Fallout Shelter™

THE BOARD GAME

IN EVENT OF OVERSEER DEATH

If you are reading this, your overseer is dead. VaultTec extends its deepest condolences for your loss, but now is not the time for mourning! As the officers of your vault, it is your responsibility (after performing the proper burial ceremonies outlined in Appendix 7C) to lead your people through this tumultuous time.

An election will be scheduled following an appropriate bereavement period. The dwellers of your vault will then elect one of *you* to be the new overseer! The following pages outline how to manage the vault during that period. You will need to assign your dwellers to tasks, manage the vault's resources, and keep everyone safe from threats. Keep in mind, whichever of you can inspire the most happiness will win the hearts and minds of your dwellers for the coming election!



30 Rooms



5 Elevators



31 Items



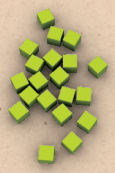
18 Threats



2 Dice



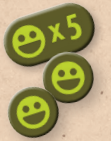
4 Resource Trackers



72 Resource Cubes



28 Dwellers



42 Happiness



First Player Token

SETUP

STEP 1: BUILD THE VAULT

Locate the elevator and six rooms with red backs and arrange them as indicated.

STEP 2: CHOOSE COLORS

Each player chooses a color and adds the elevator of the matching color to the vault in a column in any order. Then, each player takes the resource tracker and **two** dwellers of their chosen color, leaving the other dwellers in the game box.

Note: Dwellers in front of you are referred to as your 'available' dwellers.













STEP 3: CREATE SUPPLY

Separately shuffle the items, threats, and remaining rooms and place each deck of cards above the vault as indicated. Place the resource cubes, happiness, and dice within reach.

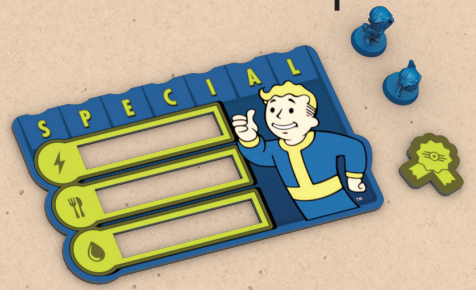
STEP 4: CREATE TRACKS

Draw three items and place them face up to the left of the item deck. This is the item track.

Draw three rooms and place them face up to the right of the room deck. This is the room track.

STEP 5: FIRST PLAYER

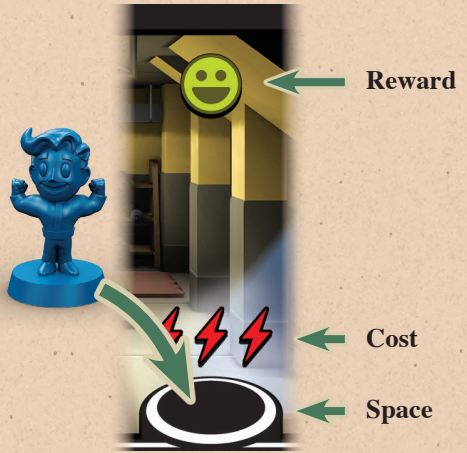
The player who was most recently underground takes the first player token, and now you're ready to start playing!



PLAYING THE GAME

In *Fallout Shelter*, each of you plays as an officer in your vault. Whoever generates the most happiness by the end of the game, **wins**! The game is played over a number of rounds, each consisting of three steps:

1. **Spawn Threats:** Threat cards are spawned in the vault. This step is skipped the first round, so it is explained later in these rules in the 'Threats' section.
2. **Place Dwellers:** Starting with the first player, you each take turns placing one dweller on any available space in the vault. You continue taking turns in clockwise order until each of you is out of dwellers or has passed.
3. **Recall Dwellers:** Recall all of your dwellers by removing them from the vault and placing them in front of you again. Then, a new round begins.



PLACING A DWELLER

On your turn, you take one of your available dwellers and place them on a space in the vault. You cannot place a dweller on a space that already contains a dweller, nor on a space from one of the rooms in the room track.

To place a dweller, you **must first pay all costs shown in red above the space**. Then, from left to right, you gain each reward listed in green above the space.

These rewards (and costs) are explained starting on the next page, icon-by-icon. Each has its own section presented with any relevant rules, and all icons are summarized on the back cover.

PASSING

If you don't want to (or can't) place a dweller, you can instead pass. Once you've passed, you cannot take any more turns that round.

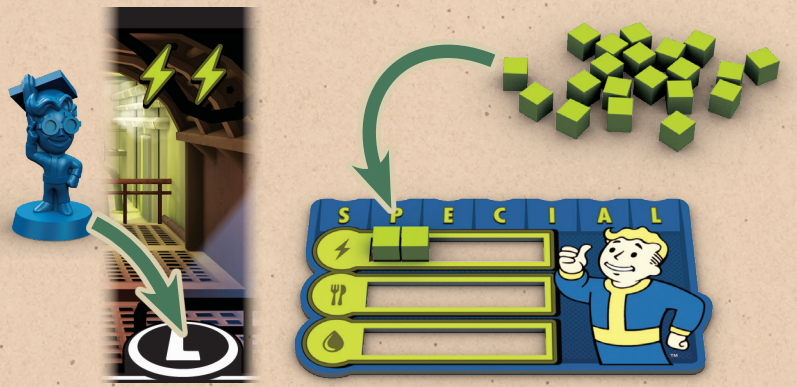
RESOURCES

For each of these icons on the space, you gain one resource of the corresponding type. Take a resource cube from the supply and place it in the matching resource track. If there is no more room in the track (six max per track), you cannot gain any more of that resource and that cube is lost.

When you need to pay a resource (when it appears in the red cost area above the space), return that many cubes from the corresponding track to the supply.

The '?' icon represents a resource of your choice.

Note: Happiness is not a resource.



Exchanging

If this icon is on the space, you do not gain the resources shown with it as normal. Instead, you may pay the resources shown on one side of this icon to gain the resources shown on the other side. You may do this as many times as you'd like this turn.

HAPPINESS

For each of this icon on the space, you gain one happiness. Take a happiness from the supply and place it in front of you. The player with the most happiness at the end of the game is elected as the new overseer of the vault and is the winner!

NEW DWELLERS

For each of this icon on the space, you gain one new dweller for the remainder of the game. Take a dweller of your color from the game box, and place it directly on this icon. When you recall your dwellers, this dweller will be recalled as well, and will be available to place on future turns.

Note: You cannot have more than seven dwellers.



FIRST PLAYER

If this icon is on the space, you gain the first player token. You will take the first turn in the next round.

ITEMS

For each of this icon on the space, you gain an item of your choice from the item track. Place that item in front of you, then draw a new item to replace that item in the track.

Each item grants you a bonus or ability that you can use at any time while it is in front of you (or when specified by the card).

Exhausting Cards

Most items have abilities that require you to 'exhaust' the item to use it. To do this, turn the card 90 degrees to be on its side. An exhausted item cannot be exhausted again. At the end of each round, you 'ready' all of your exhausted items by turning them 90 degrees to be upright again.



Ready **Exhausted**

BUILDING ROOMS

For each of this icon on the space, you choose a room from the room track to build in your level of the vault. A 'level' of the vault is a horizontal row of rooms stretching out to either side of an elevator. The elevator card matching your color indicates which level of the vault you own. Only you can place a dweller in the elevator matching your color.

To build a room, take its card from the room track and place it in your level of the vault. Then, draw a new room to replace that room in the track. The room must be placed in your level immediately next to your elevator, or next to a room you have already built. You cannot have more than three rooms on each side of your elevator.



This icon indicates that you must pay the cost in the lower-right corner of the selected room to build it.

INCOME

When another player places a dweller on a space in a room in your level of the vault, you may gain one resource of your choice from the supply. However, you do **not** gain this income if they go to a space on a threat in your level (explained later).



Room Track



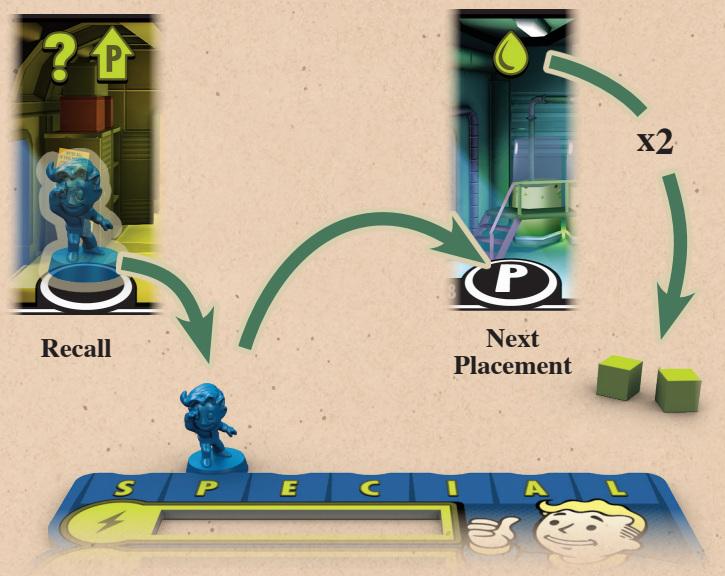
Resources Paid

TRAINING

This icon does not grant any reward at the time the dweller is placed on that space. Instead, when you recall that dweller at the end of the round, that dweller becomes trained in a S.P.E.C.I.A.L. stat. Place that dweller in a slot of your choice along the top of your resource board. If there is a letter inside the training icon, you must place your dweller in the slot matching that letter.

This dweller can be placed in a future round just like your other available dwellers, but it gains a bonus at certain spaces the next time it is placed.

Note: A dweller's training only applies for the next time it is placed, and you can only have one dweller trained in each letter at a time.



S.P.E.C.I.A.L. SPACES

Some spaces are labeled with letters. If you place a dweller that has been trained in a letter onto a space containing the matching letter, you gain the rewards of that space **twice**!

Note: The letters inside of spaces have no other effect. Any dweller can be placed on those spaces; trained dwellers just get a bonus.

Linked Spaces

Spaces with two linked circles require you to place two of your available dwellers on your turn instead of one. You pay the cost of and gain the reward from the space as normal.

THREATS



At the start of each round after the first, threats are spawned in random locations around the vault. For **each level of the vault** (starting with the top), roll both dice and add together their results to determine where a threat spawns on that level.

Each column of spaces is labeled with a number (listed next to each space in the top level). To spawn a threat, draw the top card of the threat deck and place it over the space in the column corresponding to the dice results. If there is not a room in that column, if there is already a threat card in that space, or if you roll a '7,' no threat is spawned on that level this round.

A threat card on a space replaces that space, its cost, and its reward until the threat card is removed.





FIGHTING

Threats with this icon require your dweller to fight! When you place your dweller in that space, roll both dice and add together their results. If the result is equal to, or greater than, the number shown on this icon, your dweller wins! You gain the reward shown on the threat. If the result is less than the number shown on this icon, your dweller loses. You do not get the reward, and you tip your dweller on their side to show that they are injured.

At the end of the round, when recalling dwellers, discard each threat from which an uninjured dweller is recalled—these threats have been defeated. Leave each threat from which an injured dweller was recalled (as well as each threat that had no dweller placed on it).



INJURED DWELLERS

This icon in the space's cost indicates that the dweller that was placed on the space becomes injured. When a dweller is injured, tip them on their side (they remain tipped until they are healed). Injured dwellers cannot be placed on normal spaces.



After being recalled, an injured dweller can **only** be placed on a space labeled with this icon. Uninjured dwellers cannot be placed on these spaces.



HEALING

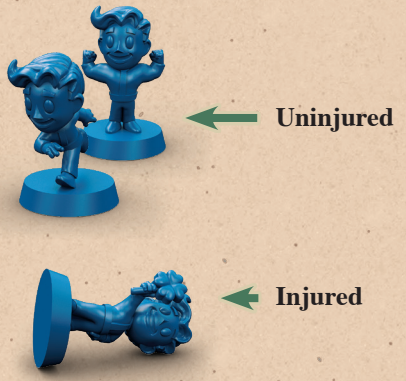
This icon indicates that you heal the dweller in that space. Stand them back right-side up. They are no longer injured.



Refresh Tracks

This icon indicates that you must refresh the track corresponding to this icon—either the item track or the room track. To refresh the track, discard all three cards in the track and draw three new cards to replace them.

If either of these decks runs out, shuffle the corresponding discard pile to create a new deck to draw from.



ENDING THE GAME

The game ends at the end of the round in which either:

- A player builds the sixth room on their level of the vault.
- The threat deck runs out of cards.

At the end of that round, each player must discard one happiness for each threat on their level of the vault. Then, the player with the most happiness wins!

Note: If the threat deck runs out but some threats still need to be spawned, shuffle the discarded threats and use them to spawn the remaining threats.

Tie-breakers

In the case of a tie, ties are broken by the following, in order:

1. Most total resource cubes
2. Most dwellers
3. Most items

If there is a still a tie, you both win!
You will just need to figure out how to oversee the vault together!

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Special thanks to James Kniffen and all our beta testers!

ICON REFERENCE



Gain (or pay)* a resource cube from the corresponding track.



Gain (or pay)* a resource cube from a track of your choice.



Gain one happiness.



Permanently gain a new dweller from the game box. Place it on this icon.



Gain the first player token. You will go first next round.



Build a room of your choice from the room track on your level of the vault.



When you recall this dweller, train it in a S.P.E.C.I.A.L. stat.



You may exchange the resources shown on either side at the rate indicated.



Heal this dweller.



Gain an item of your choice from the item track (or pay an item from in front of you).*



Ready an item of your choice.



Discard all cards from the corresponding track and draw new cards to replace them.



Injure the dweller that was placed on this space.



Roll the dice. If the total is below this number, injure the dweller. Otherwise, gain the reward.



Pay the resources shown in the lower-right corner of the room you are building.



A dweller trained in the matching S.P.E.C.I.A.L. stat gets the space's reward twice.



Only an injured dweller can be placed in this space.



You must place two dwellers in the same turn to use this space.

**Text in parentheses explains how this icon works if it appears in the cost of a space.*

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