PASS THE BOMB COLOR FLASH

The colour changing word game by Brad Ross, Mike Hirtle & Robert Jeffway Idea: S. Barc & J.C. Rodriguez, licensed by Week End Games For 3 players or more aged 12 or over © 2023 Piatnik, Vienna

Reveal the colour and category for the next word to be given! The ticking and flashing bomb tells you which colour and therefore category is up. The well-established principle of all games from the Pass the Bomb family also applies here: you can only pass the bomb on and escape a penalty card by naming a suitable word quickly!

Game material:







220 category cards

55 cards each in yellow, red, blue and green 1 electronic timer with light function: the "bomb"

1 game manual

You will also need three AAA 1.5 V batteries. Batteries NOT included in the game!

The bomb is restarted every round by pressing the white button on the side. Then the bomb ticks randomly for between 10 and 60 seconds. When started, the bomb immediately flashes in a colour, either yellow, red, blue or green. If the white button is pressed again while it is ticking, the bomb changes colour, also randomly. The time continues running nonstop. When an explosion sound is heard and the bomb flashes wildly in all colours, the time is up and the round is over.

Aim of the game:

The aim is to get away with the fewest cards at the end of the game by finding valid words for given categories at lightning speed to get rid of the bomb quickly before it explodes.

Preparation:

Before the first game, insert three 1.5 V AAA batteries in the bomb. See "Inserting and replacing the batteries" at the end of the game manual.

Sort the category cards by colour, shuffle each pile well and place the individual piles face down next to each other in the centre of the table. Get the bomb ready.



Choose who will start.

Rules:

When you start the round, you take the bomb in your hand and start it. Then turn over the top card of the pile in the colour the bomb is flashing. Then quickly name a word (see "Valid and invalid

words") that matches the category revealed and pass the bomb to the next person in a clockwise direction. They **must** press the white button immediately. If the bomb now flashes in a different colour, the person must first turn over the top card of the corresponding pile and then quickly name a word that fits this category. Only then may the bomb be passed on to the next person.

If the bomb flashes in a colour of a pile where a card has already been turned over, another card is not turned over from this pile again, but the player must come up with a word that has not been given yet for that category.



Camel, oasis, sand, palm, scorpion, rattlesnake, cactus, heat, caravan

N.B.: The next person in turn must immediately take the bomb as soon as a valid word has been given! A word may only be used once in the same round. Words given may be challenged as invalid by the others at any time as long as the next person has not come up with a new word yet. No objections are possible after that. If the word was invalid, the player in question must take back the bomb and come up with a new word for the selected category.

The game continues in turn as described until the bomb flashes wildly and stops ticking with a loud "boom". This is the end of the round. Whoever is holding the bomb at this point takes a face-up category card from any pile and places it in front of them as a penalty card. If there are now more face-up category cards, they are moved face down under the corresponding piles. Whoever had to take a card beforehand starts the new round.

The end of the game:

The game ends as soon as someone has 8 cards in front of them. The player who has the fewest cards wins. In the event of a tie, all the tying players are joint winners.

Valid and invalid words:

Every word in the English language is allowed, including proper names and brand names, as are foreign loan words accepted in English.

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Titles of songs, books, films and TV series, and names of people, etc. can of course consist of several words.

A word may only be used once in any given round.

Inserting and replacing the batteries:

The timer works with three 1.5 V AAA batteries (not included). Batteries should only be handled by adults and should be kept out of the reach of children. The battery compartment is located inside the bomb. To change the battery, unscrew the two halves of the bomb in opposite directions, unscrew the battery compartment's screw in the top half of the bomb, open the battery compartment and insert each battery the correct way round (see diagram). Then replace the cover on the battery compartment, tighten the screw and insert the two halves of the bomb into each other and tighten again until they click into place. 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, please note the following instructions:

- 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 nickelcadmium 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.

If you have any questions or suggestions about "Pass the Bomb Color Flash", please contact us at: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, or by email at <u>info@piatnik.com</u>

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

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