



## **OBJECTIVE**

In *Wasteland Trading Post*, 2 to 6 players play traders for a post-apocalyptic community, competing for the job of chief trader.

To win, you need the most victory points. You earn victory points by satisfying Demand cards. There are both Luxury Demands and Event Demands. To satisfy a Demand card, you must collect, through scrounging and trading, a set of Supply cards that match the supply requested on that card.

But beware! Throughout the game, there will be shortages in the Necessities required to keep the community running smoothly. As a group, you must work to fill these shortages, because, shortages can prevent Demands from being cashed in.

The game ends when a player reaches at least 50 victory points or when the Demand deck is exhausted. When either happens, complete the current round so all players have an equal number or turns. The player with the most victory points wins. Ties are broken by the number of Demand cards satisfied.

## **COMPONENTS**

### **SUPPLY CARDS**

The Supply deck contains 3 types of cards: Necessity, Luxury, and Wild. During the game, you try to collect sets of Supply cards to match the Luxuries or Necessities required to satisfy Demands.

### **NECESSITY CARDS**

Necessities are the supplies required to keep a unit running smoothly. There are 4 categories of Necessities: Basic Goods,

Energy, Food, and Weapons. The Supply deck contains 6 cards of each category.



**LUXURY CARDS**

Luxuries are goods that citizens desires. The Supply deck contains 7 categories of Luxury cards.



The categories themselves are divided into 3 tiers: More Valuable, Valuable, and Less Valuable. The following table shows which categories fit in which tiers and how cards in the Supply deck fit into that category.

Category	Tier	Number
Decor	More Valuable	9 (6 shared)
Electronics	More Valuable	9 (6 shared)
Alcohol	Valuable	11 (6 shared)
Fashion	Valuable	11 (6 shared)
Music	Valuable	11 (6 shared)
Books	Less Valuable	13 (6 shared)
Toys	Less Valuable	13 (6 shared)

### **WILD CARDS**

There are also 6 TRADE GOODS cards in the Supply deck. TRADE GOODS cards are wild cards that you can use in place of any Necessity or Luxury card.



### **DEMAND CARDS**

Demand cards specify sets of Supply cards that you must collect to earn Victory Points. There are 2 types of Demand card: Luxury and Event. Luxury Demands are in the Demand deck while Event Demands are in the Event Demand deck.

### **LUXURY DEMANDS**

Luxury Demands contain 2 pieces of information: request, and payoff. The request specifies a citizen, their status rank, and the Luxury they want. The number of cards needed to satisfy the Demand is based on the citizen's status rank.

Status Rank	Cards Required
A	4-6
B	3-5
C	2-4
D	1-3

The payoff specifies how many Victory Points and Favor Tokens you receive for satisfying. The Victory Points received are based on the luxury tier, the status rank of the citizen making the demand, and the number cards used to satisfy it.

 <b>A</b> <b>MAYOR</b> <b>KATARINA LYNCH</b> WANTS <b>TOYS</b> <table border="1"> <tr><td>CARDS</td><td>4</td><td>5</td><td>6</td></tr> <tr><td>VP</td><td>9</td><td>12</td><td>15</td></tr> <tr><td>F</td><td>0</td><td>0</td><td>1</td></tr> </table> 1 SHORTAGE (+)	CARDS	4	5	6	VP	9	12	15	F	0	0	1	 <b>B</b> <b>ENGINEER</b> <b>DANNY IANUZZI</b> WANTS <b>ALCOHOL</b> <table border="1"> <tr><td>CARDS</td><td>3</td><td>4</td><td>5</td></tr> <tr><td>VP</td><td>7</td><td>10</td><td>13</td></tr> <tr><td>F</td><td>0</td><td>1</td><td>2</td></tr> </table>	CARDS	3	4	5	VP	7	10	13	F	0	1	2	 <b>C</b> <b>FARMER</b> <b>REGINA KEITH</b> WANTS <b>ELECTRONICS</b> <table border="1"> <tr><td>CARDS</td><td>2</td><td>3</td><td>4</td></tr> <tr><td>VP</td><td>5</td><td>8</td><td>11</td></tr> <tr><td>F</td><td>1</td><td>1</td><td>2</td></tr> </table>	CARDS	2	3	4	VP	5	8	11	F	1	1	2	 <b>D</b> <b>TOWNSPERSON</b> <b>TED MORRIS</b> WANTS <b>BOOKS</b> <table border="1"> <tr><td>CARDS</td><td>1</td><td>2</td><td>3</td></tr> <tr><td>VP</td><td>1</td><td>2</td><td>4</td></tr> <tr><td>F</td><td>1</td><td>2</td><td>2</td></tr> </table> NEW EVENT DEMAND	CARDS	1	2	3	VP	1	2	4	F	1	2	2
CARDS	4	5	6																																																
VP	9	12	15																																																
F	0	0	1																																																
CARDS	3	4	5																																																
VP	7	10	13																																																
F	0	1	2																																																
CARDS	2	3	4																																																
VP	5	8	11																																																
F	1	1	2																																																
CARDS	1	2	3																																																
VP	1	2	4																																																
F	1	2	2																																																

The Demand deck has 10 cards (4 Ds, 3 Cs, 2 Bs, and 1 A) for each of the 7 luxury categories for a total of 70 cards.

The Demand deck also determines when new Shortages occur and when new Event Demands are drawn. See “Shortages” on page 10 and “New Event Demands” on page 11.

### EVENT DEMANDS

Event Demands specify a community event and a pair of Necessity cards required to satisfy it.



For example, if an Event Demand requires BASIC GOODS and FOOD, 1 BASIC GOODS card and 1 FOOD card would make up the required pair.

Some Event Demands require 2 of a given Necessity while others require 1 of each of 2 Necessities.

There are 10 cards in the Event Demand deck.

## SHORTAGE CARDS

When indicated by the Demand deck, players draw Shortage cards. These cards indicate which Necessity categories the community is currently short of.



The Shortage deck contains 5 cards for each of the 4 Necessity categories.

## REFERENCE CARDS

There are 6 Reference cards, 1 for each potential player. On the TURN ACTIONS side, the cards list the actions that players may take on their turn. On the DISTRIBUTIONS side, they list information about the distribution of cards in the game.



## SCOREBOARD

*Wasteland Trading Post* includes a scoreboard:



- The Scoreboard includes a score track for tracking Victory Points as players earn them. The track runs from 0 to 49. It is divided into different colored sections (0-9, 10-19, 20-29, 30-39, and 40-49). These sections help determine how Shortages effect players. See “Shortages and Satisfying Demands” on page 10. They also provide one of the ways that new Event Demands are triggered. See “New Event Demands” on page 11.

When you pass 49 points, simply continue around the track and note that your score is 50 points higher than the track indicates.

The Scoreboard also includes:

- A SHORTAGE VP/EVENT VP track that tracks the number of Victory Points awarded for filling a Shortage or satisfying an Event Demand. See “New Event Demands” on page 11.
- Spots for the Event Demand deck, and 2 Event Demands.
- Spots for the 3 cards in the Supply Display.

Finally, around the edges of the board are indicators for where to place the Shortage deck, the Shortage Display, the Demand deck, 5 Open Demands, the Supply deck, the Supply Discard, and Other Communities.

## SCORING MARKERS

The game includes a set of 6 cubes to use as scoring markers as well as a marker for the SHORTAGE VP/EVENT VP track.

## FAVOR TOKENS

Wasteland Trading Post has 56 Favor Tokens. These tokens indicate favors earned from citizens when satisfying their Luxury Demands.



## SETUP

Before the game, begins the players must do the following:

1. Select a First Player.
2. Each player selects a color and takes the Turn Actions card of that color.
3. Place the cube of each color in play on the 0 spot of the score track.
4. Place the SHORTAGE VP/EVENT VP marker on the 1/5 space of the SHORTAGE VP/EVENT VP track.
5. Shuffle the Supply deck and deal 8 cards to each player.
6. Deal 6 Supply cards face up to OTHER COMMUNITIES.
7. Place 3 Supply cards face up on SUPPLY DISPLAY 1-3.
8. Place the Supply deck face down in the indicated spot.
9. Give 1 Favor Token to each player.
10. Shuffle the Demand deck and place 5 Demand cards face up above the scoreboard. These cards are Open Demands, available to all players. Shortages and new Event Demands indicated on these cards are ignored.
11. Deal 2 Demand cards to each player. After looking at their Supply cards, they select 1 of the 2 Demands as their Private Demand and discard the other. Private Demands are only available to the player holding the card. Shortages and new Event Demands are always ignored on Private Demands.
12. Place the Demand deck face down in the indicated spot.
13. Shuffle the Event Demand deck and place it face down on the indicated spot on the scoreboard. Flip the top card of the deck and place it on the CURRENT EVENT 1 spot.

## **GAMEPLAY**

*Wasteland Trading Post* is played in a series of rounds. Each round begins with the first player and proceeds clockwise until each player has had their turn.

### **PLAYER TURN**

At the beginning of your turn, if there are 4 or more Open Demands for the same Luxury category, you have the option of discarding all current Open Demands and drawing 5 new ones. Remember that drawing Open Demands could result in new Shortages (see page 10) or Event Demands (see page 11).

Each player's turn then consists of 1 primary action, any number of secondary actions, and their end of turn actions.

Also, at any time, you may trade Supply cards and Favor Tokens with other players.

### **PRIMARY ACTIONS**

On your turn, you may perform **1** of the following actions:

- Take 1 face-up Supply cards from the Supply Display and add it to your hand. Replace the taken card immediately with the top card of the Supply deck.
- Draw 2 Supply cards from the Supply deck.
- Trade with Other Communities. Decide how many Supply cards from the Other Communities area you would like. Trade that number of Supply cards plus 1 from your hand for those cards. For example, to get 3 Supply cards from Other Communities, you would need to trade 4 Supply cards from your hand. See "Other Communities" on page 9.
- Add a Private Demand by drawing the top card of the Demand deck. This Demand is an additional Private Demand that only you can satisfy. Ignore any text about Shortages or new Event Demands when drawing a Private Demand.
- Reveal a new Event Demand. See "New Event Demands" on page 11.
- Replace all cards in the Other Communities area or the Supply Display section of the Scoreboard. Discard the current Supply cards in the chosen area. For Other Communities, draw 6 new Supply cards. For the Supply

Display, draw 3 new Supply cards. Place the newly drawn cards in the appropriate spots.

### **SECONDARY ACTIONS**

On your turn, you may perform any of the following actions any number of times:

- Clear a Shortage. Discard the appropriate Necessity Supply card {or Wild card) to clear a current Shortage. Discard that Shortage card and score the Victory Points indicated by the SHORTAGE VP half of the currently marked spot on the SHORTAGE VP/EVENT VP track.

Note that you do not move the SHORTAGE VP/EVENT VP marker after clearing a Shortage.

- Pay 1 Favor Token to take an additional Primary Action.

### **END OF TURN ACTIONS**

At the end of your turn, if Shortages do not interfere, you may perform the following actions:

- Satisfy 1 Event Demand.
- Satisfy 1 Open Demand.
- Satisfy 1 Private Demand.

See “Satisfying Demands” on page 11.

- Discard down to 8 cards in your hands. You may keep more than 8 cards by paying 1 Favor Token for each 2 additional cards you want to keep.

You cannot spend Favor Tokens earned by satisfying Demands on additional primary actions until your next turn. You can, however, spend them to hold onto additional cards.

## **GAME DETAILS**

### **OTHER COMMUNITIES**

The Other Communities area contains a maximum of 8 cards. The Supply cards in the Other Communities area are placed face-up below the scoreboard. As indicated on the scoreboard, there are 2 ends to the Other Communities area: OLD and NEW.

When you get cards from the Other Communities area, remove the acquired cards and slide the remaining cards toward the OLD

end to fill the gaps. Place the cards used to acquire those cards at the NEW end of the Other Communities area.

If, at the end of a player's turn, there are more than 8 cards in the Other Communities area, remove cards from the OLD end until 8 cards remain.

See "Primary Actions" on page 8 for more information on acquiring cards from Other Communities.

## **SHORTAGES**

In *Wasteland Trading Post*, Shortages represent Necessities that are urgently needed to keep the community running smoothly. They may interfere with the players' ability to satisfy Demands.

### **NEW SHORTAGES**

When a new Open Demand card is draw, check to see if the card has text indicating possible Shortages. This text specifies the number of Shortages and for which player counts those Shortages occur.

For example, 2 SHORTAGES (5+) means 2 new Shortages in a game with 5 or more players. However, in a game with 4 or less players, no Shortages occur. If there is no player count indicated (for example, it just reads 1 SHORTAGE), the specified Shortages occur with all player counts.

If the player count indicates that Shortages do occur, draw the specified number of Shortage cards and add them to the Shortage Display. No cards are removed from the Shortage Display.

Shortages are cleared with a secondary action during any player's turn. See "Secondary Actions" on page 9.

### **SHORTAGES AND SATISFYING DEMANDS**

Normally, when Shortages remain in the SHORTAGE DISPLAY area, you may not satisfy any Open Demand or Event Demand. You may still satisfy Private Demands.

However, if you are 1 or more colored sections of track (0-9, 10-19, 20-29, 30-39, 40-49) behind the leader, you may satisfy Open and Event Demands with Shortages still in effect. For each section you are behind the leader, you may satisfy such Demands with that number of Shortages remaining. That is, you may satisfy Open and Event Demands with 1 Shortage in effect when you are

1 section behind, 2 Shortages in effect when you are 2 sections behind, and so on.

## **NEW EVENT DEMANDS**

New Event Demands are triggered in one of 3 ways:

- A player uses the Reveal New Event Demand action.
- A player is the first to cross into a new colored section of the score track. For example, the first player to get to 10 or more points triggers a new Event Demand, but the second player to do so does not trigger one. Crossing from 49 to 50 counts as entering a new section.
- A replacement for an Open Demand is drawn that includes NEW EVENT DEMAND.

When a new Event Demand is triggered, do the following:

1. Discard the card, if any, currently on CURRENT EVENT 2.
2. Move the card on CURRENT EVENT 1 to CURRENT EVENT 2.
3. Draw a new Event Demand and place it on CURRENT EVENT 1.

Ignore NEW EVENT DEMAND on cards drawn for Private Demands.

## **SATISFYING DEMANDS**

At the end of your turn, if Shortages do not prevent you from doing so (see “Shortages and Satisfying Demands” on page 10), you may satisfy 1 Event Demand, 1 Private Demand, and 1 Luxury Demand.

See “End of Turn Actions” on page 9.

## **SATISFYING EVENT DEMANDS**

To satisfy an Event Demand, you must have two cards that match the two Necessity categories listed on the Event Demand card. Discard the two Necessity cards and score the Victory Points indicated by the EVENT VP half of the currently marked spot on the SHORTAGE VP/EVENT VP track. If possible, move the Shortage VP/Event VP marker 1 space to the right.

## **SATISFYING OPEN OR PRIVATE DEMANDS**

To satisfy an Open or Private Demand, you need a set of Luxury cards that match the requested Luxury category. Discard the set and collect the Victory Points and Favor Tokens

shown in the Demand's payoff section. Place the satisfied Demand card face up in front of you.

If you satisfied an Open Demand, draw a card from the Demand deck to replace the satisfied Demand. Don't forget to check for Shortages or new Event Demands.

If you satisfied a Private Demand and you have no Private Demands remaining, draw a card from the Demand deck to become your new Private Demand. Ignore any text about Shortages or new Event Demands.

## **FAVOR TOKENS**

When you satisfy a Demand, you may receive Favor Tokens as part of the payoff. You may use Favor Tokens to take additional actions during your turn (see "Secondary Actions" on page 9) or to hold on to additional cards at the end of a turn (see "End of Turn Actions" on page 9).

## **WINNING THE GAME**

The game ends on the round when a player passes 50 points, or when the last card of the Demand deck is drawn.

If the player who passed 50 points or drew the last Demand card went last in the first round, the game ends immediately. Otherwise, finish the round so all players have had an equal number of turns.

The player with the highest score wins.

If 2 or more players are tied for the highest score, the tied player with the most satisfied Demand cards wins.

If a tie remains, compare, in order, the number of Demands satisfied by tied players for citizens of status rank A, B, C, and D until the tie is broken.

If 2 or more players are still tied, they share the victory.