

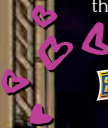
Steps in a Round

- 1) Any revealed Monsters deal Damage and do their effects. Players reveal a Monster(s).
- 2) Death Save/Reload players.
- 3) Play the first card of the trick.
- 4) Play the second card of the trick.
- 5) Determine the highest-ranking player. That player wins the trick.
- 6) Deal Damage to Monsters and gain Loot.



Terms Explained

- **"Add a card"** – Place a suit card face down in front of you. At the end of Step 4, reveal this card. Count its Rank, but do not do its effect.
- **"Play a card"** – Place a suit card face up in front of you. Immediately do its effect and at the end of Step 4 count its Rank.
- **"Assign as Damage"** – Place the referenced card below a Monster and count it as Damage.
- **"Exhaust a card"** – Turn a card sideways to show that it has been used and is no longer able to be used again.
- **"Refresh a card"** – Turn an Exhausted card right-side up to show that it is now able to be used again.
- **"Lethal Damage"** – When a Monster has Damage that equals its Health.



©2024 UDC. 5830 El Camino Real, Carlsbad, CA 92008.

All rights reserved. Printed in China. © 2024 Gearbox. Gearbox and the Gearbox Logos, and Tiny Tina's Wonderlands, are registered trademarks, and Gearbox Entertainment is a trademark, of Gearbox. 2K, the 2K logo, and Take-Two Interactive are trademarks of Take-Two Interactive Software, Inc.



Ages 14+

Enter the Chaos Chamber with Tiny Tina as your "bunker master"!

In this game for 2-4 players, each player chooses a class and starts with a hand of 10 cards. These cards are broken up into 3 Suits, Melee, Guns, and Magic, along with a few Ace cards. The game is simple; you will play your cards in front of you and attempt to take the trick by ranking higher than the other players. If you are victorious you gather the cards from the trick and use them to deal Damage to Monsters. If you manage to finish off a beastie you get loot! But be careful! If there are any Monsters left standing they will dish out some damage too!

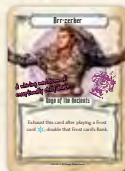
How To Win

Players will play cards from their hands in an attempt to have the highest Rank and take/win the trick. Once the cards from a trick are won they are used to deal Damage to Monsters. If you kill a Monster, you gain Loot and Victory Points!

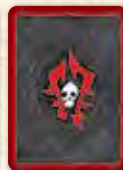
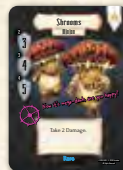


The First person to reach:
60 Victory Points in a 2 player game
50 Victory Points in a 3 player game
40 Victory Points in a 4 player game
Wins!

Game Contents



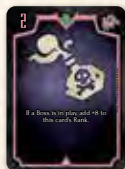
6 Character Class Cards



23 Monster Cards



23 Loot Cards



68 Suit Cards
(Melee/Magic/Guns/Ace)



4 d20 Health Trackers



Game Set Up

- Each player gets a D20 Health tracker. First, all players roll their dice, the player who rolled the highest will go first during the first round. Then, players set their Health to 15 by rotating the D20 to 15; this is the player's starting Health.
- Each player selects a Character Class card. Players may do so randomly or they may choose in order of highest dice roll.
- Shuffle the Monster cards and place the Monsters face down in the center of the play area. Reveal the top Monster and place it face up on the Monster deck, it is considered "revealed" and is active.

- Divide the Loot Cards into decks by their colored backs and shuffle each deck.
- Choose your difficulty, Balanced or Intense.
- Shuffle the Suit cards and deal 10 cards to each player. This is their starting hand. Place the remaining Suit cards face down in the center of the playing area. This is referred to as the Deck.



How To Play

Tiny Tina's Wonderlands: The Chaos Chamber is a trick taking game played over a series of rounds. Each round is made up of the following phases of play.

- 1) Any revealed Monsters deal Damage and do their effects. Players reveal a Monster(s).
- 2) Death Save/Reload players.
- 3) Play the first card of the trick.
- 4) Play the second card of the trick.
- 5) Determine the highest-ranking player.
- 6) Deal Damage to Monsters and gain Loot.



Core Concepts

- **Rank** – refers to the number in the corner of Suit cards. When determining which player has the highest Rank, add up the Rank on the cards that a player has played.
Note: Aces have 0 Rank.
- **Trick** – refers to the series of cards being played that takes place between Step 3 and 4.
- **Refresh** – means to turn a card upright, showing that it can now be used.
- **Exhaust** – means to turn a card sideways, showing that it cannot be used.
- **Reveal** – means to flip a card so that it is face up for all players to see.
- **Elements** – There are four elements, Fire 🔥, Frost ❄️, Lightning ⚡, and Poison ☠️. Elements can be used to block Damage from certain Monsters or are used when certain abilities call for them.

- **Suits** – There are three suit types, Melee ⚔️, Guns 🔫, and Spell 🪄. Aces 🃏 are wild.
- **Monsters** – Monsters are what the players are fighting against. Monsters deal Damage to players and drop Loot when they are killed.



Step 1: Monsters Deal Damage

(Skip this step for the first round) Monsters in play deal Damage beginning with the Monster on top of the Monster deck. All Monsters currently in play resolve their effects. Monster effects affect all players. Players may discard a card from their hand with the element that matches a Monster's "Block With" element to block Damage from that Monster; this cannot be done to block the "Reveal a Monster" effect. When taking damage, subtract your Health by the Damage you have taken. Keep track of this by rotating your Health Tracker to your new Health value.



Then, if you chose Balanced difficulty, Reveal 1 Monster; if you chose Intense difficulty, Reveal 2 Monsters. Newly Revealed Monsters will not attack on this step.

Step 2: Reloading and Death Saves


If any player has 1 or no cards in their hand at the beginning of a round, they take 3 Damage. This may cause them to die. If still alive, they draw back up to 10 cards. This is called **Reloading**.

Any dead players (players with no Health remaining) discard all cards in their hand, draw a new hand of 10 cards, and reset their Health Tracker to 15. Then, they lose their highest Victory Point Loot card, returning it to the bottom of its matching Loot deck. Finally, they Refresh their Character Class card if it was Exhausted. This is called a **Death Save**.

Step 3: Play the First Card of the Trick

The player who had the lowest Rank in the previous round plays the first suit card (For the first round, the player who rolled the highest goes first). Each player, in **clockwise** order, plays a card matching the played suit. Reference any card effects and trigger them when applicable. Players may play cards that are off suit (even if they could play on suit), if they do so, they take 1 Damage, do the card's effect, and then immediately assign that card as Damage to a Monster. This card is not counted in the trick.



Note: Cards with this symbol  are Aces. Aces are a wild suit/element, the player who plays an Ace must announce what suit (and element if it matters for their play) they have chosen this card to be. If a player is following suit, the player must announce it as the matching suit. Aces can be played to follow suit even if the player has other cards of that suit.

Step 4: Play the Second Card of the Trick

Once all players have played their first card, the player who went last gets to now go first by playing a second card. They do not have to follow the original suit. Each player in **counter-clockwise** order plays a card matching the new suit. Players follow the same rules as when they played their first card.

Note: If a player would start the 2nd round of the trick but is out of cards, they draw a card from the top of the deck to determine the suit for this trick, and then discard that card.

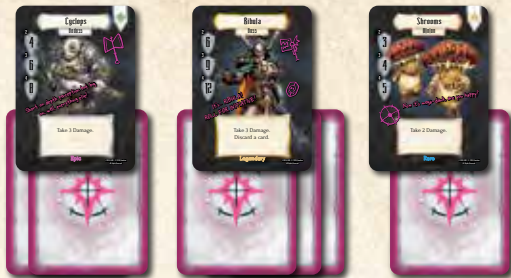


Step 5: Determine the Highest Ranking Player

All players now add up their total Rank on cards they have in front of them (some cards may be facedown, turn them face up and add their Rank too). The player with the highest total Rank wins the trick! If there is a tie, the highest printed Rank of a played or added card takes the trick. If there is still a tie, reference the weapon type on the highest card of the tied players, Gun 🗡️ beats Melee 🗡️, Melee 🗡️ beats Spell 📖, Spell 📖 beats Gun 🗡️. If there is still a tie do the same for the 2nd highest card of the tied players. If there is still a tie, determine the winner with a quick game of rock, paper, scissors, sudden death.

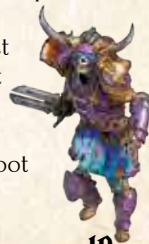
Step 6: Deal Damage to Monsters and Gain Loot

The winner of this trick gathers all the suit cards played during the trick from in front of all players. The winner now uses the cards to deal Damage to any revealed Monsters. Each card equals 1 Damage. The winner can assign Damage in any way they see fit but all Damage cards must be assigned to a Monster (if possible). Assigned Damage is placed below the selected Monster. Cards assigned to a Monster as Damage stay with that Monster until that Monster is killed.



Monsters are broken up into Minions, Badasses, and Bosses. Minions will drop **Rare Loot** (least valuable), Badasses will drop **Epic Loot**, and Bosses will drop **Legendary Loot** (most valuable). The more valuable the Loot, the higher the Victory Points and the better the card's ability!

When a Monster takes Damage equal to its Health the Monster is killed and drops Loot. The Monster's card is removed from play, its Damage cards are placed in the discard pile, and its corresponding Loot card is drawn (but not revealed). The winning player takes their first pick of any Loot cards that are drawn. If more than one Monster was killed and multiple Loot cards are up for grabs, players take turns claiming the loot in order of highest Rank, starting with the player who was 1st in the trick, followed by the player who got 2nd, and so on until all loot has been claimed. If all players are able to draw a loot card and there are still loot cards available, start the cycle over again.





Note: If the Monster that is face-up on top of the Monster deck is killed, immediately reveal a new Monster.

Last, check to see if any player has reached or exceeded the needed Victory Points to win, if not then move on to the next round. If a player has reached or exceeded the needed Victory Points, the game ends and the player with the most points wins! In case of a tie the player with most loot cards wins, if still tied the player with the most Health wins, if still tied then the player with the most suit cards left in their hand wins, if still tied, decide the game by a final match of rock, paper, scissors, baby!



Other Details

- **Play vs Add** – When you PLAY a card you place it face up in front of you and add its Rank to your total AND do its effect. When you ADD a card you place it face down in front of you and add its Rank to your total at the end of the trick, but do not do its effect. Once a card is added, no one (including yourself) may look at the card. If a card is added from somewhere other than your hand, you may not look at the card at all.
- **Using Loot and Class cards** – Players may only use their Character Class card's and Loot card's abilities when it is their turn to play a suit card during a trick (unless the card specifies otherwise). There is no limit to how many cards a player may use at a time.
- **Monster Damage** – Whenever a Monster takes Damage equal to its Health it does not die until Step 6 (unless a card effect says otherwise). The Damage will stay on the Monster and no more Damage can be assigned to it. If a player needs to assign Damage to a Monster and all the Monsters in play have already taken lethal Damage then that Damage is discarded.
- **Reshuffling the Deck** – When all cards in the Deck are drawn, take the discard deck, shuffle it, and place it in the center of the play area face down. This is the new Deck.



Credits



Game Design: Max Holliday
Director of Game Development: Bubby Johanson
Assoc. Product Manager: Maximillian Dennis
Additional Development: Rob Ford
Director of Entertainment Brands: Travis Rhea
Assoc. Brand Manager: Corrine Deng
Product Manager: Mark Shaunessy
Director of Prepress and Project Management: Marsha Weddle
Assoc. Project Managers: Danny Montejo, Michael Whaley
Graphic Design: Krista Timberlake
Senior V.P. of Production and Logistics: Suzanne Lombardi
President, Upper Deck Company: Jason Masherah
Playtesters: Bobby Coovert, Ryan Garcia, Mark Shaunessy, Vito Munoz, Aiden Gonzalez, Caleb Dennison, Chris Urino, Daron Shupe, David Robbins, Izick Urinko, Robert Smallwood, Roland Christy, Sam Weaver

Special thanks to Mikayla Jackson, Meredith Hershey, Erica Hollinshead Stead, and the teams at Gearbox Entertainment and 2K.



FAQ

What happens if there are no cards left in the Deck or discard pile?

If this happens, ignore all effects that reference drawing cards or assigning cards from the deck or discard pile until cards are placed back into the discard pile.

What happens if I Death Save and there are not enough cards to draw a hand of 10?

In this case, you may draw cards that are assigned as Damage from underneath Monsters until you have 10 cards in your hand. This is optional and you may choose to leave the Damage or only take some of the Damage and not draw all the way up to 10.

What happens if there are no more Monsters in the Monster Deck?

Ignore any “Reveal a Monster” effects and play as normal.



What happens if all Monsters are killed and no one has won?

The game ends and the player with the most Victory Points wins!

What happens if there are so many Monsters that we all keep dying every round?

In the rare event that all players are killed, Death Save, and are killed again in the next round, your party is wiped! Reset the game and try again.

