

Pass the Bomb

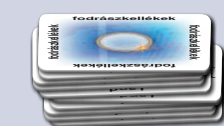
CHAIN REACTION

The **EXPLOSIVE**
word chain game

for 2 players or more aged 12 or over

The fun word game for quick thinkers, this time with chain reactions that catch you unawares! Try to continue the word chain, and find a word that matches an available category as fast as you can. Easier said than done – the word must begin with the final letter of the previous word. The ticking Bomb sets the pace, racks up the tension and gets your nerves tingling. Spontaneity and quick wits are more important than ever! And when the direction of play changes, it's suddenly your turn again before you even realise it. Are you ready?

GAME CONTENTS:



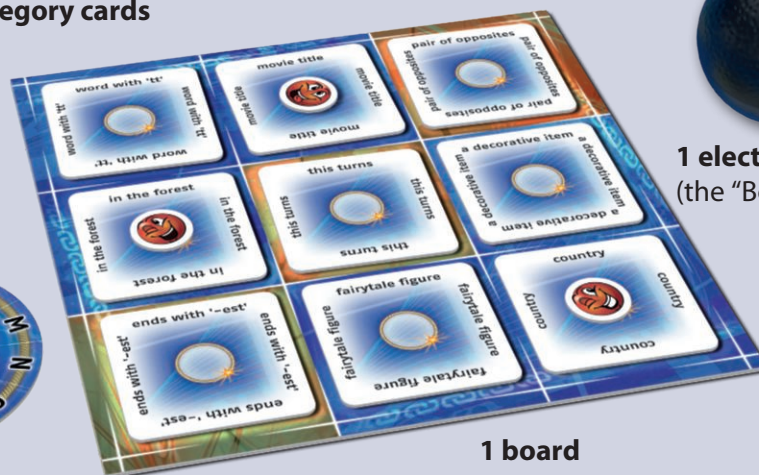
108 double sided
category cards



9 chips



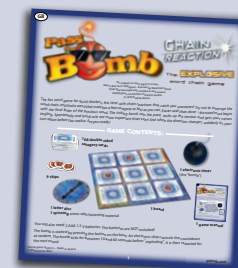
1 letter disc with spinning dial



1 board



1 electronic timer
(the "Bomb")



1 game manual

You will also need 2 AAA 1.5 V batteries. The batteries are NOT included!

The Bomb is started by pressing the button on the base. An electronic chip controls the countdown at random. The Bomb ticks for between 10 and 60 seconds before "exploding". It is then restarted for the next round.

AIM OF THE GAME:

The aim is to stay in the game until all other players are eliminated. To do so, you need to come up with valid terms in given categories to get rid of the ticking Bomb as quickly as possible.

GAME PREPARATION:

- Before the first game, insert two 1.5 V AAA batteries in the Bomb. See "Inserting and replacing the batteries" at the end of the game manual. Carefully push the letter disc and chips out of the perforated sheet. Attach the spinning arrow in the centre of the letter disc.
- Place the board in the middle of the table.
- Shuffle the category cards randomly and place one card on each square on the board. The remaining cards are placed in a pile next to the board.
- The chips, the Bomb and the letter disc are also placed next to the board ready for use.
- A player is chosen to start.

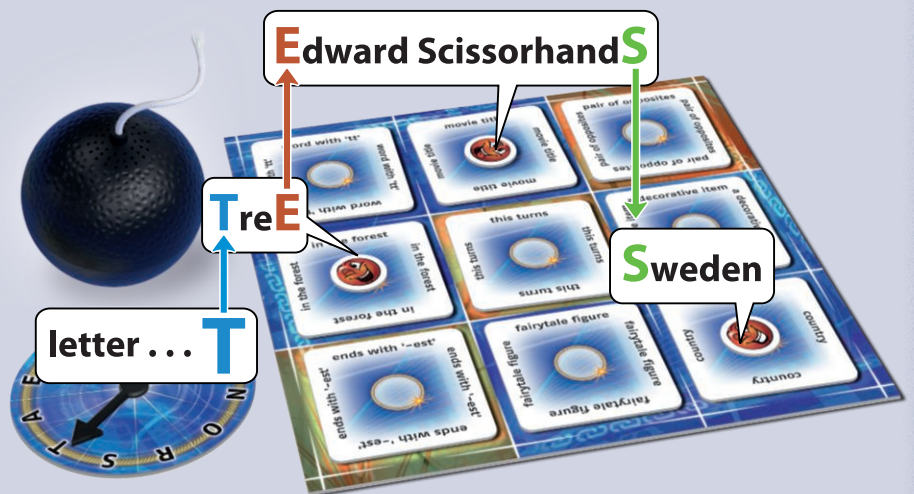
GAME RULES:

The player starting a round takes the Bomb, starts it, spins the arrow on the letter disc and quickly says a term that begins with the letter to which the arrow points and that matches any of the categories on the cards on the board. That player then immediately places a chip on the card with the chosen category and passes the Bomb to the next player on their left.

The next player must now come up with a term that matches another category. Categories on cards where there is already a chip cannot be used again in the same round. Each term must begin with the last letter of the term given by the previous player. For terms that consist of several words, this is the last letter of the last word. If a player comes up with a valid term, they place a chip on the card with the chosen category, pass the Bomb to the next player, and so on.

Example:

The arrow on the letter disc points to T. One of the unused category cards on the board has the category of **in the forest**. The first player says "tree" and places a chip on the card. The next player says "Edward Scissorhands", as the category on another unused card is **movie title**, and places a chip on that card. Another unused category is country, so the next player says "Sweden" and places a chip on that card.



BEWARE THE CHANGE OF DIRECTION!

Each round starts with the game progressing clockwise. However, if a chip is placed on a category card on a **yellow** square, the direction of play immediately changes. If the game was being played clockwise, it is now played anticlockwise, and vice versa. The Bomb must then be passed on in the correct direction.

A round continues until either the Bomb stops ticking and “explodes” or chips have been placed on all cards.

THE BOMB “EXPLODES”:

The player holding the Bomb when it stops ticking and makes an explosion noise receives one of the used category cards. If no cards have been used yet, the player is given a card from the pile. This card is placed in front of the player as a penalty card.

CHIPS ON ALL CATEGORY CARDS:

This is bad luck for the player whose turn it would have been next, as there are no free categories left. That player has to take a category card with a chip and place it in front of them as a penalty card.





Once the penalty card has been taken, all other category cards with chips are removed from the board and replaced with new cards from the pile. The new cards are always turned over on the board to face the other way. Cards without chips are left on the board. The chips are placed next to the board again ready for use.

Players are eliminated when they receive their 3rd penalty card.

THE END OF THE GAME:

The game ends when all players but one have been eliminated. The remaining player is the winner.

Valid and invalid terms:

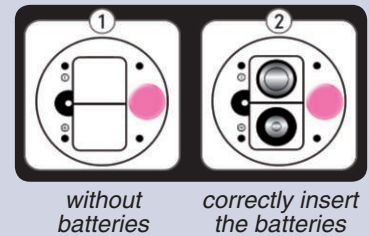
-  Every word in the English language is allowed, including proper names and brand names, as are foreign words in general use.
-  Titles of songs, books, films and TV series, and names of music groups or people, etc. can of course consist of several words. For these terms, the last letter of the last word is always used as the new starting letter.
-  A term may only be used once in any given round, even if it applies to several categories.
-  Where possible, the singular form is to be used for nouns.

Note:

Terms considered invalid must be queried immediately – or at least before the next player says a new term. No objections are possible after that. If the term was found to be invalid, the player in question must take back the Bomb and come up with a new term for the selected category.

Inserting and replacing the batteries:

Pass the Bomb (Chain Reaction) requires two 1.5 V AAA batteries (not included). Batteries should only be handled by adults and should be kept out of the reach of children. To change the battery, unscrew the screw in the cover of the battery compartment in the base of the Bomb, open the battery compartment and insert each battery the correct way round (see diagram). Replace the cover of the battery compartment and tighten the screw. Please note the safety information below.



BATTERY SAFETY INFORMATION:

In exceptional cases, batteries may leak. Leaking fluid can cause burns or destroy the product.

To prevent battery leaks:

- Do not charge non-rechargeable batteries.
- Always remove removable rechargeable batteries from the product before charging.
- Removable rechargeable batteries may only be charged under adult supervision.
- Never use alkaline batteries, standard batteries (zinc-carbon) and/or rechargeable nickel-cadmium batteries together.
- Never use old and new batteries together (always replace all batteries at the same time).
- Only ever use batteries of the type recommended or an equivalent type.
- Make sure that the batteries are inserted the right way round (+/-).
- Always remove old or used batteries from the product.
- The terminals must not be short-circuited.
- Do not dispose of the product by burning it. This can cause the batteries in the product to explode or leak.
- Dispose of batteries safely and in accordance with regulations.
- Retain the packaging as it contains important information.

Warning!

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

Idea: S. Barc & J.C. Rodriguez – licensed by Week End Games

Chain Reaction expansion: Andrew & Jack Lawson

If you have any questions or suggestions about “Pass the Bomb (Chain Reaction)”, please contact us at:

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