

Wasted

Youth

enthusiastic
The game for ~~obsessive~~ collectors.

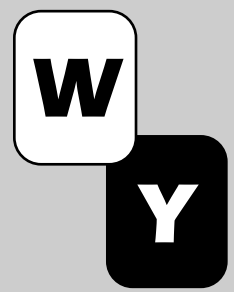
Wasted Youth is a satirical look at the things we collectors obsessed over in our youth.

Did you ever need just one more comic to have the full run? Have you ever bought a special edition of a toy/game because you just knew its resale value would skyrocket?

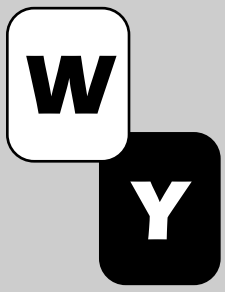
Hopefully you enjoyed these collectibles for what they were, but if you ever got too caught up, and lost sight of what made collecting fun in the first place, then this game is about you.

Hoard your treasures quickly, before the other players can strike.

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about
WASTED YOUTH



The game is played with a series of short rounds, with each player taking turns drawing and playing their cards.

Players receive starting hands at the beginning of a round and must try to score as many points as possible by grouping similar cards together from existing sets, while simultaneously attempting to empty their hands.

At the end of each round, players tally their scores, which can be positive or negative, after which a new round begins. This continues until the game ends, and scores from each round are added together to decide the winner.

The player with the highest overall score wins.

Collection Cards

These cards are grouped as part of Collectible Sets. There are 8 Collectible Sets in total, with varying card amounts and score values for each Set.

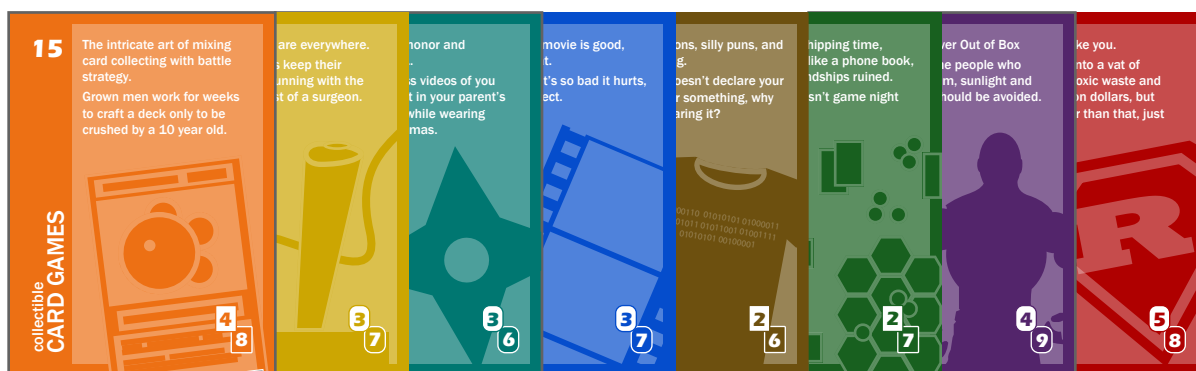
Score value of the card

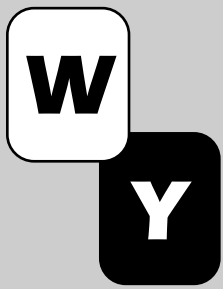
The top number indicates the minimum number of cards you must have in your hand before you can score a Collection of this Set.

The bottom number indicates the total number of cards available in this particular Collectible Set.

Collectible Set Type

All 8 Collectible Sets





Event Cards

Fourteen unique game changing events. A player may hold or play these at their discretion.

When an event's actions have been resolved, the card is placed in the junk pile. It does not get placed in the discard row.

Events always end with drawing a new card from the draw pile, not the discard row.

Indicates how many players are affected



A single player is affected



All players are affected



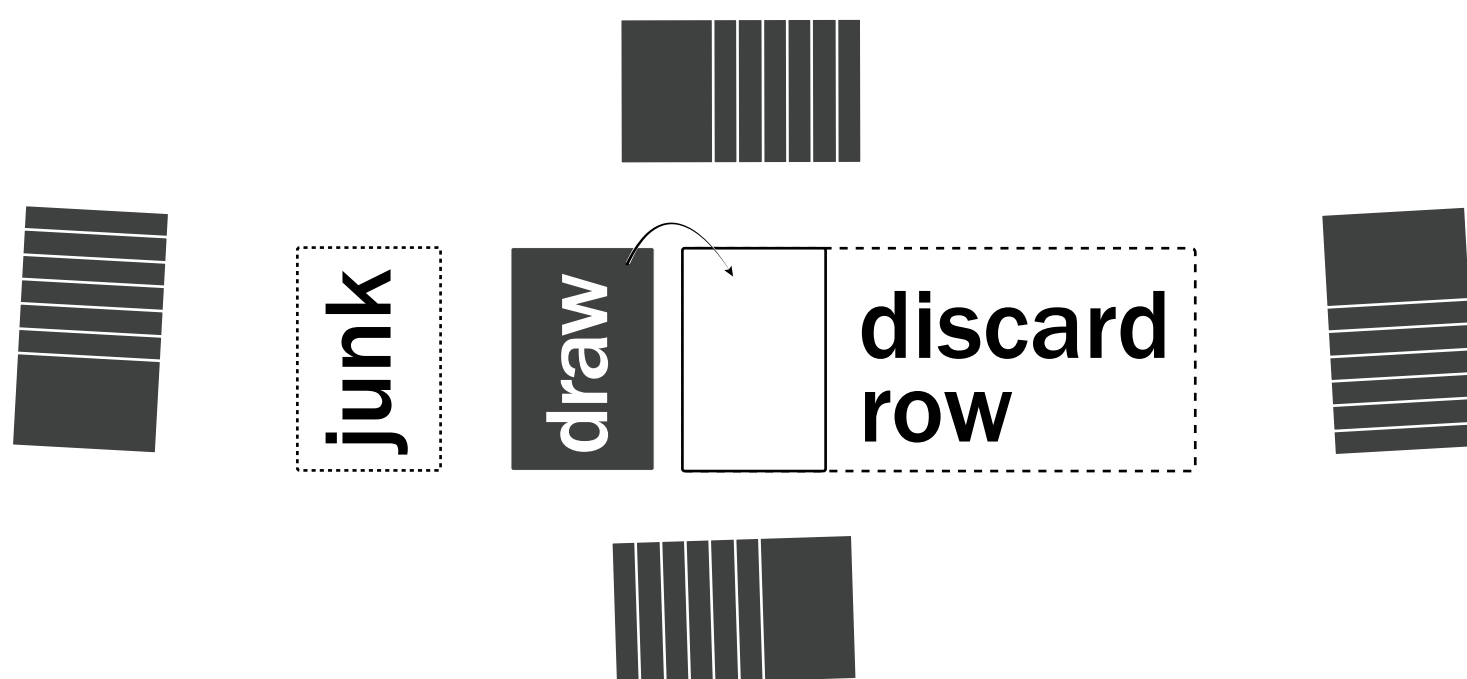
Positive Event



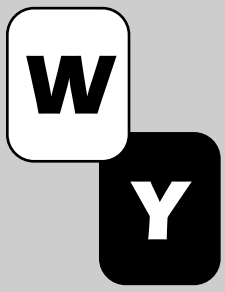
Negative Event



Each event has unique effects. Play the event card as described.



- 1.) Select the player who is obviously the nerdiest, to be the dealer. You all know who it is.
- 2.) Shuffle the deck 7 times. Don't be lazy. Deal 7 cards to each player, face down.
- 3.) Place the remainder of the deck in the center of table as your draw pile.
- 4.) Flip the top card and place it face up to create the discard row.
If an event card is uncovered, flip the next top card, then reshuffle any event cards back into the deck.
- 5.) Leave Space for the Junk Pile.
- 6.) Player left of dealer goes first..

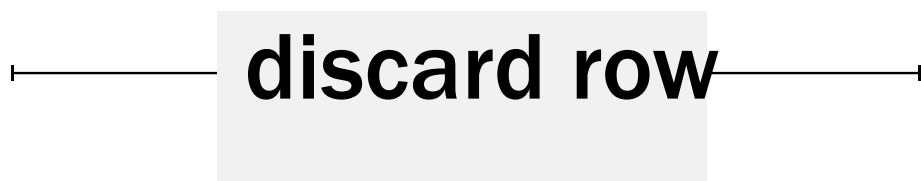
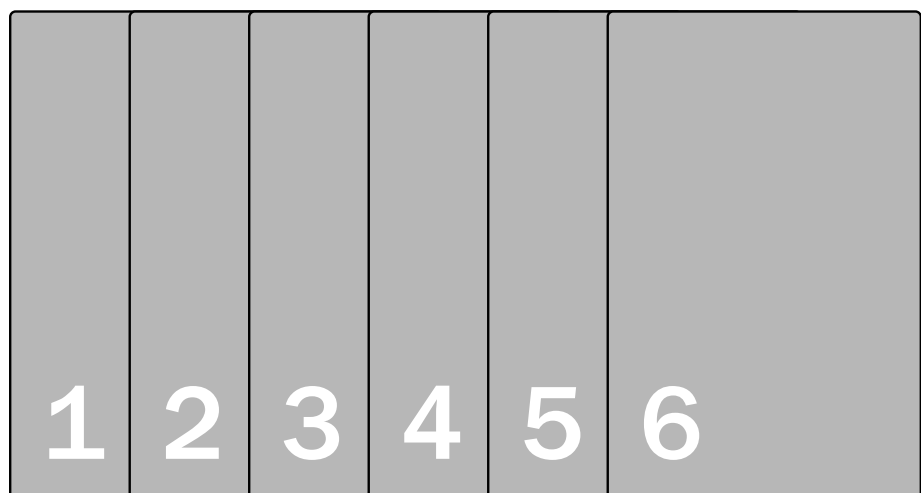


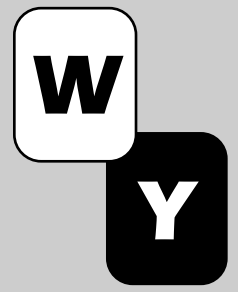
1.) Draw Phase

Draw one card from either the draw pile or discard pile.

However, you may only draw from the discard pile if you can score or expand a Collection using the drawn card during this turn. You must also take all the cards that lay on top of it.

Example: If the current discard row has grown to 6 cards, and you are able to score or expand a Collection by using card #3 from the discard row, you must also pick up cards 4,5,6 and keep them in your hand.





2.) Resolve Phase

A player may take as many actions as they wish, in any order. You may choose to:

Score Collection(s)

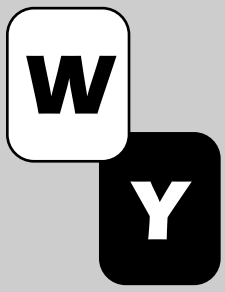
If you have met the minimum number of cards required for a Collection, you may score it by placing it face up in front of you. The Collection is now in play.

Expand Collection(s)

If you have a Scored Collection in play, you may expand it by placing additional cards from the same Collectible Set into the Collection. There is no minimum required to expand a Collection.

Play Event Card(s)

Events are played in this phase, unless otherwise indicated. Each event must be fully resolved before playing another. Event cards are junked after their effects have been resolved.



3. Discard Phase

You must discard a single collection card of your choosing at the end of your turn. Event cards may not be discarded.

Clarifications:

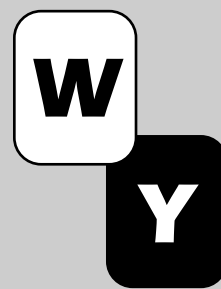
Discarding

When collection cards are discarded they are placed face up in the discard row. The discard row is spread out enough for players to identify each card in the row.

Junking

Event cards are junked after their effects are resolved. Additionally, some event cards can cause a player to junk collection cards.

All junked cards do not go into the discard row, but are set aside and completely removed from gameplay.



How a round ends

The round may end in one of two ways:

By player action:

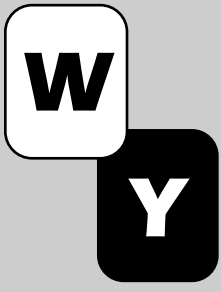
The round ends when any player is able to empty their hand and discard a final collection card.

An empty hand by itself does not end a round, the player must still draw new cards, and may be affected by new event cards.

If a player scores all of their Collections, but cannot discard a final card, the round continues until that player is able to discard or another player does.

Draw pile is exhausted:

If the draw pile is exhausted, the player who drew the last card may finish their turn, but the round ends immediately afterwards. If you see the draw pile is low, it's time to make some smart moves.



Scoring

Once a round ends, your score is the total value of your Scored Collections minus the value of unused collection cards left in your hand. Event cards in your hand are ignored. It is possible to end with a negative score.

40 pts

15 pts

scored collections in play

45 pts

cards left in hand

Example: your score this round would be 10. $(40+15) - 45$

End game conditions

Because of the nature of scoring in Wasted Youth, there is a fair amount of flexibility in choosing when to end a game. Below are two suggestions, but feel free to create your own.

The players will need to keep a running tally of their score each round.

The short game (20-25 min)

The first player to reach or exceed a total score of 150 wins the game.

The long game (35-45 min)

The first player to reach or exceed a total score of 400 wins the game.

