboard two spaces. You may not spend more than one Movement point on the same survivor or Airship in a single turn.

When a Movement point is spent on a survivor, it may move to an adjacent non-water space, or to an adjacent water space if one of your Airships is present there and does not have 2 survivors already on board.

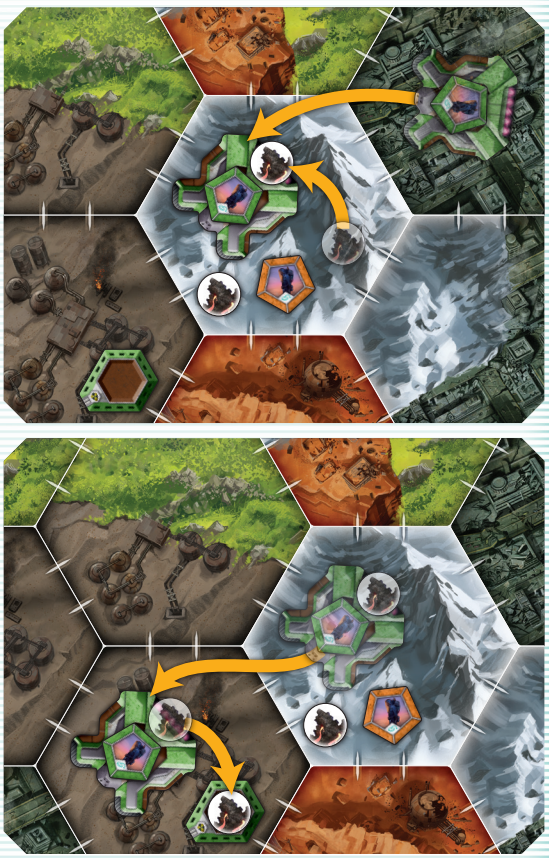


EXAMPLE: *Continuing the action above, Rebecca spends 1 Movement point to move an Equipped Survivor, then spends her 2nd Movement point to move an Airship that is carrying another Equipped Survivor.*

COMMAND

COMMAND, CONTINUED

When a Movement point is spent to move an Airship, the Airship may move up to two spaces. It **MUST** be holding a survivor at all times to do so. At any time during an Airship's movement, it may pick up or drop off survivors or store or un-store Gathered resources, as long as it has the capacity. You may not move a survivor or Airship from a space Controlled by an opponent to a different space Controlled by the same opponent.

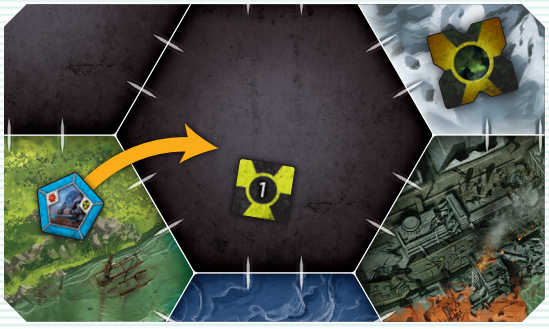


EXAMPLE: *In the middle of his Airship's movement, Greg picks up a Gathered Stone from the Mountain space, then stores it in his own Outpost at the end of its movement.*

It is possible for a survivor to have a Movement point spent on it **AND** on an Airship that is holding it in the same turn. For example, you might spend one Movement point to move a survivor to an adjacent space containing an empty friendly Airship, and hop on board. Then in the same turn you could spend another Movement point to move the Airship, first to an adjacent space containing a Gathered resource, which it picks up and holds as it moves to the next space, and finally drops the Survivor off.

COMMAND, CONTINUED

While moving, you may move to an adjacent space that is unexplored (face down). If you do, immediately turn it face up, orient it any direction you would like, and then you **MAY** put your moving piece into a space on that tile which is adjacent to the space it just moved from. You may instead choose to leave the moving piece where it was, however that ends the piece's movement immediately, and the Movement point is not refunded. If there was any Radiation on the unexplored tile, you must put it all in any single space on that tile (if there was 3 or more Radiation, that space becomes a Dead Zone). If there is a space adjacent to a Dead Zone, put it in that space, if possible. Now put 2 Raw resources on each space on the newly explored tile, corresponding to the terrain type in that space. In the case of Polluted Waters with Abandoned Cargo Spaces, put 2 Gathered resources of your choice on them instead.





EXAMPLE: *Blaire moves an Equipped Survivor onto an unexplored tile. She reveals it, chooses its orientation, and places her survivor onto the Bombed City space. She must place the Radiation token in the Wasteland space, since it is adjacent to a Dead Zone. Lastly, she adds 2 Raw Metal to the Bombed City space.*

3 Spend any amount of Gathered Oil. For each Oil spent, either place 1 Command token on any explored space, OR gain 1 additional Movement point which you may spend this turn.

RESEARCH

If you choose to Research, you may search through your stack of Technology cards, choose one, and tuck the picture of it underneath the section of your player mat which corresponds to its ability (and the color of its title bar). Some Technology has a price (in resources) shown directly above the card's name. In order to select that card, you must spend the appropriate Gathered resources (which are returned to the supply). Once you have chosen a Technology, its effects are available to you until the end of the game.

NOTE: *The Technology cards are described in full in section* **2.3 TECHNOLOGY CARDS.**



EXAMPLE: *Things are starting to heat up, so Orville uses a Research action to look through his stack of Technology cards. He chooses the War Ships card and pays its cost (1 Gathered Metal and 1 Gathered Oil). He then tucks it under the War column of his player board.*

WAR

If you choose War, identify every space which is occupied by an opponent AND in which you have Battle Strength. Those spaces "Resolve Conflict", just as if a Conflict event had occurred, except that you only remove Command tokens from spaces in which you Resolved Conflict. However, unlike during Conflict events, the War action will never cause scoring from Peace or from Crystal Mines.

NOTE: *The Conflict event is described in full in section* **2.4 EVENTS.**

2.2 MINOR ACTIONS

Minor actions work in much the same way as their major counterparts, but are typically more limited or slightly less powerful. They may come in handy in a pinch, however.



A minor Gather action is like a major Gather action, except only 2 of your regular Survivors may Gather instead of all of them.



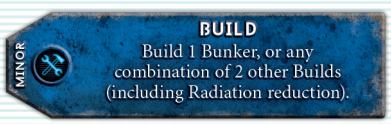
A minor Regrow + Excavate action is like a major Regrow + Excavate action, except you may only place 2 new Raw resources total. You may choose which.



There are two versions of the minor Reinforce action. The version shown above is like a major Reinforce action, except you may only perform the B option: place a Raw Stone, Metal, or Oil in the space with the Bunker.



The minor Reinforce action shown above is like a major Reinforce action, except you may only perform the A option: place a new regular Survivor in the space with the Bunker.



The minor Build action is like a major Build action, except you may only build either 1 Bunker, or any combination of 2 other builds (such as an Outpost and an Airship, or removing 2 Radiation, or building 1 Outpost and removing 2 Radiation).



The minor Command action is like a major Command action, except you may only place 1 Command token or spend 1 Movement point. You may not spend Oil for bonus effects like a major Command.

2.3 TECHNOLOGY CARDS



CELLULAR REGENERATION

You begin the game with this Technology. You may leave it on top of your research deck - it is not tucked under your player board.

Every time you choose a major Research action, in addition to acquiring a Technology as usual, you may spend 1 Gathered Stone, Metal, and Oil to immediately gain 3 VP.



DEPLOY LEADER

When you choose a major Build action and your Leader token is not currently on the map, you may spend 1 Gathered Food and 1 of any other Gathered resource to replace one of your regular Survivors with your Leader token.

NOTE: *This Technology is only used when playing the Advanced Game. Begin with this Technology tucked under the Build column of your player board.*



ENVIRONMENTAL RECONSTRUCTION

Spend 1 Gathered Metal to tuck this Technology under the Build column of your player board.

When you choose a major Build action, you may spend 2 Gathered Oil and 1 Gathered resource of any type to remove up to 2 Radiation tokens from adjacent spaces. For each Radiation removed, advance 1 space on the environment track and gain the corresponding number of VP. You may do this any number of times during each of your major Build actions.



HOVERCRAFTS

When you gain this Technology (at no cost), tuck it under the Command column of your player board.

When you choose a major Command action you may either use 1 extra Movement point (3 instead of 2), or place 1 extra Command token (2 instead of 1).



MOLECULAR RESTRUCTURING

When you gain this Technology (at no cost), place it to the side of your player board.

Once per turn, you may use any 1 Gathered resource token as any resource type.

NOTE: *This does not allow you to turn resources into other resources, but merely use 1 resource as if it were a different type. Also, this effect cannot be used during feeding.*



EXAMPLE: *Greg desperately wants to build another Bunker, but only has access to 2 of the 3 Gathered Stone required to do so. Using his Molecular Restructuring Technology, he substitutes a Gathered Food for the third Stone he requires, allowing him to Build a Bunker.*



NANOBIOTICS

Spend 1 Gathered Metal to tuck this Technology under the Regrow + Excavate column of your player board.

When you choose a major Regrow + Excavate action, you immediately gain 1 free Gathered Food for every 4 spaces you control. Place this Food as you choose in spaces you occupy.

NOTE: *When you also have the Molecular Restructuring Technology, Nanobiotics instead provides ANY 1 Gathered resource of your choice for every 4 spaces you control.*



PILLAGING DRONES

When you gain this Technology (at no cost), tuck it under the Gather column of your player board.

When you choose a major **OR** minor Gather action, you may have 1 of your regular Survivors gather from an adjacent space instead of their own, even if the space is controlled by an opponent. A resource Gathered this way is then moved onto the same space as the survivor who Gathered it.



EXAMPLE: *Rebecca uses her Pillaging Drones Technology to allow her Survivor to Gather and then store an Oil from a space that Blaire controls.*



RADIATION SHIELDING

When you gain this Technology (at no cost), tuck it under the Command column of your player board.

Your Airships now provide +1 Radiation Protection in their spaces and do not require a survivor on board in order to move.



UPGRADED CYBER STORAGE

Spend 1 Gathered Metal to tuck this Technology under your player board, connected to your Cyber Storage.

You now have 2 additional spaces in your Cyber Storage, and can therefore store up to 3 Gathered resources.



EXAMPLE: *Blaire gains the Upgraded Cyber Storage Technology, placing it under her player board.*



WARSHIPS

Spend 1 Gathered Metal and Oil to tuck this Technology under the War column of your player board.

Your Airships contribute 1 Battle Strength to any conflict in their spaces as long as they have a survivor in them or you have Radiation Shielding. An Airship with an equipped Survivor on board would contribute a total of 2 Battle Strength in that space.

2.4 EVENTS



SPOILAGE + FEED

This event is completed during step 5 of a round, after all players have resolved their actions. There are two parts to this event: first Spoilage occurs, then you will Feed your survivors.

1. **SPOILAGE:** All unstored, Gathered resources on the entire board are destroyed - remove them from the board. Raw resources and stored resources are unaffected.

2. **FEED:** All players now feed their population. Each Feed event is successively more difficult than the last. In the first Feed event, all players receive 3 free Gathered Food with which to feed their survivors. In the second, players receive 2 free Food. In the third, they receive 1, and in the final Feed event players receive no free Food.

   After receiving any free Food, players must discard 1 Gathered Food for each of their survivors. For each survivor you cannot feed, you must either lose 2 VP, or lose 1 VP and choose to kill one of your survivors.

NOTE: *You must feed your survivors if you are able. In case turn order matters during this event, the priority number on each player's most recently played Action card determines turn order, from the lowest number to the highest.*



EXAMPLE: *During the first Spoilage + Feed event, after receiving 3 free Gathered Food, Rebecca finds herself short by 1. She chooses to kill one of her survivors in order to only lose 1 VP.*



FALLOUT

This event is completed during step 5 of a round, after all players have resolved their actions. First, all Dead Zones spread Radiation: add 1 Radiation threat to every space next to each Dead Zone. If a space is next to multiple Dead Zones, add 1 threat for each adjacent Dead Zone.



EXAMPLE: *The space in the center is stuck between two Dead Zones during a Fallout event, so it receives two new Radiation tokens.*

Second, any space with 3 or more total Radiation threat turns into a Dead Zone. **ALL OTHER TOKENS ON A SPACE WITH A DEAD ZONE ARE IMMEDIATELY DESTROYED.** Players lose 1 VP for each survivor destroyed in this way.



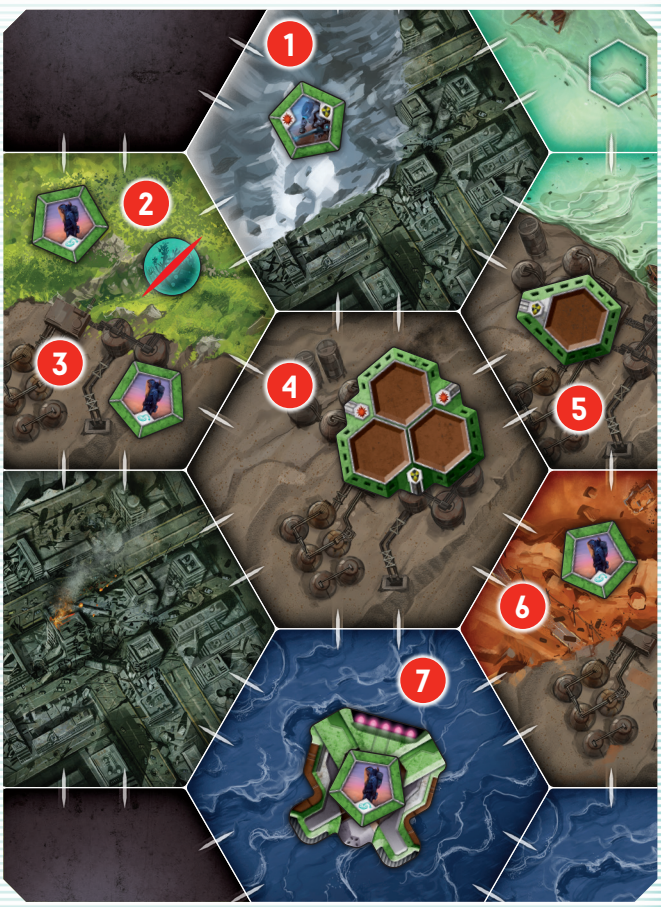
EXAMPLE: *Continuing the example above, the 3 Radiation in the center space becomes a Dead Zone, and ALL of the other tokens on the space are immediately destroyed. Orville loses 2 VP for his lost survivors.*



CONFLICT

This event is completed during step 2 of a round, before players have the opportunity to resolve any actions. When a Conflict event triggers, if there are no conflicts occuring anywhere on the board, then the Peace portion of the event occurs for all players. If there are any conflicts on the board at all, then ignore the Peace effect and resolve the conflicts, one at a time.

PEACE: All players gain 1 VP for every 2 spaces they occupy, including water spaces. If you occupy an odd number of spaces, you may pay 1 Gathered Food to round up. Otherwise, round down.



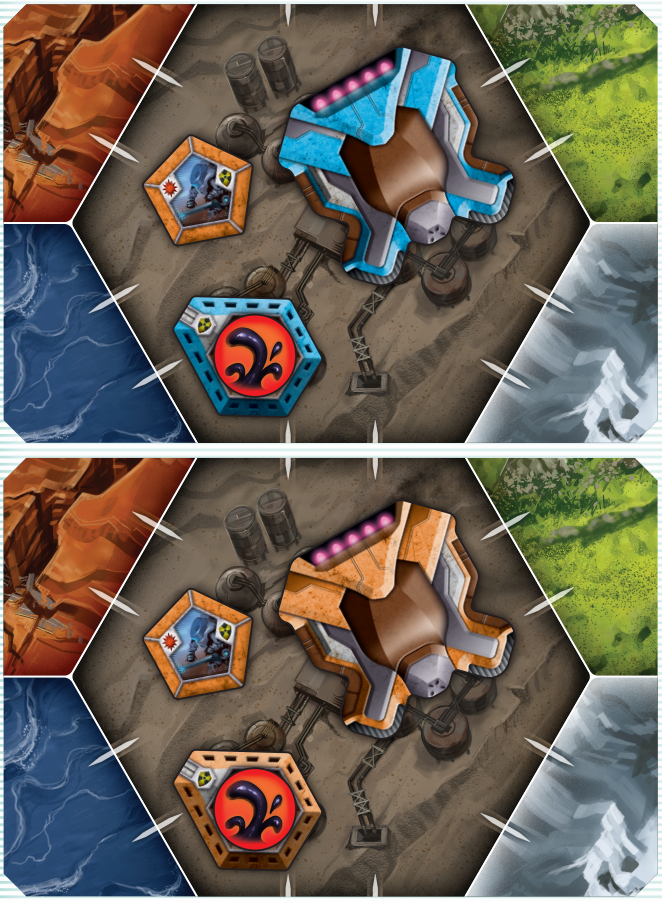
EXAMPLE: *During a Peace event, Greg occupies 7 spaces, which would earn him 3 VP. He instead pays 1 Gathered Food to round the number of VP he gains up to 4.*



CONFLICT, CONTINUED

ANNEXING OUTPOSTS & AIRSHIPS: If two or more players occupy a space, and only 1 of the players has Battle Strength and the other(s) have just unmanned Airships and/or an Outpost on the space, then no conflict occurs on that space, but the player with the Battle Strength may convert all opponents unmanned Airships and Outposts to their own.

NOTE: *If an annexed Outpost or Airship contains a Gathered resource in its storage, the annexing player also gains control of that resource.*



EXAMPLE: *Blaire has unfortunately left an Outpost and an Airship unattended when a Conflict event is triggered. Orville's single Equipped Survivor contributes 1 Battle Strength, and therefore annexes Blaire's Outpost and Airship, including the Gathered Oil stored in the Outpost.*

RESOLVING CONFLICTS: Conflict occurs if 2 or more players occupy the same space and each have at least 1 Battle Strength or Survivor in the space.

NOTE: *If it is necessary to determine the order in which conflicts resolve, the player with the lowest priority number on their last played Action card decides.*

To resolve a conflict, each player that occupies the space totals up their Battle Strength in the space:

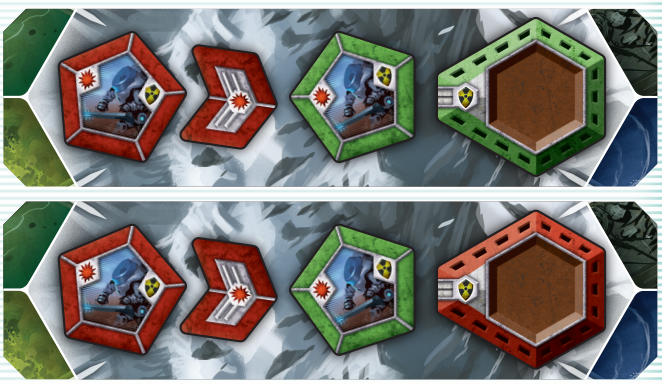
+1 Battle Strength for each of your Equipped Survivors

+1 Battle Strength for each of your Command tokens

+2 Battle Strength if you have a Bunker present

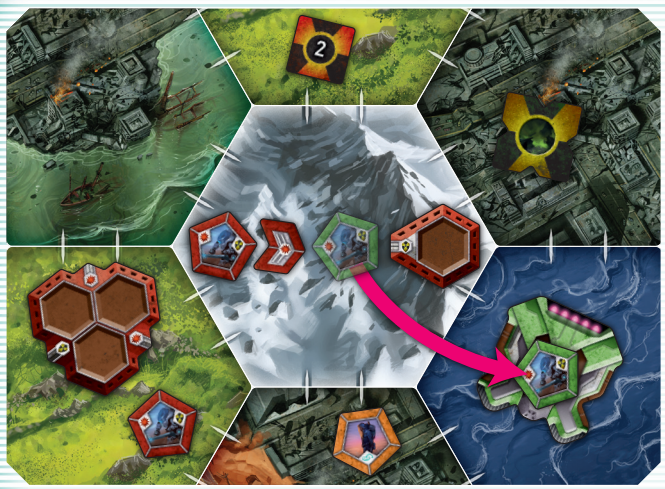
+1 Battle Strength for each of your manned Airships if you have acquired the Warships Technology.

The player with the most Battle Strength in the contested space is the winner. In case of a tie, nothing happens. The winner scores 2 VP and the loser scores 1. The winning player may then destroy or convert to his own any 1 Outpost, Bunker, or Airship that the losing player owns on the contested space, or kill one of the loser's Survivors on the contested space (causing the losing player to lose 1 VP). If there are resources stored in a building or Airship that is conquered, the winner gains control of them.



EXAMPLE: *When Rebecca and Greg resolve a conflict in the space above, Rebecca is the winner (2 total Battle Strength to Greg's 1). She gains 2 VP and Greg gains 1. Rebecca then converts Greg's Outpost to her own.*

Finally, if the losing player has any Survivors in the contested space, the winning player retreats all of those Survivors to an adjacent space (if those Survivors are in an Airship, the Airship retreats with them). The winning player may not retreat those Survivors into a space occupied by any third party player, and may not retreat those Survivors into a space where they would immediately die from Radiation. If there are no possible spaces to retreat the Survivors, then they stay on the space. If you conquer an Airship on a water space and there are no safe places for the losing player's Survivors to retreat, they all die.



EXAMPLE: *After Greg loses the conflict with Rebecca, she only has two spaces to which she could retreat his survivor - the Plains space with her Bunker and Equipped Survivor, or the Clean Water space containing one of Greg's Airships (it cannot enter the Polluted Water space, the space with 2 Radiation, the Dead Zone, or the space occupied by Orville). She chooses the Clean Water space.*

MULTI-PLAYER CONFLICTS: It's possible that more than 2 players could occupy the same space. In a conflict in this case, the player with the most Battle strength still wins, conquering one building or Airship from each of the losing players, and scoring 2 VP. Then, in any order, decides where each of losing players' survivors retreat to. The losing players each score 1 VP.

If two or more player's tie for the most Strength, but defeat 1 or more players, each winner gains 2 VP, and conquers 1 Building or Airship or kills 1 survivor from each loser. If the loser has only 1 Building or Airship on the space and both winners wish to conquer it, then it is simply destroyed. The losers then each score 1 VP and must each either kill all their own survivors on the space or move them to an adjacent unoccupied or friendly space of their choice. In the event of an all around tie, nothing happens.

COMMAND TOKENS: At the end of a Conflict or Peace event **ALL PLAYERS REMOVE ALL COMMAND TOKENS FROM FROM THE BOARD**.

CRYSTAL MINES:
There may be 1 or 2 Wasteland spaces on the board with a +1 VP symbol (shown here). As a final step to Conflict events, regardless of whether Conflict or Peace occurred, players who occupy each of these Wasteland spaces scores 1 VP.





RANDOM EVENT CARDS

When the Event Track token reaches a space containing a Random Event card, reveal it, read it aloud to resolve its effects, then discard it. Some of the Random Event cards have ongoing events - leave them on the Event Track until their effects are fully resolved.

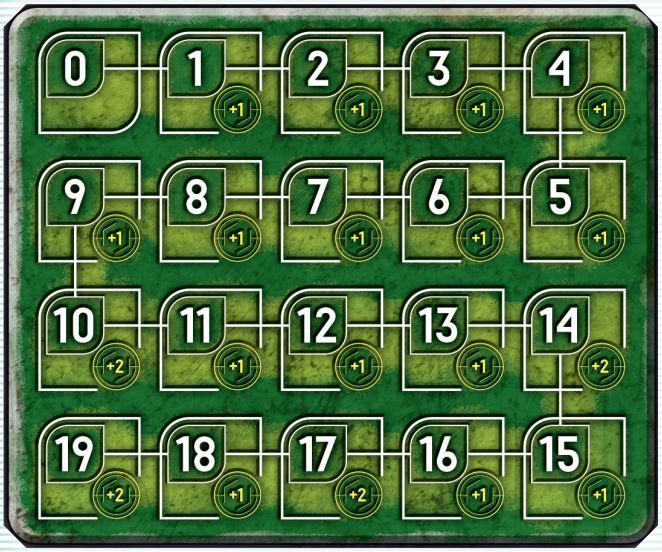


THE FINAL EVENT

The final, triple-event is also completed at the end of the turn. When the Event Track token reaches this event, players will choose and complete one final Action card, then a normal Conflict / Peace event, then a Fallout event, then a Spoilage and Food Allocation event (zero free Food), then the game ends. For each survivor a player fails to feed in this final Food Allocation they must lose 1 VP and kill a Survivor. Losing 2 VP instead is not an option.

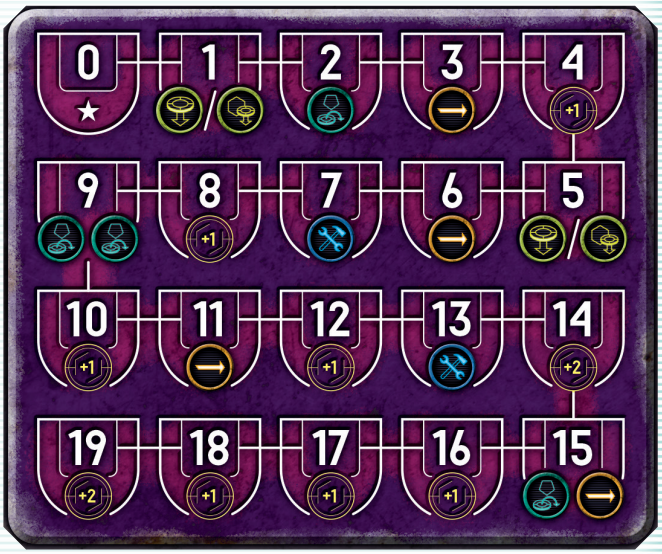
2.5 THE ENVIRONMENT TRACK

The Environment Track represents the efforts of the players to counteract the effects of nuclear winter. Each space of the Environment Track also grants you at least 1 VP when your token lands on it - move your token forward on the Victory Point Track accordingly. Spaces 10, 14, 17, and 19 grant you 2 VP.



2.6 THE CULTURE TRACK

The Culture Track represents the efforts of the players to rebuild society after the bombs fell. Each space of the Culture Track grants you a bonus when your token lands on it, either in the form of extra actions or VP. If you gain a bonus action, perform it immediately. The bonus actions are described below.





Gather 1 resource with 1 of your regular Survivors, following normal rules.



Regrow or Excavate 1 Raw resource that you can otherwise legally Regrow or Excavate.



Spend 1 Movement point.



Build a single unit or structure, or spend the appropriate resources to remove 1 Radiation.



3.0 GAME VARIANTS

The various game systems in Downfall lend themselves to plenty of variation. We've included the two variants below to help you tailor the game to your specific game group.

3.1 BEGINNER GAME

If you are playing with new players, you may wish to set up the board as depicted on the separate Quick Start Guide. Placing the depicted starting area terrain tiles first, then randomize the remaining face down terrain tiles. Place all starting objects as shown on the spaces.

NOTE: *In addition to the specified setup, players may not enter another player's starting 4 terrain tiles until after the first Conflict event occurs.*

3.2 ADVANCED GAME

After your group has gotten a few games of Downfall under their belt, or if you are experienced in heavier board games, you may wish to play with the following additions:

There are 6 unique Action cards that depict the Leaders of the 6 factions. Give each player the one that matches their player color. They should remove a card with a matching Major Action color from their Player deck, and then shuffle the unique Action card into their deck. The effects of these cards are spelled out on the card, and these effects are generally stronger versions of normal actions.

However, each unique card also has an "Owner Bonus" at the bottom. Whenever a player other than the player who began the game with the card (the "Owner") performs the action, the Owner gets the bonus described at the bottom. When using an opponent's unique Action card, you are required to inform that player that they should receive their bonus this turn.

NOTE: *The unique Action cards are described in full starting on the following page.*

Additionally, give each player the "Deploy Leader" Technology card, which begins the game in play, tucked under the "Build" action on your player mat. When you take the build action, if your Leader is not already in play, you may spend one Gathered Metal and any one other Gathered resource to replace one of your regular Survivors with your Leader. Your Leader provides 1 Battle Strength and 1 Radiation Protection like an Equipped Survivor, but may still be used during Gather actions as if he was a regular Survivor. Your Leader may be moved like a Survivor.



ADMIRAL

Perform a major Command action, then place 1 additional Command token and gain 1 additional Movement point.

OWNER BONUS: The orange player may place 2 Gathered Oil on any single explored space.



ECONOMIST

Place 1 matching Raw resource on every space you occupy, then perform a major Excavate action.

OWNER BONUS: The red player may convert up to 3 of their regular Survivors into Equipped Survivors for free.



ARCHITECT

Perform a major Build action. Refund the 1st resource spent. The 1st Build or Radiation removal may be adjacent to a space you occupy. Move up to 1 Radiation from a space you occupy to an adjacent space that is not occupied by any opponent.

OWNER BONUS: The pink player may remove 1 Radiation for free and advance their token 1 space on the Environment Track, scoring the number of VP shown on the space. The pink player may then pay 2 Gathered Oil to remove 1 more Radiation, advancing on the Environment Track as normal.



ENGINEER

Perform a major Gather action. Up to 2 of your regular Survivors may Gather from adjacent unoccupied spaces, moving the resources Gathered this way into their space.

OWNER BONUS: The green player may Gather with up to 4 of their regular Survivors.



RELIGIOUS LEADER

Perform a major Reinforce action, except for each of your Bunkers, either gain A, B, and C, **OR** gain B, and C. You may also swap up to 2 cards in your Reserve with the same number of cards from your Discard pile.

OWNER BONUS: The yellow player advances their token 1 space on both the Culture Track and the Environment Track, gaining the bonuses shown on each of their spaces.



SCIENTIST / GENERAL

When you play this card, choose either the Scientist or the General. This card's effect depends on your choice:

SCIENTIST: Gain 1 Technology. If the Technology has a cost, pay 1 less resource of your choice.

GENERAL: Initiate all Conflicts you are involved in.

OWNER BONUS: The blue player may pay any 2 Gathered resources to gain 1 Technology. If the Technology has a cost, it must be paid as normal.

4.0 CREDITS

GAME DESIGN

John D. Clair

GAME DEVELOPMENT

The TMG Development Team

ILLUSTRATION

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THE DESIGNER WOULD LIKE TO THANK

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