

Nuke First Edition  
2-3 Players  
Ages 12+  
A product of Ospiros Enterprises  
Created by Gabriel Classon

# Nuke.

*The fast-paced, strategy-based, nuclear  
race game.*

## Players

2-3 players aged 12 and up.

## Object

The object of the game is to be the first person to deploy a Nuke.

## Cards

Card	Type	Description	#
Scientist	Key	A key to building a Nuke. Allows the playing of Bombers and Uranium 235.	13
Cyanide	Anti-Key	Deactivates Scientists.	10
Uranium 235	Key	A key to building a Nuke.	6
Uranium 238	Waste	Prevents the building of a Nuke.	10
Bomber	Key	A key to building a Nuke.	10
Anti-Aircraft Gun	Anti-Key	Deactivates Bombers.	7
Spy	Spy	Allows the spying and stealing of other players' cards.	3
More Like Noeing	Event	Prohibits the playing of Bombers.	2
Government Bailout	Anti-Event	Cancel "More Like Noeing."	4
Green Protests	Event	Prohibits the discarding of Uranium 238, unless the player's entire hand consists of only U-238.	1
Martial Law	Anti-Event	Cancel "Green Protest."	2
Lead Water	Event	Prohibits the playing of Scientists.	2
Wissenschaftler	Anti-Event	Cancel "Lead Water."	4
Radiation	Event	Prohibits the playing of Uranium	2

Regulations		235.	
Send Em in Anyway	Anti-Event	Cancel "Radiation Regulations."	4

## Basic Gameplay

Each turn consists of two parts: a drawing and an action. The drawing is exactly what it sounds like: drawing a card. After the player has drawn his or her card, he or she must take an action. An action can either be the playing of a card or the discarding of a card. The game is designed so that the player always has five cards in his or her hand at the end of a turn.

## Keys and Method of Victory

In order to deploy a Nuke, a player must first have the three necessary cards activated. These "keys" are activated when they are played down in the area in front of the player. For a player to play Uranium 235 or Bombers, he or she must have a Scientist active. When the three cards are active, the player may yell "Nuke" to win the game, after he or she shows his or her hand to the table. Yelling "Nuke" does not expend an action. However, if he or she, after revealing his or her hand to the table, has any number of Uranium 238 cards in his or her hand, he or she will not win, regardless of whether or not the three keys are activated. If "Nuke" is yelled and it is then revealed that the player had Uranium 238 in his or her hand, then the Nuke is nullified and gameplay resumes as normal. The player who wrongly yelled "Nuke" is then at a disadvantage because their hand is revealed to the table.

## Anti-Keys

Anti-Keys deactivate keys, essentially killing them. The only way to reactivate a key is to play a new key. Any player may use his or her turn to play an anti-key on any other player with the corresponding key. Anti-keys may only be played on players that have the corresponding key; they may not be played preemptively. Key-Anti-Key pairs should not be discarded, but permanently disqualified from the game by keeping them out in front of the player for the duration of a hand.

## **Events**

Events are negative cards that prevent opponents from performing certain actions. For example, the "More like Noeing" event prevents the person who it is played upon from playing Bombers. All events have anti-event cards which cancel the event. To continue the example from before, the "Government Bailout" event cancels the "More like Noeing" event. Much like Key-Anti-Key pairs, Event-Anti-Event pairs should not be discarded but instead permanently disqualified from the game by allowing them to rest in front of the player for the duration of the hand.

## **Uranium 238**

Uranium 238 is a card that prevents the deployment of a Nuke. A player may not deploy a Nuke if he or she has a Uranium 238 card in his or her hand. Uranium 238 has no other purpose than to passively impede a player's path to a Nuke.

## **Spy**

The spy card is a card that allows the user of it to look at any two cards of any one other player. Upon looking at these cards, the one using the spy card must choose one of them to keep. The spier should then discard the spy card and choose one card from his hand to discard. The one being spied upon should draw a card after being spied upon to replenish their hand. After this process, the number of cards in all hands should be five.

## **Play!**

Once you think you understand the rules, grab 1-2 other people and play!