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1. One pack of 55 cards, each of which is illustrated with a familiar scene.
  2. The bomb. This is started by pressing the button underneath. It has a special timer so that it will explode sometime between 10 and 60 seconds.
- AAA batteries (x2) not included.

## GAME RULES

Aim of the game is to quickly find a word which will fit with the illustration on the card and pass on the ticking bomb before it exploded.

**The Bomb,** The bomb has a variable electronic timer. Once started, nobody knows how long it is going to tick.

**The Cards,** Each card shows a familiar scene which is described on the card in English, French and German.

Before playing with younger children is a good idea to go through the cards together, so that everybody becomes familiar with the pictures.

## HOW TO PLAY

The cards are shuffled, and ten cards are dealt face down into the centre of the table. The youngest player who is given the bomb starts it by pressing the red button underneath.

**At the same time, he or she takes the top card from the pack and places it face up on the table, Having looked at the pictures on the card, the player holding the bomb must suggest something that would fit in with the scene. For example: If the cards show a beach, good examples would be a sandcastle, shells or a bucket and spade etc.**

**If the object is correct, than once again the ticking bomb is passed on until such time as the bomb explodes and the player who is then holding it has to take a face up card and place it in front of them.**

**The game then resumes with the player who was holding the bomb, When it exploded, starting a new round by drawing a fresh card from the pack and re-starting the ticking bomb.**

**Players may be challenged by the player on their immediate left if they 1) name an object that does not fit into the scene depicted on the card or 2) call out an object previously named in the same round. In such cases, an alternative object must be found by the challenged player before the bomb is passed on.**

**As soon as the player has completed their turn they must pass on the bomb immediately, If the bomb is “in between” players when it explodes, it is the following player who is deemed to have been holding the bomb when it exploded, assuming that the object given by the previous player is correct.**

#### **END OF GAME**

**As soon as all ten cards have been exhausted the game ends. The player who has none, or the smallest number of cards wins. If there is a tie, then there will be a play-off between the qualifying players to establish an ultimate winner.**



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