

This Game Is A DISASTER!

This Game Is A Disaster! is a fast and exciting card game that channels the theme of disaster movies from the 1990s. Each card in your hand, deck, and discard pile represents a person in your ragtag group of survivors. Once you've lost everyone in your group you're out of the game. Each card also has an effect on the game as you play it.

But like any good disaster movie, people you thought were gone often find their way back, and new people join the team. Disasters make for very chaotic times.

Objective: To be the last player with any cards in their deck, hand, or discard pile.

Set Up: Split the deck evenly between all the players. Then each player shuffles their deck and draws their opening hands. The size of the opening hand is their **maximum hand size** which depends on the number of players:

# of Players	Max Hand Size	Starting Deck Size
2	5	30
3	4	20
4	3	15
5	3	12
6	3	10

Players then decide who plays first based on whoever last got caught in the rain, or randomly. Play then continues clockwise.

Play Area: Each player keeps their own **DECK** face down in front of them with space for a **DISCARD pile** next to the **DECK**. Note: At the start of the game your discard pile will be empty. This is fine! Your discard pile may be empty at any time.

The area in the middle of the play area will be where the common **DESTROYED pile** is formed. Certain cards use the keyword **DESTROY** to remove a card from a player's hand or discard pile. Destroyed cards do not go into the card owner's Discard pile but instead go in the common **DESTROYED pile** (they have lost this card). Cards are never removed from the game completely; they can sometimes be recovered from the Destroyed pile by certain card effects.



Turn Sequence: Players alternate taking turns using the following sequence.

1. **Draw up** – If the current player's hand contains fewer cards than the **maximum hand size** (if an opponent destroyed some of their cards for example), they draw cards up to the maximum hand size.
2. **Play one card** – The current player then plays one card from their hand, resolving the action on the indicated card, and then places the card into their **DISCARD pile** next to their **deck**.*
3. **Draw up** – The current player then draws cards for a second time, until their hand has the same number of cards as the **maximum hand size**.
4. **If no cards in deck** - Once a player has drawn all the cards from their **deck**, the next time they need to draw a card they shuffle their **DISCARD pile** and place it face down in front of them, this becomes their new **deck** and they continue drawing.

*Cards with a RED background behind their text are placed in the DESTROYED pile rather than the DISCARD pile. They destroy themselves in addition to their listed effect. The card text also states this.

A player is **out of the game** when they have no cards left in their hand, deck, or discard pile. Play continues until all but one player is **out**. This player has survived the Disaster and is the winner!

Ties – In the event of a tie (such as all remaining players' cards getting destroyed from the same card), shuffle all cards together again, then **randomly** deal out a deck of 8 cards to each player still in the game. Using a **hand size** of 4, players play out the game.

Terms and Additional Rules:

Random – If a card says to pick a card(s) at random from a player's **HAND, DISCARD pile** or **DESTROYED pile**, shuffle those card(s) and choose the specified amount without looking at the cards.

Target – The player of the card chooses a specific player and a specific card (unless the card specifies to choose a random card). When choosing a Target card from another player's hand, the Targeter gets to view the Target player's hand and choose any card. A player may play a card and not choose a target (by choice or circumstance, such as all opponents having Emergency Shelter), discarding the card to no effect. Cards that affect all players do NOT count as "targeting".

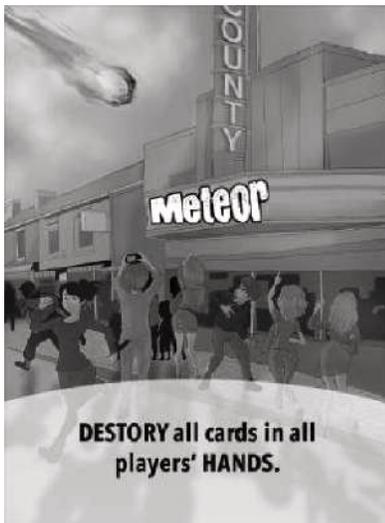
Cancel – Play in response to another card just played to prevent its effect. Most cards may only be played on your turn. The card **Deus Ex Machina** is the only card that may be played during other players' turns. The target card is **canceled** before any of its effects resolve. For example: One may not cancel **Escaped Animals** after you reveal two cards in the target opponent's hand. You may also cancel your own card if desired.

Discard and Destroyed Piles are public knowledge – Any player may inspect other player's discard pile or the Destroyed pile at any time. When a card is sent to or taken from the Disaster pile, announce the card to all players.

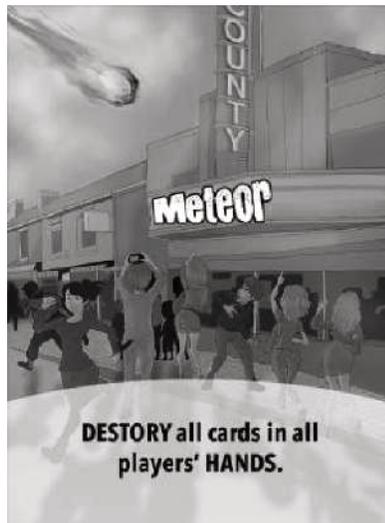
Optional Alternative Rules:

Drafting – Split the deck evenly among the players. All players then look at their cards, select one and remove it from the **deck** and place it face down in a pile in front of themselves. They then pass all the unselected cards to the player to the left and repeat the process. Once all the cards have been drafted into the player's **decks**, each player shuffles their **draft decks** and play begins as normal.

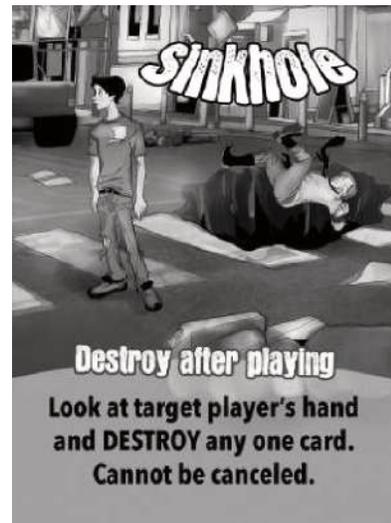
THE FINAL COUNTDOWN: If there are 3 or fewer players left in the game, every time a player needs to reshuffle their discard pile due to running out of their deck, they choose and DESTROY one card from their DISCARD pile before reshuffling. This optional rule creates quicker games.



DESTROY all cards in all players' **HANDS**.

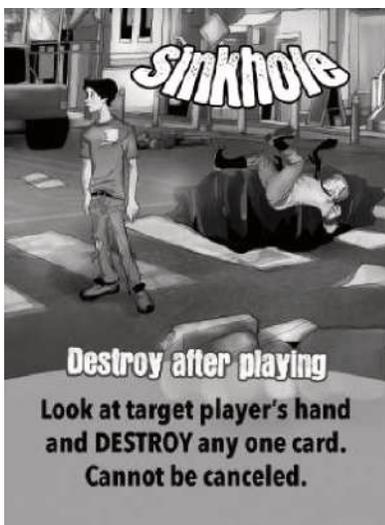


DESTROY all cards in all players' **HANDS**.



Destroy after playing

Look at target player's hand and **DESTROY** any one card. Cannot be canceled.



Destroy after playing

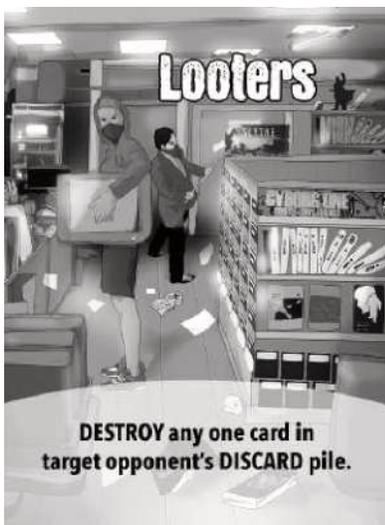
Look at target player's hand and **DESTROY** any one card. Cannot be canceled.



DESTROY any one card in target opponent's **DISCARD** pile.



DESTROY any one card in target opponent's **DISCARD** pile.



DESTROY any one card in target opponent's **DISCARD** pile.



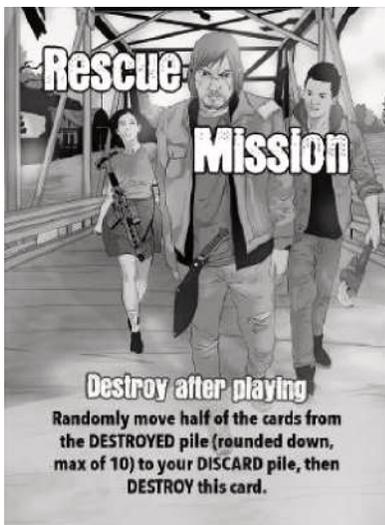
Destroy after playing

Take a random card from target opponent's **HAND** and put it in your hand. Then **DESTROY** this card.



Destroy after playing

Take a random card from target opponent's **HAND** and put it in your hand. Then **DESTROY** this card.





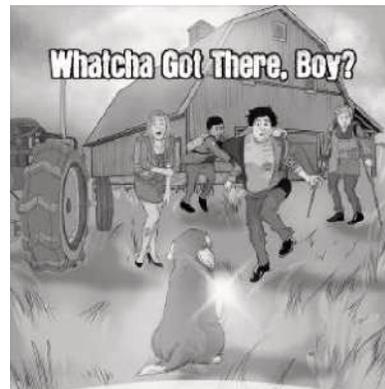
Whatcha Got There, Boy?

Move one card at random from the DESTROYED pile to your DISCARD pile.



Whatcha Got There, Boy?

Move one card at random from the DESTROYED pile to your DISCARD pile.



Whatcha Got There, Boy?

Move one card at random from the DESTROYED pile to your DISCARD pile.



Earthquake

DESTROY one card in each opponent's HAND at random.



Earthquake

DESTROY one card in each opponent's HAND at random.



Earthquake

DESTROY one card in each opponent's HAND at random.



Earthquake

DESTROY one card in each opponent's HAND at random.



Lost in the Shuffle

Shuffle each player's HANDS together and deal out the cards clockwise, starting with yourself.



Lost in the Shuffle

Shuffle each player's HANDS together and deal out the cards clockwise, starting with yourself.



Heroic Sacrifice

Destroy after playing
Move one card from the DESTROYED pile to your HAND. Then DESTROY a card in your HAND and this card.



Heroic Sacrifice

Destroy after playing
Move one card from the DESTROYED pile to your HAND. Then DESTROY a card in your HAND and this card.



Escaped Animals!

Choose two cards at random in target opponent's HAND. You may look at them. DESTROY one and return the other.



Escaped Animals!

Choose two cards at random in target opponent's HAND. You may look at them. DESTROY one and return the other.



Escaped Animals!

Choose two cards at random in target opponent's HAND. You may look at them. DESTROY one and return the other.



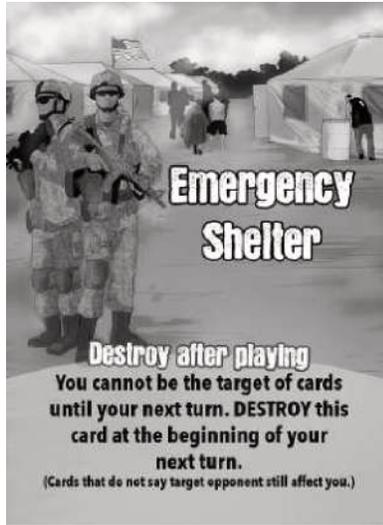
Escaped Animals!

Choose two cards at random in target opponent's HAND. You may look at them. DESTROY one and return the other.



Emergency Shelter

Destroy after playing
You cannot be the target of cards until your next turn. DESTROY this card at the beginning of your next turn.
(Cards that do not say target opponent still affect you.)



Emergency Shelter

Destroy after playing
You cannot be the target of cards until your next turn. DESTROY this card at the beginning of your next turn.
(Cards that do not say target opponent still affect you.)



Emergency Shelter

Destroy after playing
You cannot be the target of cards until your next turn. DESTROY this card at the beginning of your next turn.
(Cards that do not say target opponent still affect you.)



Destroy all cards in target opponent's HAND.



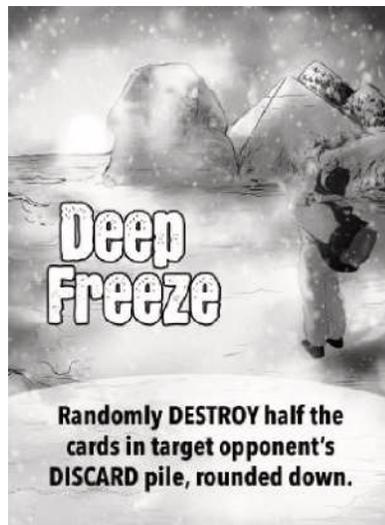
Destroy all cards in target opponent's HAND.



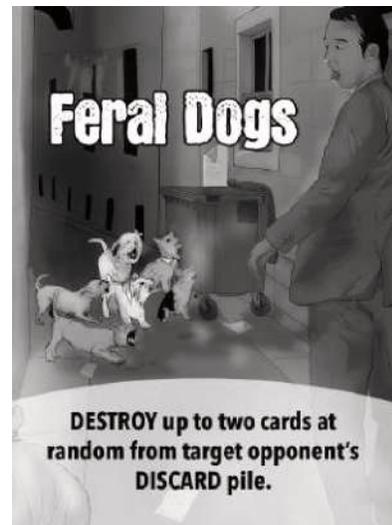
Destroy all cards in target opponent's HAND.



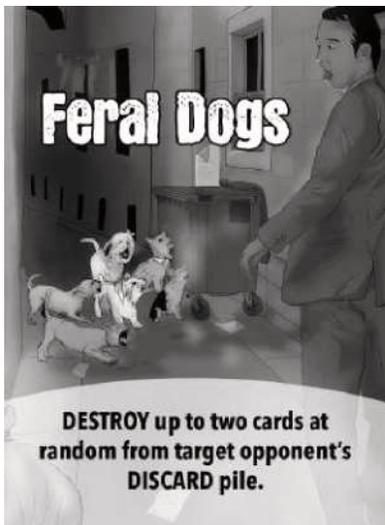
Destroy all cards in target opponent's HAND.



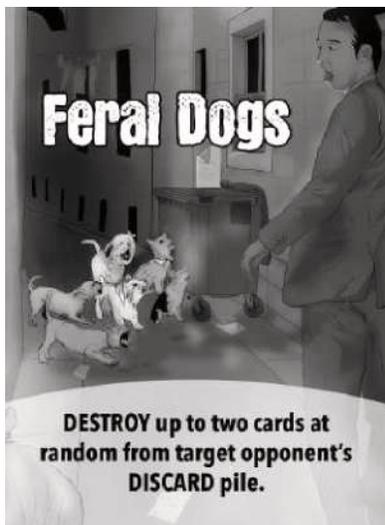
Randomly DESTROY half the cards in target opponent's DISCARD pile, rounded down.



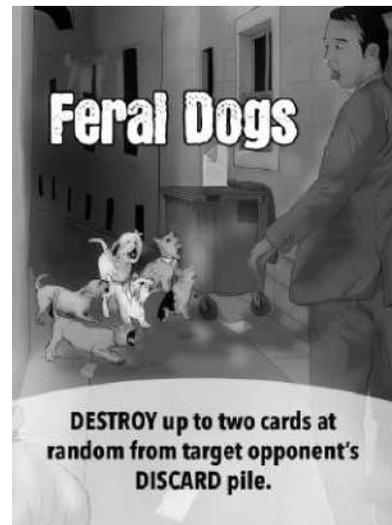
DESTROY up to two cards at random from target opponent's DISCARD pile.



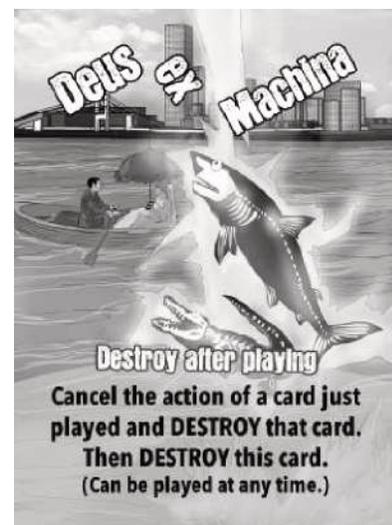
DESTROY up to two cards at random from target opponent's DISCARD pile.



DESTROY up to two cards at random from target opponent's DISCARD pile.



DESTROY up to two cards at random from target opponent's DISCARD pile.





Deus Machina

Destroy after playing

Cancel the action of a card just played and DESTROY that card.
Then DESTROY this card.
(Can be played at any time.)

The illustration shows a man in a boat on a river, a large fish, and a crocodile. In the background, there are industrial buildings and a tall tower.



Deus Machina

Destroy after playing

Cancel the action of a card just played and DESTROY that card.
Then DESTROY this card.
(Can be played at any time.)

The illustration shows a man in a boat on a river, a large fish, and a crocodile. In the background, there are industrial buildings and a tall tower.



Deus Machina

Destroy after playing

Cancel the action of a card just played and DESTROY that card.
Then DESTROY this card.
(Can be played at any time.)

The illustration shows a man in a boat on a river, a large fish, and a crocodile. In the background, there are industrial buildings and a tall tower.



Reunited

Destroy after playing

Move any card from the DESTROYED pile to your DISCARD pile, then DESTROY this card.

The illustration shows a man in a suit, a woman in a dress, and two children in a city setting.



Reunited

Destroy after playing

Move any card from the DESTROYED pile to your DISCARD pile, then DESTROY this card.

The illustration shows a man in a suit, a woman in a dress, and two children in a city setting.



Reunited

Destroy after playing

Move any card from the DESTROYED pile to your DISCARD pile, then DESTROY this card.

The illustration shows a man in a suit, a woman in a dress, and two children in a city setting.