



50TH ANNIVERSARY EDITION

NUCLEAR WAR™

THE COMIC CATAclySMIC CARD GAME OF GLOBAL DESTRUCTION!

RULES

Nuclear War™ For 2 to 8 players

Introduction

NUCLEAR WAR is a game for two to eight players (more with combined sets). Each player represents a "major world power" and attempts to gain world domination through the strategic use of propaganda techniques or nuclear weapons. A sound strategy, however, is not always a guarantee of success. As in the real world, the results of strategic decisions are not predictable, and factors such as the chance dispersion of deadly radioactive fallout particles may significantly alter the course of events.

Object

Each player seeks to gain world domination by eliminating the other major powers. This can be accomplished in two ways. The peaceful way is to persuade the populations of opposing countries to join your superior form of government. The warlike way is to destroy the enemy (and his population) by using nuclear weapons. Population is therefore the measure of success or failure in the game. A player who loses his entire population withdraws from the game.

The game is normally played without partners. Multiple alliances can be formed, however, in order to defend against powerful aggressors, to annihilate weaker countries, or even to eliminate those players who are considered dull-witted bores by the majority.

Preparation

The starting population of each country is determined by shuffling and dealing the population cards. The number of cards dealt is as follows:

Number of players:					
2	3	4	5	6 or more	
Number of Pop cards:					
15	10	8	7	6	

The remaining population cards are placed in the "bank" (players of a more cynical nature may designate other obvious names to this area).

The owner of the game (who always deals and plays first) shuffles the *Nuclear War* deck and deals nine cards to each player. The remaining cards are placed face down in the center of the table.

Beginning Play

The owner begins play by removing all Secret and Top Secret cards from his hand, following the instructions thereon, and placing them on a discard pile in the center of the table. He immediately draws replacement cards from the center pile and proceeds to play any more Secret or Top Secret cards that he has drawn. The process continues until his nine-card hand contains no Secret or Top Secret cards. The player on his left then plays his cards in the same manner, and so on around the table. (When a Secret or Top Secret card is drawn any time during the game, it is immediately played and replaced.)

AFTER all Secret and Top Secret cards are played, each player then makes his first strategy decision by placing two cards face down on the table in the spaces provided on the *Nuclear War* placemats. Since these cards will be turned over on succeeding turns, the player has thus committed himself to a specific playing strategy for the first two turns.

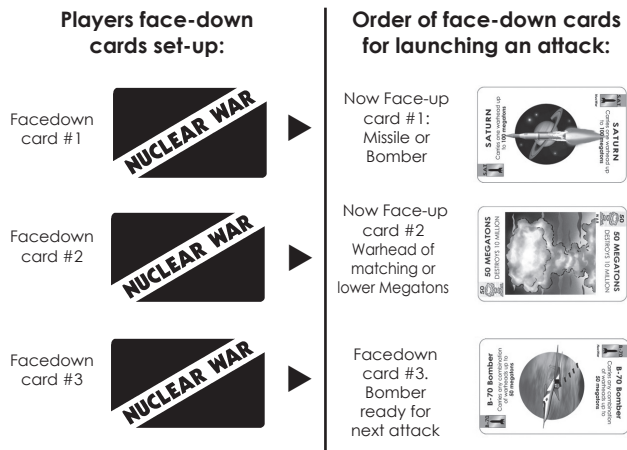
- The strategy followed will reveal whether he is:
- A *warmonger* who chooses to begin a nuclear holocaust,
 - A *cold-war antagonist* who hopes to secure victory through propaganda,
 - A *clod* who triggers war accidentally through careless strategy, or
 - A *strategist* who hopes to achieve his goal through devious tactics.

A player who chooses to prepare for war places a missile, bomber, or other delivery system card in the #1 position and a compatible nuclear war-head card in the #2 position. Data on the cards themselves indicate how these may be combined. Only when the cards are positioned and played in this order can an attack be started.

Cold-war strategists will, of course, play propaganda cards instead of weapon cards.

Once initial strategy has been determined, the owner draws a *Nuclear War* card from the center deck and places it in his hand. He then places a

third *Nuclear War* card face down on the placemat in the location provided (thus making a further strategy decision) and turns over card #1. (Remember, on succeeding turns, the first thing you will always do is draw a card, then play your hand according to the normal rules of play.)



- If it is a propaganda card, he then carries out the instructions against the enemy of his choice. The appropriate population cards change hands, and the propaganda card is discarded.
- If it is a missile or bomber card (or any other attack system card), it remains face up until the next turn. If the next turn discloses a warhead card usable by that delivery system, the player is ready to attack. If the next card is not a usable warhead card, the first attack system card must be discarded. (Some exceptions to this rule may exist with the expansion sets or booster cards. Check the special rules of play for these exceptions.)
- If it is a warhead card, it must be discarded since it was not preceded by a missile, bomber, or other attack system card. (Exception: See the Stealth Bomber and Atomic Cannon rules in the expansion sets.)
- After the owner has completed his turn, play proceeds clockwise.

Attack

War is declared when one player turns over a warhead card which has been preceded by an appropriate missile, bomber, or other attack system card. He announces his target and spins the Nuclear Fallout Dial. The population loss of the attacked country is the amount specified on the warhead card plus the number on the Fallout Dial. (The unique capabilities of the B-70 Bomber are explained below.) Note that once anyone starts nuclear war, EVERYONE is at war.

Defense

If the announced target possesses an antimissile or other defensive system card of appropriate intercept capability (as indicated on the cards), he may destroy the attacking missile, bomber, or other attack system by saying "intercept" after the attack has been announced but before the Radioactive Fallout Dial has been spun. The antimissile card is then discarded and a replacement card is drawn. When a player makes an intercept the next turn becomes his and play proceeds after his turn in a clockwise direction. (You cannot intercept a missile being fired at someone else.)

Deterrent Force

A player with a powerful weapon in his hand may wish to display it in order to discourage an enemy attack. He may, as part of his turn, place one or two cards face up in the Deterrent Force area as shown on the strategy mat. A Saturn missile and a 100-megaton warhead, for example, may cause an enemy to think twice before beginning a nuclear exchange. Cards in the Deterrent Force area remain part of the player's hand and must be put into play in the same way as any other cards. The price the player pays for a Deterrent Force is the loss of any element of surprise in using this weapon.

State of War

Once an attack has been made upon an enemy (even if the weapon system was sabotaged, shot down, or a dud), a state of war exists, and peace is not restored until at least one player has been forced from the game through annihilation of his population. This is important, because propaganda cards are of no value during war. If a propaganda card is played, it must be discarded. When peace is restored, propaganda cards are usable again. Also when peace is restored, each player may, if he chooses, alter his strategy by replacing the two face-down *Nuclear War* cards with two others from his hand. He may not replace a card that has already been turned face up. (The face-up cards remain in play, in case he wishes to continue with his previous strategy.)

Final Retaliation

Any player who has been eliminated through use of Secret or Top Secret cards or by nuclear weapons has the privilege of immediate final retaliation before retiring from the game (he does not have this privilege if he was beaten peacefully with propaganda cards). This player combines each ac-

ceptable missile, bomber, or other attack system card with any and all warhead cards that he possesses from the nine cards in his hand, announces the target(s), and spins the spinner (unless, of course, the enemy intercepts). He must play all of his cards face up at the same time but may specify the targets of each warhead one at a time as he spins the spinner. He may concentrate his retaliation on a single foe, or he may scatter his attacks against all opponents. Cards in the player's hand that cannot be used in retaliation are discarded, and the player retires. (Yes, you DO get final retaliation if you draw a Secret card that destroys the last of your own population.) During final retaliation, if more than one person plays an antimissile card, the person who played the LAST antimissile is the one whose turn will be next. Also during final retaliation, don't draw a new card to replace your antimissile until it is your turn. If final retaliation wipes out another player, that player also gets final retaliation, so it is possible to start a chain reaction that destroys all remaining players!

Ultimate Victory

The last player remaining in the game claims victory only if he has at least 1 million of his own population remaining. Thus, sometimes there may not be a winner in the *Nuclear War* game . . . just losers!

B-70 Bomber

The B-70 Bomber is the most versatile of all the delivery systems. It is capable of carrying up to 50 megatons in any combination, and may attack more than one opponent in a manner similar to flying from target to target. For example, a player who exposes a B-70 Bomber card on turn one may reveal a 20-megaton warhead card on the next turn and attack an enemy. On the succeeding two turns he may then expose another 20-megaton and a 10-megaton warhead, and use them in attacks on the same or different targets. An intercept by an enemy of course destroys the bomber, and any remaining cards committed but not yet turned over will be discarded as they are revealed.

Drawing Cards

There are occasions when you might play more than one card from your hand during your turn or even during someone else's turn (during final retaliation, for instance, or if you are using expansion sets or booster cards). Unfortunately, you have already drawn your cards for that turn. You must wait until your next turn to replace the missing cards. The same rule applies if you forget to draw all the

cards to which you are entitled. You must wait until your next turn to make up the missing cards.

RULES QUESTIONS

The point of this game is to have a good time. If there is a question about the meaning of a rule, use the answer that seems to make the most sense.

- War starts the instant you turn over a warhead that fits on a missile previously turned over. It makes no difference whether it is a dud, runs out of fuel, or is shot down.

- After you turn over a missile or bomber, if the NEXT card you turn over is not a warhead that fits on that missile or bomber, then the missile/bomber is immediately discarded. It cannot "fly around" until a warhead is turned over. Likewise, once a proper warhead is turned up, you must immediately attack someone with it. You cannot save it until a future turn, nor can you change your mind and not attack anyone.

- If you are wiped out by a Secret or Top Secret card that you turn up yourself, you DO get final retaliation.

- You may NOT use an antimissile to stop a missile being fired at someone else.

- If, during final retaliation, several people use antimissiles, the last person to use one (who is still alive) is the person whose turn is next.

- If you play an antimissile, Secret, or Top Secret card, you immediately draw another one to replace it. If you discover after your turn, however, that you do not have nine cards in your hand (including the face-down ones on the table and any in your Deterrent Force), you must wait until your next turn to draw replacement cards. Also, if you are fired at during final retaliation and use an antimissile, you don't replace it until your next turn.

- If you must lose population and you don't have "exact change," you may trade cards with the bank until you have the proper combination. All such cards used in making change should be shown to all other players. It is considered bad form to expose any of your remaining population cards to any other player, however.

- All population cards should be kept on the table in front of you, in clear view, at all times (but face down, of course).

- You may look at your face-down cards to remind yourself of your intended strategy, but once placed they may not be changed or reversed in order unless peace is restored.

- If a player has his B-70 Bomber shot down by an antimissile and has neglected to play two face-down cards after the bomber, the player who shot

down the bomber has the option of requiring him to immediately play two warheads (if available) as if they were following the bomber.

If there is still a question, the owner of the game gets to decide, and that rule should be followed from then on. If you still can't make up your mind, or if you have any comments about the game or the rules, write to us at the address below, send an email to games@flyingbuffalo.com, or check our FAQ page on the web at www.flyingbuffalo.com/nwfaq.htm.

How Flying Buffalo ended up with the Nuclear War Card Game *By Rick Loomis*

In order to have something to "sell" at game conventions like Origins, while trying to talk people into trying play by mail, I had invented a "boardgame version" of my Nuclear Destruction pbm game. (No longer available folks. Sorry.) It sold ok, but people kept asking me if this was that "card game" they had played in college that was so much fun. I had more than one person tell me that they had played this card game until the cards "wore out". I knew what game they were talking about, since I had played it in college too, and I figured that if people play it until it wears out, it has to be a winner. Unfortunately, the game was out of print, and no one knew where the inventor was.

The only address on the rules of the game was "Douglas Malewicki, Los Angeles". I advertised in gaming magazines that I wanted him to get in touch, but he had only invented one game, and found out that you can't get distribution if you only have one game, so he had gone on to other adventures. Eventually a friend of mine (Russ Beland) found Doug's phone number in an LA area phone book. I knew I had the right guy when his answering machine answered with organ music and a dracula voice: "Mr Malewicki is not in, but if you will leave your name, phone number, and blood type, he will get back to you." This was the inventor of the hilarious Nuclear War Card game and ever since I bought the rights, it has been our most popular product.

TOURNAMENTS

Every year the national Nuclear War card game tournament is played at Origins. See www.originsgamefair.com for details. You can win an exclusive prize not available in stores!

Occasionally Flying Buffalo will hold a Nuclear War tournament by email. If you would like to be notified the next time this happens, email games@flyingbuffalo.com and ask to be on our email list.

AWARDS

Nuclear War is in the **Origins Awards Hall of Fame**. See www.originsgamefair.com for details.
Nuclear Escalation - **Charles Roberts Award for Best Science Fiction Boardgame of 1983**
Nuclear Proliferation - **Origins Award for Best Fantasy or Science Fiction Boardgame of 1992**
In 1999 Pyramid magazine named Nuclear War as one of The **Millennium's Best Card Games**
Nuclear War celebrated its 50th anniversary in 2015.

Parts list and prices for Nuclear War:

1 rules sheet.....\$1
1 spinner (card and two spinner pieces).....\$4
Deluxe set of population cards.....\$10
4 strategy mats.....\$3

Other things you can buy for Nuclear War:

1 set of blank cards so you can make your own...\$10
Supergerm T-shirt.....\$15
(specify size: L, XL, or XXL, add \$2 more for XXXL)
Nuclear War card sleeves, pack of 50.....\$5
Secret or Top Secret card sleeves..... 10 cents each
Fun new cards that you can add to your game:
visit www.flyingbuffalo.com/nucwar.htm

The Nuclear War Expansion Games:

Nuclear Escalation.....\$29.95
Nuclear Proliferation.....\$29.95
Weapons of Mass Destruction (WMD).....\$19.95
Zombie Nuclear War to be announced soon!

See our webpage at www.flyingbuffalo.com for full details, or write for our free catalog.

Shipping for the above is \$5 per order for USA addresses, more per order for outside the USA.

Flying Buffalo Inc.

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