

HOW TO PLAY



for 2-12 players aged 5 years and up
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Piatnik Game No. 741791

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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 red button underneath. It has a special timer so that it will explode sometime between 10 and 60 seconds.

GAME RULES

Aim of the game to quickly find a word that would fit with the illustration on the card and pass on the ticking bomb before it explodes.

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

To prepare for the game of *Pass The Bomb Junior*, first remove the plastic strip, (battery oxydisation protection) from underneath the bomb.

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

Before playing with younger children it 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 picture on the card, the Player holding the bomb must suggest something that would fit in with the scene. Eg. if the cards shows a beach, good examples would be a sandcastle, shells or a bucket and spade etc.

If the object is correct and if the bomb is still ticking, then it is passed on to the Player on the left, who must also come up with a suggestion which must be different from any previous answers from other Players.

If the object is correct, then 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 the face up card and place it before them.

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

Players may be challenged by the Player to 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.

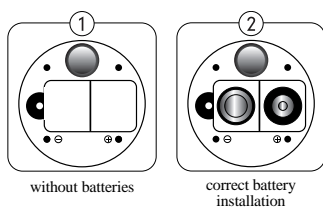
As soon as a Player has completed their turn they must pass on the bomb immediately. If the bomb is "in between" Players when it explodes, it is the following Player who is deemed to have been holding the bomb when it exploded, assuming that the object given by the previous Player is correct.

END OF THE 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.

INSERTION AND EXCHANGING BATTERIES:

- > Remove small screw to release panel
- > Batteries should be inserted and exchanged as shown in the graphics:



- ★ Do not use rechargeable batteries
- ★ Do not attempt to recharge non-rechargeable batteries
- ★ Do not mix different battery types, or new and used batteries together
- ★ Only use AAA Batteries (2 required)
- ★ Ensure that batteries are inserted as illustrated
- ★ Always remove batteries when they are exhausted
- ★ Do NOT short-circuit the supply terminals under any circumstances

Warning! Not suitable for children under 36 months. Contains small parts.
Danger of suffocation. Please keep address for further reference.