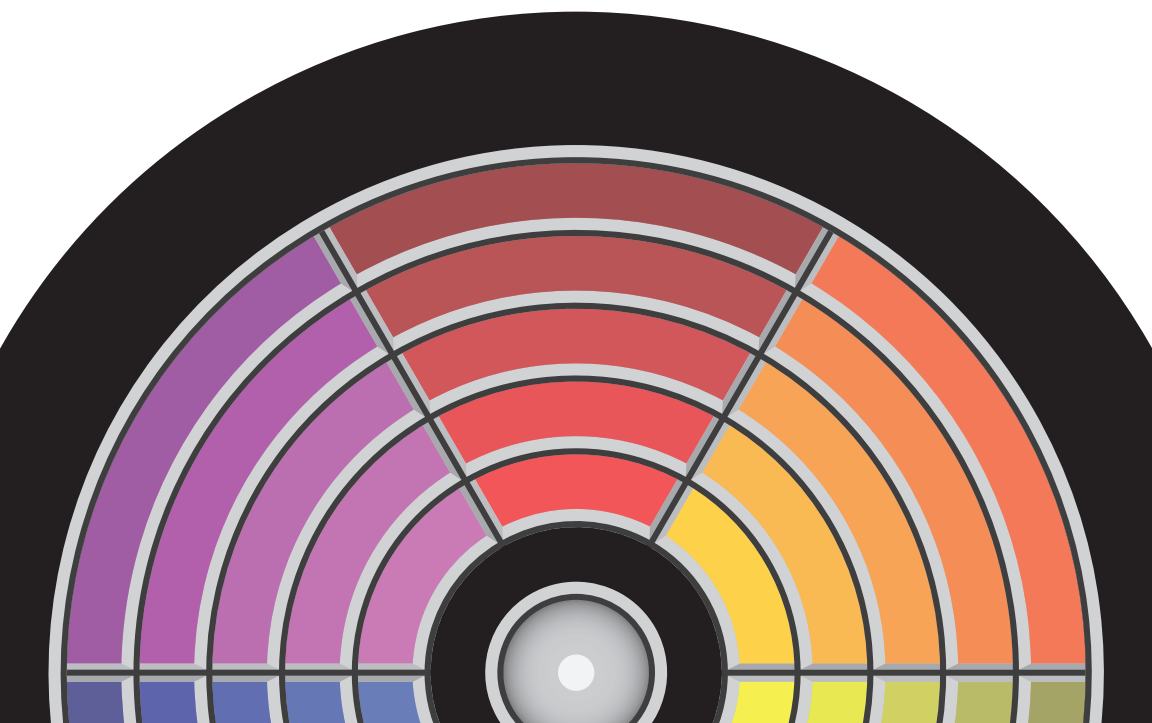


MELTDOWN

RULE BOOK



INTRODUCTION ➡

Meltdown is a game of stress and speed. With only thirty minutes to escape before the facility is vaporized, all players will be rolling their dice at the same time in order to progress through the facility and reach the Teleporter. Everyone will be constantly battling for control, and if you can hold your ground for 5 minutes while the Teleporter charges, you will escape, leaving the others to their doomed fate.

CONTENTS ➡

- **6 Character Cards**
- **36 Dice**
(6 of each color)
- **12 Keycards**
- **Game Timers**
(www.meltdownboardgame.com/timer)
- **21 Meltdown Cards**
- **6 Game Tokens**

TERMS ➡

Laboratories - The outer edge of the board, where everyone starts and returns to throughout the game.

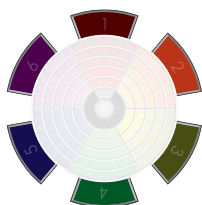
Levels - These are the areas leading to the Teleporter.

Bridge - This is the only access point into the Teleporter, and will be changing location often.

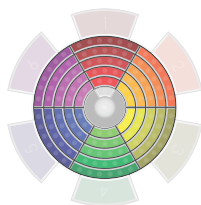
Teleporter - Found in the center of the board. It is the only means of escape from the facility.

Personal Passcode - Found on each Character Card, and is used in specific situations throughout the game.

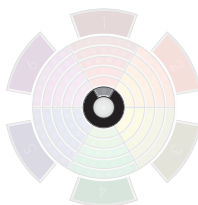
Laboratories



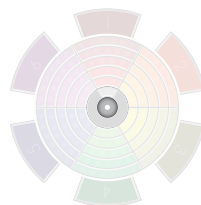
Levels



Bridge



Teleporter



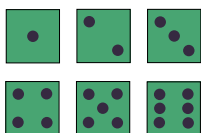
PREPARATION ➡

Everyone Starts With:

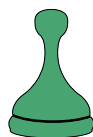
Character Card



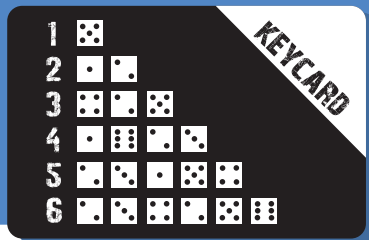
6 Dice



Game Token



Keycard



GAME TIMERS ➡

NUCLEAR TIMER

The 30:00 Nuclear Timer starts the game, and will not stop at any point. If this timer ends, the facility is destroyed.

TELEPORTER TIMER

The 5:00 Teleporter Timer starts whenever someone takes control of the Teleporter. If this timer ends, the controlling player teleports away. If someone else takes control before the timer ends, it restarts.

CHARACTER CARDS ➡

These cards are chosen at the start of the game, and contain that character's Personal Passcode and a short description.

The Personal Passcode is shown at the bottom of each Character Card, and is used to:

- Use a Meltdown Card.
- Switch between Levels of different colors.
- Battle someone else for control of the Teleporter.

KEYCARDS ➡

These cards are given out at random at the start of the game, and everyone gets a new Keycard whenever someone takes control of the Teleporter. They tell you what combinations of dice must be rolled to progress through the Levels.

MELTDOWN CARDS ➡

Whoever controls the Teleporter can use these cards.

While controlling the Teleporter, you may constantly roll your Personal Passcode in order to earn a card. Every time you roll your Personal Passcode, you can use a card, and there is no limit to how many cards you can earn.

However, the cards WILL NOT be reshuffled at any point during the game, so after all 18 cards have been used, there will be no more.

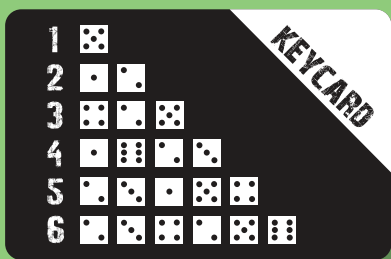
If you are interrupted by a Bridge Battle, you must stop rolling for these cards. Not all cards are positive, rolling for these is a choice.

CHARACTER CARD



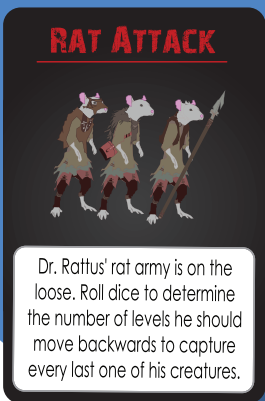
- The Personal Passcode is shown below the character
- Some events are targeted directly at certain characters
- None of the characters have any advantages over the others

KEYCARD



- For each Level you pass, move on to the next code
- If you are set back to your Laboratory, then start over
- Remember that you may hold any dice that match

MELTDOWN CARD



- Only the controlling player may earn these
- There is no limit to how many cards can be earned
- Each card can only be played once per game

GAMEPLAY ➡

There are NO TURNS in Meltdown.

The 30:00 Nuclear Timer begins the game and does not stop at any point. After this timer starts, everyone will be CONTINUOUSLY rolling in order to reach the Teleporter.

LEVELS

To move through the Levels leading to the Teleporter, everyone will need to roll the codes shown on their Keycard. For each Level you successfully move through, the codes will become more difficult. You may hold dice that match the code, and continue rolling the rest until you've completed the code for that Level.

Each Level has a limited amount of space. The circles within each Level show how much space is available. Once a Level is full, anyone waiting to enter CANNOT BEGIN rolling their next codes until a space is opened. This also applies when waiting to enter the Bridge.

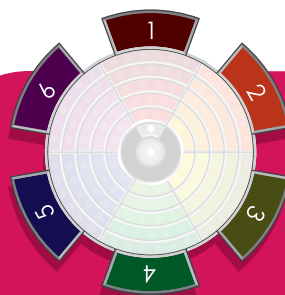
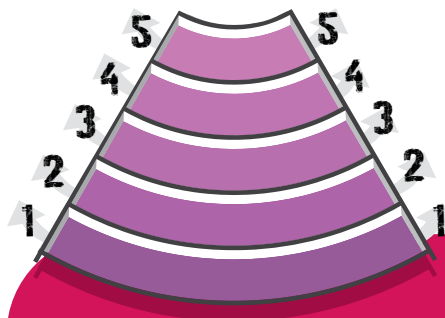
Switching between Levels of different colors requires part, or all, of your Personal Passcode. The amount of the Personal Passcode required depends on how close you are to the Teleporter. For example, if you're at Level 2, then any 2 dice of your Personal Passcode is all you'll need to switch over. You may hold dice as you attempt to get the required amount of your Personal Passcode.

TELEPORTER

When the Teleporter is not occupied, the first player to the Bridge gains control. All other players reset to their Laboratories, and the 5:00 Teleporter Timer begins. During this time, the controlling player may attempt to roll their Personal Passcode to earn Meltdown Cards (if any remain).

Required amount of Personal Passcode to switch between colored sections:

When rotating Bridge position, look for the numbers shown in the Laboratories:



BRIDGE ➡

The Bridge location is rotated based on a die roll at the start of the game and whenever a new player takes control of the Teleporter. The number rolled on the die corresponds with the Laboratory numbers shown in the Laboratories.

BRIDGE BATTLES

When another player makes it to the Bridge before the 5:00 Teleporter Timer ends, a Bridge Battle commences. The 5:00 Teleporter Timer does not stop during any Bridge Battles.

The player in the Teleporter, and the player on the Bridge roll their Personal Passcode. Whoever gets their Personal Passcode FIRST wins the battle.

If the controlling player wins - they stay, only their opponent gets sent back to their Laboratory, and the Bridge opens up for the other waiting players.

If the player on the Bridge wins, they take over the Teleporter, the 5:00 Teleporter Timer restarts, and all other players reset to their Laboratories.

What If the 5:00 Teleporter Timer ends during a Bridge Battle?

The player who currently controls the teleporter escapes victorious. The player on the Bridge simply wasn't quick enough.

What If the 30:00 Nuclear Timer ends during a Bridge Battle?

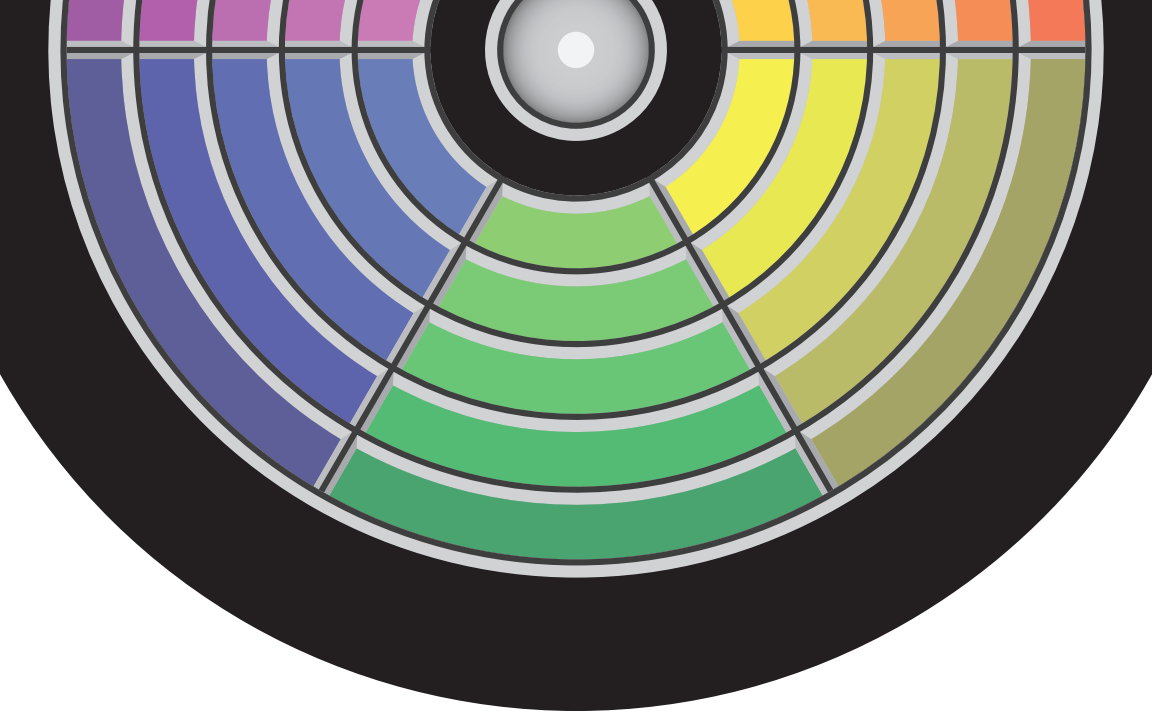
The Bridge and the Teleporter are the only surviving parts of the facility after the (initial) explosion. Whoever wins this Battle will escape. The other perishes.

What If there is only one Level space available and we both complete our codes to enter at the same time?

The chances of both players rolling their codes at the EXACT same time is astronomically improbable. One of you is lying...

ENDGAME ➡

Whoever controls the Teleporter when either of the timers end wins the game. All other players get to enjoy an imminent vaporization.

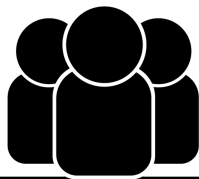


What if you were a scientist trying to escape an exploding laboratory?

A group of scientists at a remote, state-of-the-art laboratory are working on experimental technology. Unfortunately, as sometimes happens when embarking into the undiscovered country, Icarus flew too close to the sun -- or, in this case, one of the scientists' pets (named Icarus) found their way into the main nuclear reactor, setting off a chain reaction that will vaporize everyone left in the laboratory.



Ages 9+



4-6 Players



30 Minutes