



Game Objective

Avoid having Boomy's token in your hands when the time counter reaches 0. This way, you will not receive the explosion tokens. At the end of the game, the player with the fewest detonation points will be the winner.

Components



1 Boomy token.



1 fuse card.



8 time counter cards - numbered 0 to 7.



30 action cards divided into 6 decks. Colors: yellow, blue, green, red, pink and purple.



10 detonation tokens: 5 explosion tokens (red) and 5 shrapnel tokens (blue)

Game Set up

- 1 Place the time counter cards on the table face up, in ascending order, until they reach a value equal to the number of players +1. Form the time counter pile and place it within everyone's reach. E.g.: In a three-player game, use cards 0,1,2,3 and 4.
- 2 Place the fuse card to the right of the time counter pile, face up.
- 3 Each player chooses and takes all 5 action cards of one color, thus forming their action deck.
- 4 Place the detonation tokens on the table with the numbers face down. Shuffle them and place them on the table within everyone's reach.
- 5 The player who most recently heard an explosion receives the Boomy token and starts the round.



Action Card Effects



Move Boomy to the left once.



Move Boomy to the left twice.



Move Boomy to the right once.



Discard 1 time counter card.



Discard 2 time counter cards.



Copies the effect of the first card other than this one to the left.

IMPORTANT:

When resolving an action that discards time counter cards, if the pile has already reached card number 0, the action will have no effect.

Game Phases

Every round in Go Bomb! has 3 phases:

- 1-Playing action cards
- 2-Resolving action cards
- 3-Resolving explosions



PHASE 1 - Playing action cards

The player that has Boomy must choose a card and place it face down next to the fuse card. This card's action will remain secret until Phase 2.

After that, the player on the left must place one of their cards face up next to the previous player's card. Then, the next player to the left repeats the action. This goes until everyone has played a card.

PHASE 2 - Resolving action cards

The player with the Boomy token reveals their card in the play area. They must resolve the effects of all cards on the table. They start with the fuse card, which discards a time counter card from the pile.

Then, they resolve the effects of the action cards one by one in the order they were played until they have all been resolved.

Boomy only explodes after all action cards in the round have been resolved and the count reaches 0.

If the count has reached 0, proceed to Phase 3. Otherwise, play Phases 1 and 2 again.

After completing this phase, each player takes back the action card used and places it face down near the play area. Players can only retrieve these cards when there is only 1 action card left in their hands.

PHASE 3 - Resolving explosions

Bommy exploded!

So, the player holding the Boomy token must take an explosion token and the player to their left must take a shrapnel token. Players must not reveal the value of the tokens they received.

After resolving the explosion, the player with Boomy must return the cards that were discarded to the timer pile and restart the count.

END OF THE GAME:

The game ends after 5 explosions. The player with the least detonation points (explosion or shrapnel) is the winner! In case of a tie, the player that has the fewest tokens wins. In case the tie persists, the winners share victory.

Game mode: Blow up!!!

In this mode, no detonation tokens will be used.

When resolving an explosion, the player holding the Boomy token is eliminated from the game. They must pass the Boomy token to the player on their left.

This player removes the card with the highest value that was discarded from the timer pile from the game and returns the others to restart the count. The game follows until only one player remains. So, they will be the winner!



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