

OBJECTIVE

Battle your opponents to deplete their Weapons and collect Rations to hoard for survival. If you're attacked and have no more weapons to defend yourself with, you lose. Game Ends when one player is left standing or the appropriate amount of Ration points are collected. The Survivor with the most points wins!

PLAYER COUNT	RATIONS TO WIN
5	6
4	8
2-3	10



GETTING STARTED

SURVIVOR CARDS

Each player chooses a Survivor card to play with.

RATION DECK

Shuffle the Ration Cards and place the deck face up. Each card has a Ration Value, between 1-3.

MAIN DRAW DECK

Shuffle the remaining Weapon, Instant and Stink Bomb cards to make up the Main Draw Deck.

Each player draws 10 Cards from the **Main Draw Deck**. Keep 4 weapon cards and 4 additional cards creating a hand of 8 in total. Discard 2 cards and shuffle them back into the **Main Draw Deck**. If you don't have at least 4 Weapon cards then your hand gets shuffled back into the Main Draw Deck and you draw again.

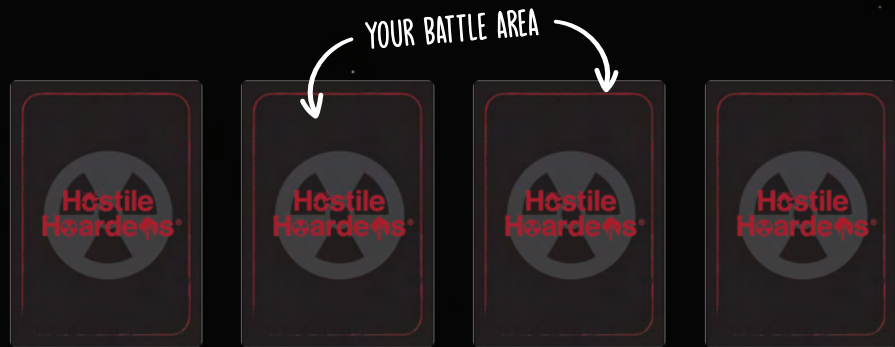


TIP: YOU WANT TO BE SURE TO HAVE SOME STRONG OFFENSIVE CARDS TO USE FOR ATTACKING AS WELL AS SOME STRONG DEFENSIVE CARDS THAT YOU HOPE WILL BE THE ONES ATTACKED.

GETTING STARTED CONTINUED



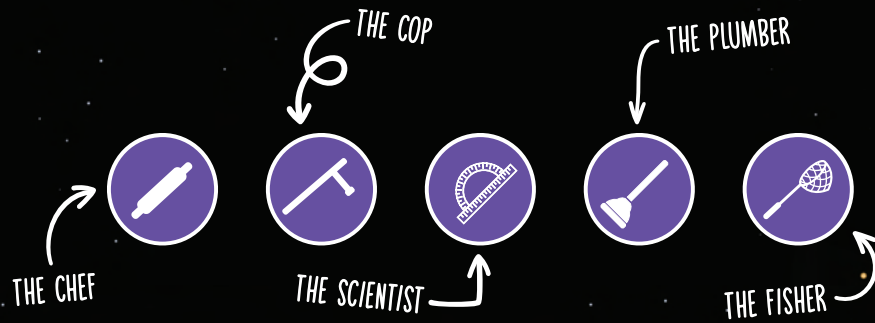
Place 4 Weapon cards face down in front of you, this is your battle area. The rest of your cards will stay hidden in your hand. When you lose a Weapon card you will immediately replace it with a Weapon card from your hand. If you do not have a Weapon card in hand to replace the one lost you are permanently down one weapon slot the remainder of the game. You can always peek at the Weapon cards in front of you to remind yourself what you have available for battling an opponent.



PLAYER TURNS

The player most prepared for the apocalypse goes first. Each turn consists of two Actions. Actions can be a combination of Drawing a card from the Main Draw Deck or Attacking another player. If you go to Draw from the Draw Deck and it is empty, reshuffle the discard pile to create a new face down Draw Deck. At the end of your turn discard down to a hand limit of 6 cards.

Weapon cards have their own **ATTACKING POWER** and **DEFENDING POWER**. Some Weapons are more effective when used by specific Survivors. If your Survivor Icon matches the one listed on your weapon card you may use the highest value in battle for both attack and defense.



HOW TO BATTLE

To battle, you choose one of your Face Down Weapon cards and place it next to your opponent's card you wish to attack. Simultaneously flip both cards and compare your **ATTACKING POWER** to your opponent's **DEFENDING POWER**. The winner of the battle is the one with the highest power and the battle is resolved accordingly.



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Hostile
Hoarders

HOW TO BATTLE CONTINUED

EXAMPLE 1

A player with a Weapon card that has an **ATTACKING POWER** of 8, attacks an opponent with a Weapon card that has a **DEFENDING POWER** of 5.

In this case the Attacker is the winner. Their Weapon card is returned to their battle area face down. The Defender's defeated Weapon card gets discarded. Since the Attacker won, they draw 1 Ration card from the top of the Ration Draw Deck and add it to their hoard.

EXAMPLE 2

A player with a Weapon card that has an **ATTACKING POWER** of 5, attacks an opponent with a Weapon card that has a **DEFENDING POWER** of 8.

In this case the Defender is the winner. The Attacker's Weapon card is awarded to the Defender to put in hand. The Defender's Weapon card goes back to the Defenders battle area face down. Since the Attacker lost there are no Ration Cards collected for this battle.

HOARDED RATION CARDS

Collected Ration cards are hoarded under your Survivor card, secret from other players. If you win a battle against another player's last weapon card, and they cannot replace it, that player is out of the game. The battle winner takes the loser's Survivor card to be worth 5 points at the end of the game. All of the eliminated Survivors Ration cards are discarded.



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HOW TO BATTLE CONTINUED

Each Weapon can be used to attack once per turn. Battle only executes one way, Defenders do not attack back if not defeated. In the event of a tie in battle both the Attacker's and Defender's Weapon cards get discarded.

Players should keep weapons used this turn face up to signify it has been used.



DEFENDING BATTLE WINNERS DO NOT DRAW A FOOD CARD

	ATTACKING WEAPON	DEFENDING WEAPON	DRAW FOOD CARD
ATTACKER WINS	TO BATTLE AREA	DISCARDED	YES
DEFENDER WINS	DEFENDERS HAND	TO BATTLE AREA	NO

HOW TO BATTLE CONTINUED

STINK BOMB!

Use a Stink Bomb card as one of your Face Down Weapons. This card can't be used to initiate an attack but it will beat ANY card that attacks it. After being used once to destroy the attacker it gets discarded.



INSTANT CARDS

FLICK-A-PICK

Skip an opponent's Action. Must be played before battle begins or before a card is drawn.

SUPER-SIZED SNOT ROCKETS

Skip an opponent's entire turn (2 Actions).

NUCLEAR GAS

Used to double a Weapon's power for a single battle. Can be used for attacking or defending.



INSTANT CARDS CONTINUED

RADIOACTIVE WASTE

Mix the order of your Face Down Weapon cards. Can even be used right after an opponent plays a Sneak-A-Peek Action card on you or an Attacker as initiated battle but you have not yet flipped over your cards.

SNEAK-A-PEEK

Choose 1 Face Down Weapon card of an opponent to be shown to you in secrecy.

UNLEASH

A Weapon card can be placed face down to replace an empty spot in your battle area.

SCRATCH THAT

Cancel any Instant Card. Can be canceled by another cancel card. All cards in the stack are discarded.



INSTANT CARDS CAN BE PLAYED AT ANY TIME EVEN WHEN IT'S NOT YOUR TURN

CARD BREAKDOWN

CARD TYPE	COUNT
SNOT ROCKET	3
FLICK-A-PICK	4
SNEAK-A-PEEK	5
RADIOACTIVE WASTE	4
NUCLEAR GAS	5
UNLEASHED	3
SCRATCH THAT	6
STINK BOMB	5
WEAPON CARDS	50
RATION CARDS	40

CREDITS

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THE Hostile Hoarders®



GeekOn! was created in 2018 when a group of like-minded people came up with a better way to transport a hoard of games to game night. Along with the highest quality boardgame bag on the market we pride ourselves in creating the most innovative and useful gaming accessories matched only by our first rate customer service!

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