

- Instructions:
- 1. Assemble Globe.**
 - 2. War!** Each face is hit by bombs as shown.
 - 3. Fallout:** The globe has a single wind flow that visits every face and forms a non-branching loop. Wind markers have been provided for every second face visited. Each face is irradiated once for each bomb that falls on it or on the two faces upwind of it.
 - 4. Mutate:** Each station is mutated once for each unit of radiation received, "forward".

