

BOMB BUSTERS

2-5

30'

14+

A game by **Hisashi Hayashi**, illustrated by **Dom2D**

COMPLETE GUIDE
TO **NOT**
EXPLODE

Game Components

1 board (with a dial)

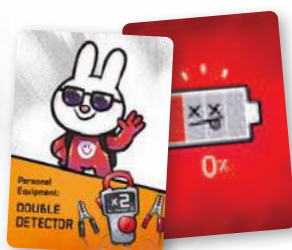
Install the dial on the board before the first game



17 cards



12 **Equipment** cards



5 **Character** cards

40 tokens



26 **Info** tokens
(including 2 yellow ones)



12 **Validation** tokens

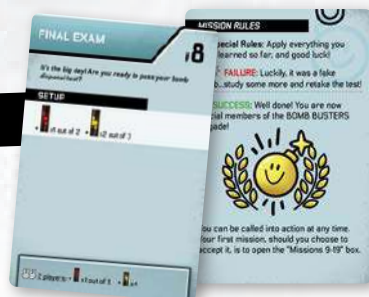


"=" token



"≠" token

8 large **Mission** cards



70 **Wire** tiles



48 **blue** wires
"1" to "12",
4 of each



11 **red** wires
"1.5" to "11.5"

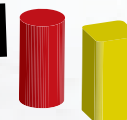


11 **yellow** wires
"1.1" to "11.1"

5 tile stands



7 markers: 4 yellow and 3 red



5 "Surprise" boxes to open later



8 resealable bags



1 set of rules



1 **Bomb Busters Standee**
You will need it for mission 66!
Don't worry about it before then :)



Aim of the Game

Bomb Busters is a cooperative game. Each player is a bomb disposal expert and all players together form one team. The objective is to defuse the assigned mission's bomb together. Beware! The bomb will explode if you cut a **red** wire or if the detonator dial reaches the end!

Setup

- 1 Select one of the **Mission** cards. The missions get progressively more difficult. You are not required to play the missions in order (but it is strongly recommended!). Just make sure you work through all of them so you fully learn how to play the game....

Training Missions

Novice (1-3): These missions teach you the basics.
Intermediate (4-7): These missions teach you some more advanced concepts.
Expert (8): This is the final exam to pass training. If you succeed, you can open the 9-19 Mission Box.

- 2 Designate a Captain (at random for the first mission, then pass the responsibility of Captain to the left before each subsequent mission). Place the "Captain" character card in front of this bomb disposal expert. Everyone else should place a **character** card of their choice faceup in front of them.

A new rule will soon appear here...

(A)

- 3 The Captain reads the **Mission** card aloud and places it, flipped over, to the bottom left of the board so everyone can see the special rules.

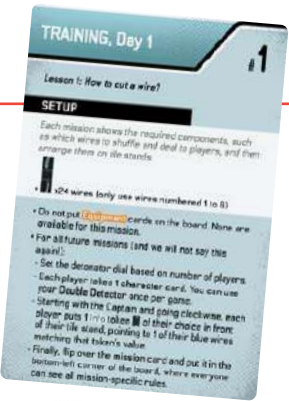
FRONT: The mission's setup instructions.

BACK: The mission's special rules. (Each mission may introduce new rules not found in this rulebook.)

Changes to Setup for 2 players

- 4 Depending on the number of bomb disposal experts, distribute tile stands as follows:

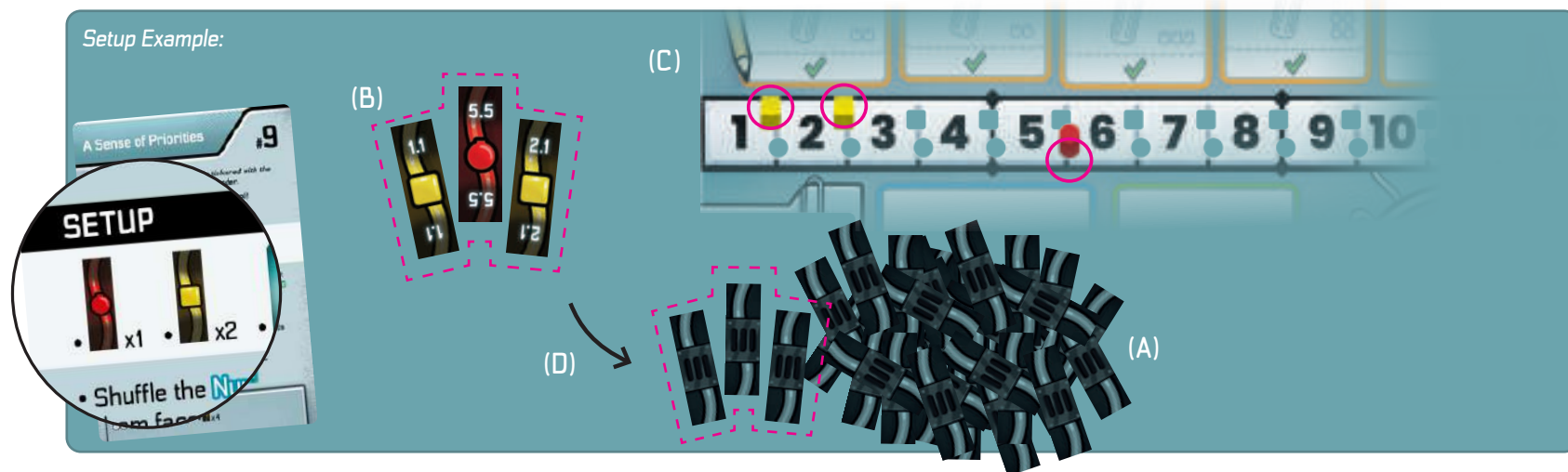
Players	Stands for Captain	Stands for Others
2	2	2
3	2	1
4	1	1
5	1	1



Back of the **Mission** card with special mission rules.

5 Prepare the mission's Wire tiles:

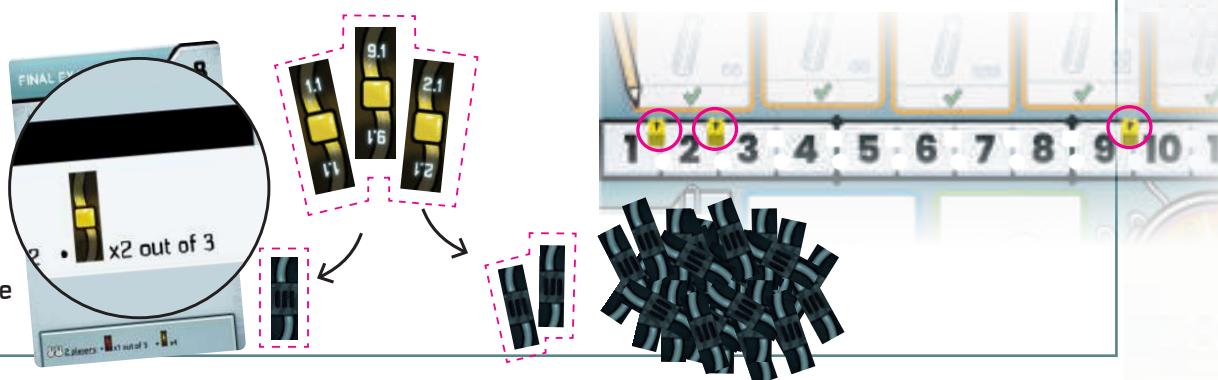
- Collect all 48 **blue** wire tiles (except for training missions 1, 2 & 3). There are 4 copies of each number 1-12.
- Take the number of **red** and **yellow** wires shown on the **Mission** card by drawing them at random.
- Look at the **red** and **yellow** tiles drawn and indicate the **red** and **yellow** values by placing the appropriate red and/or yellow markers in the spaces on the board, with their blank side faceup (make sure the "?" symbol is facedown).
- Then shuffle all the **Wire** tiles (**blue** + **red** + **yellow**) together facedown.



In some missions, the number of red and/or yellow wires is indicated as "1 out of 2", "1 out of 3", or "2 out of 3": In this case, the wires involved are only partially known. For example, when setting up "2 out of 3 **yellow** wires":

- Reveal 3 **yellow** Wire tiles.
- Place 3 markers  in matching board slots with their "?" side faceup to indicate that these numbers might be in play.
- Shuffle the 3 tiles facedown, add 2 of them facedown to the pile of **blue** tiles, and set the third tile aside, out of play, without revealing it.

Thus, only 2 of the 3 **yellow** wires seen are actually in play, but all 3 possibilities are indicated by the "?" markers on the board.



6 Deal all wires facedown and as equally as possible among all the tile stands. Some stands may have more tiles than others.

7 Bomb disposal experts take their dealt wires and carefully place them in their tile stand. Tiles must be placed with the information facing the bomb disposal expert and sorted from left-to-right in ascending order. Tiles on a stand are in that bomb disposal expert's hand.

NOTE: When a bomb disposal expert has 2 tile stands, deal, place, and sort the tiles separately for each stand. Later, during the game, both tile stands together form the player's hand (for purposes of equipment, **Info** tokens, specific rules, etc.).

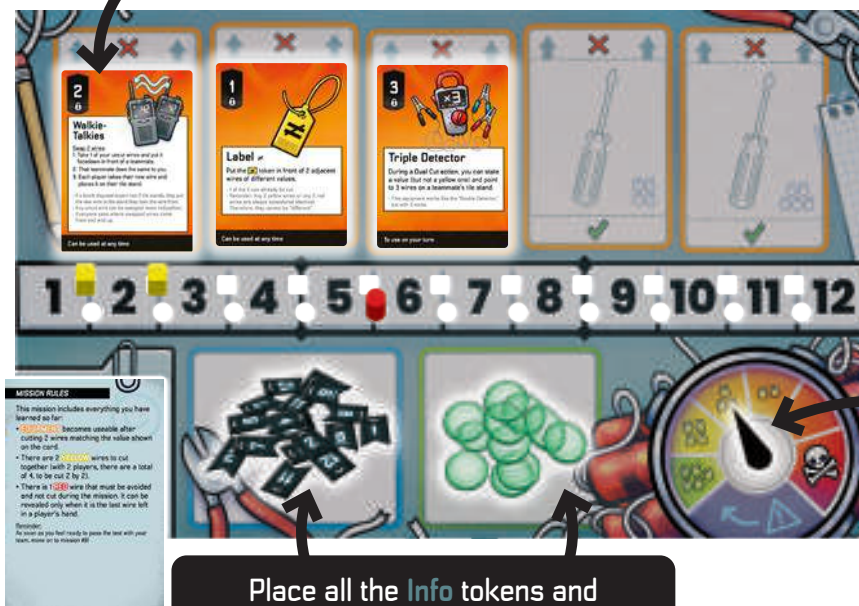


The decimal values shown on red and yellow wires are used only for sorting in ascending order. During the game they have no value, and are simply **RED** or **YELLOW**.

8 On the board:

Take as many **Equipment** cards as there are bomb disposal experts and place them faceup over the checkmark ✓, as you cannot use them yet.
This is the only equipment available for this game.

Example setup for 3 bomb disposal experts



Set the detonator dial to the section matching the number of bomb disposal experts.

Place all the **Info** tokens and the 12 **Validation** tokens here.



A new rule will soon appear here...

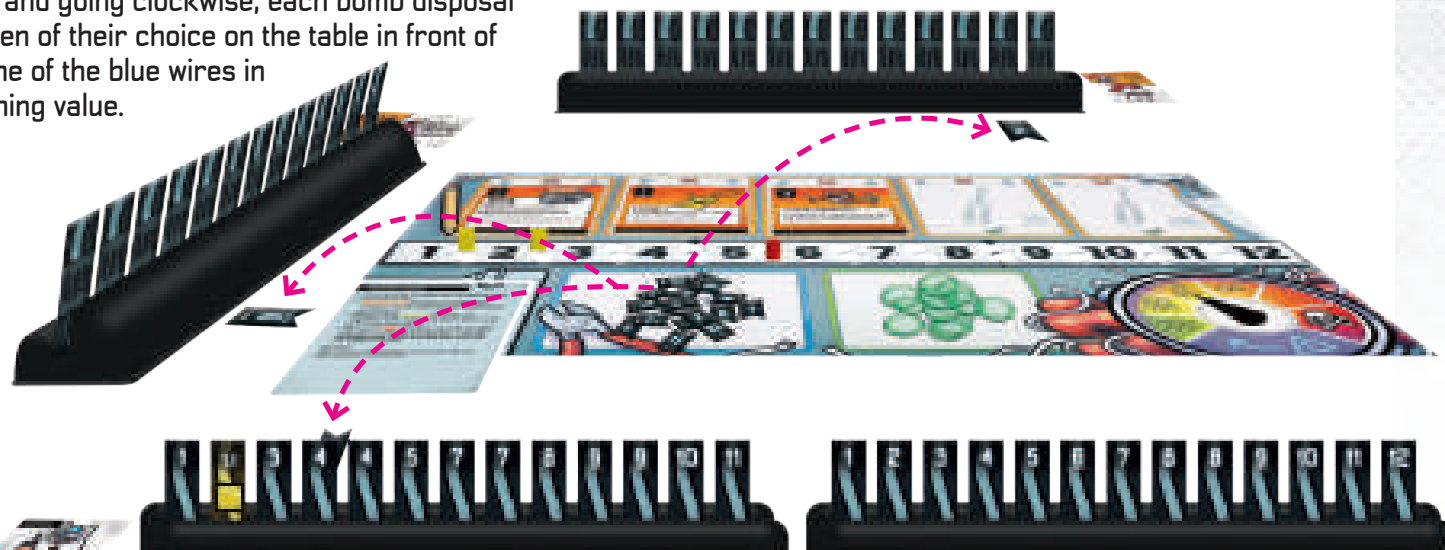
(B)

A new rule will soon appear here...

(C)

- 9 Starting with the Captain and going clockwise, each bomb disposal expert places an **Info** token of their choice on the table in front of their stand, pointing to one of the blue wires in their hand with the matching value.

⚠ You cannot use the yellow **Info** token during setup.



⚠ Remember:
2 tile stands = 1 hand. So be aware, when a bomb disposal expert has 2 tile stands, they only place 1 **Info** token (in front of the tile stand and blue wire of their choice).

The Game

Starting with the Captain and going clockwise, each bomb disposal expert takes a turn. On their turn, a bomb disposal expert (called the "active bomb disposal expert") must do 1 of the following 3 actions: Dual Cut action, Solo Cut action, or Reveal Your Red Wires action.



Dual Cut Action

The active bomb disposal expert must cut 2 identical wires: 1 of their own and 1 of their teammates'. They clearly point to a specific teammate's wire and guess what it is, stating its value. For example "This wire is a 9".

A If the active bomb disposal expert is correct, the action succeeds

- Their teammate takes that wire and places it faceup in front of their tile stand, without changing its position.
- Then the active bomb disposal expert takes their identical wire (or one of them if they have several) and places it faceup in front of their tile stand.

The Captain points to a teammate's "9," which just so happens to be a match. The dual cut action succeeds!

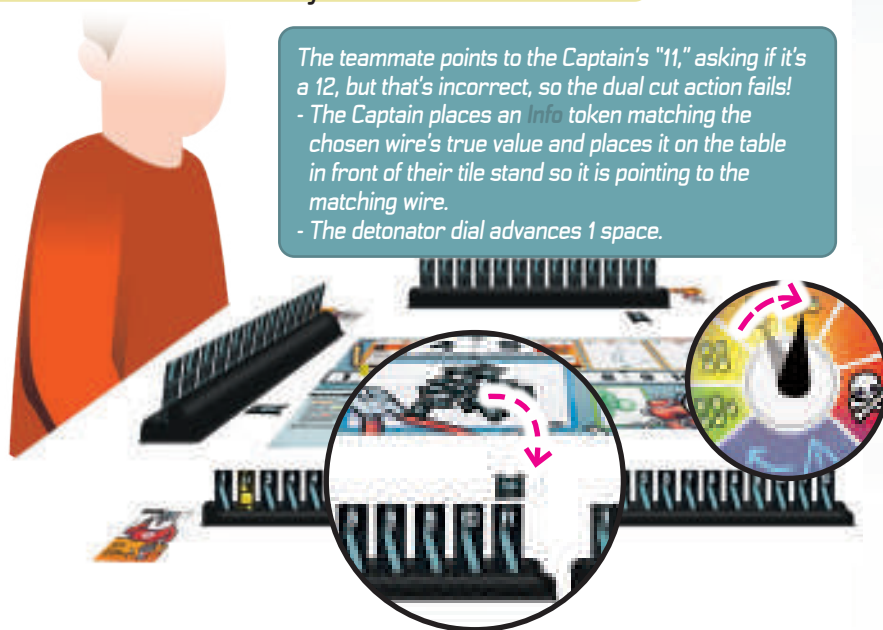
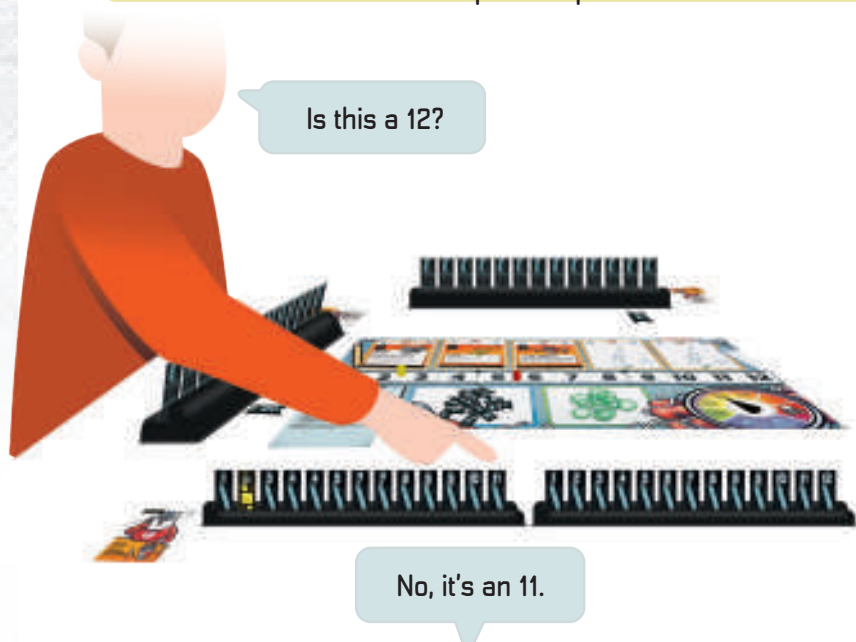
- The teammate places the chosen "9" wire faceup in front of their tile stand.
- The Captain also reveals one of their "9s" and places it faceup in front of their own tile stand.



B But if they are wrong, the action fails

- If the wire in question is **red**, the bomb explodes, and the mission ends in failure;
- If the wire in question is **blue** or **yellow**, the detonator dial advances 1 space (the bomb explodes if the dial reaches the skull and the mission fails), and their teammate places an **Info** token in front of the wire in question to show its real value.

Note: The active bomb disposal expert does not show where in their own hand the tile they had wanted to cut is.



The teammate points to the Captain's "11," asking if it's a 12, but that's incorrect, so the dual cut action fails!

- The Captain places an **Info** token matching the chosen wire's true value and places it on the table in front of their tile stand so it is pointing to the matching wire.
- The detonator dial advances 1 space.



Solo Cut Action

If the last of identical wires still in the game appear only in the active bomb disposal expert's hand, then they can cut those identical wires in pairs (either 2 or 4). This can be done on their own, without involving another bomb disposal expert.

- If they are lucky enough to have a full set of 4, they can cut all 4 wires at once.
- If a pair of wires of a given value have already been cut, they can cut the remaining 2 matching wires in their hand.

These cut wires are placed faceup on the table in front of the tile stand.

In this example, two "9s" were cut previously. The active bomb disposal expert carries out a Solo cut action: They cut the two remaining "9s" which are in their hand (in this case, on two tile stands).



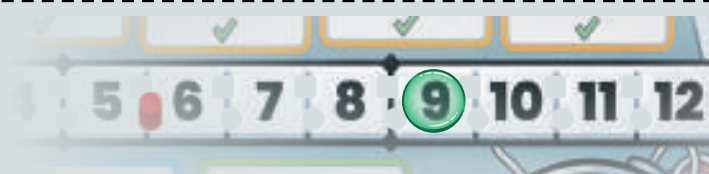
Reveal Your Red Wires Action

This action can occur only if the active bomb disposal expert's remaining uncut wires are all **RED**. They reveal them, placing them faceup on the table in front of their tile stand.



VALIDATION TOKENS

As soon as all 4 wires of the same value have been cut, place 1 **Validation** token on the matching number on the board. This visual reminder can save time and maybe even your life!



THE YELLOW WIRES

Yellow wires are cut the same way as **blue** wires (Dual or Solo Cut), but the numeric value is used only when sorting the tiles on the stand in ascending order during setup. During the game, all **yellow** wires are considered to have the same value: "**YELLOW**".

To cut a **yellow** wire, the active bomb disposal expert must have one in their hand, point to a teammate's wire, and say "This wire is yellow." If they are correct, the 2 wires are cut. Otherwise if incorrect, just as with **blue** wires, an **Info** token that reveals the actual value of the identified wire is placed, and the detonator dial advances 1 space.

- If a **yellow** wire is pointed at incorrectly, a **yellow Info** token is used, and the detonator dial advances 1 space.
- A Solo Cut action using **yellow** wires can occur only with a bomb disposal expert who has all the remaining **yellow** wires in their hand.



THE EQUIPMENT CARDS

• A piece of equipment becomes useable as soon as 2 wires of the value shown in the top-left corner of the card have been cut. Slide the **equipment** card up in its space to reveal the green checkmark, indicating that this effect is now useable.

- All **equipment** can be used only once. To show that it has been used, flip it facedown.
- The text on each card describes when the **equipment** can be used. Most can be used at any time by anyone, even not during their turn. A bomb disposal expert can use several **equipment** cards in a row.

NOTE: The X or Y ray equipment can be combined with the Double Detector, Triple Detector, or Super Detector (to indicate 2 values along with several wires!)



A pair of 9 wires is cut, equipment 9 becomes available.



THE CHARACTER CARDS

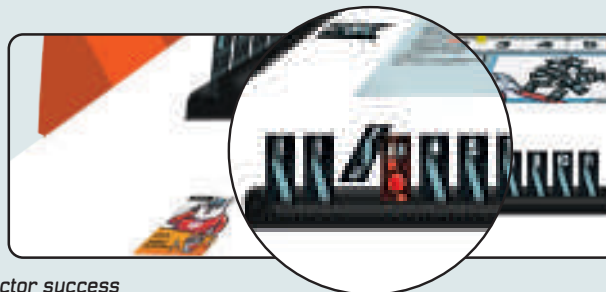
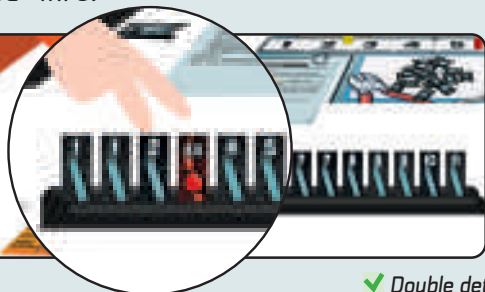
Each bomb disposal expert can use the personal equipment on their character card **once per mission**. To show that it has been used, flip it facedown.

Double Detector: During a **Dual Cut** action, the active bomb disposal expert states a value and points to **2 wires** in a teammate's stand (instead of only 1).

- If either of these 2 wires matches the stated value, the action **succeeds**.
 - If **both wires** are named correctly, the teammate does not share any details and simply chooses which of the 2 chosen wires to cut.
- If neither of the 2 wires matches the stated value, the action **fails**.
 - The detonator dial advances 1 space, and the teammate places 1 **Info** token on the table in front of 1 of the 2 chosen wires (their choice).
 - If only 1 of the 2 chosen wires is **red**, the bomb does not explode. The teammate does not share any details and simply places an **Info** token in front of the "not red" wire.

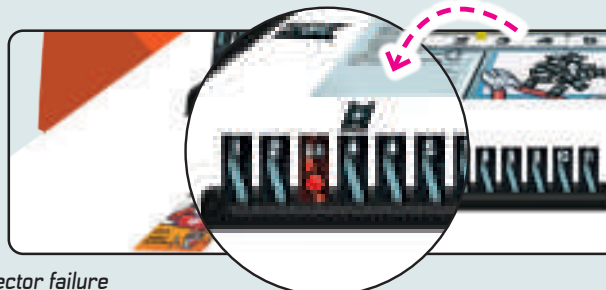
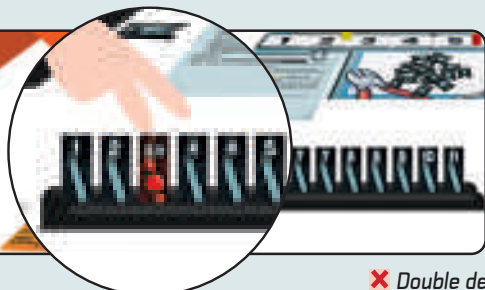


Is either of these wires a 2?



✓ Double detector success

Is either of these wires a 3?



✗ Double detector failure



Clarifications

No More Wires: When a bomb disposal expert has no wires left in hand and their tile stand is empty, the mission just carries on without them. Simply skip this bomb disposal expert's turn and continue taking turns in clockwise order with the other bomb disposal experts who still have wires in their hands.

Communication: To facilitate the gameplay experience, communication is intentionally very limited.

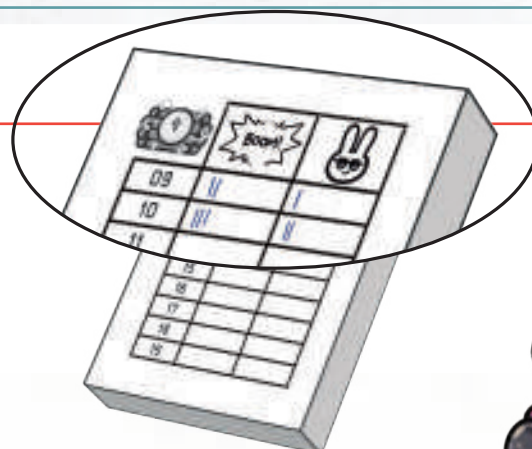
- It is **forbidden** to talk about the wires in one's hand, to imply their value, to recall information from previous turns, to share your guesses and assumptions aloud.
- It is **permitted** at any time to discuss general tactics, the use of equipment, to recall special rules, to remind a teammate to use their **Double Detector** or other equipment.

End of the Game

The mission ends in success when all bomb disposal experts have empty tile stands!

If the mission ends in failure (**red** wire cut or detonator dial advances to the  space), change which player is the Captain and restart the mission!

After you complete mission 8—congratulations, you can now open the first "Surprise" box, (Missions 9-19). Feel free to use the table on the back of the box to track your progress.



Number of wins and losses





QUICK REFERENCE GUIDE



Setup

- Everyone takes 1 character card.
- Shuffle the 48 **blue** wires with the **red/yellow** wires as indicated by mission setup instructions. Then distribute all wires facedown among tile stands as equally as possible.
- With 2 bomb disposal experts, each bomb disposal expert will use 2 tile stands. With 3 bomb disposal experts, only the Captain uses 2 tile stands.
- The number of **equipment** cards and the detonator dial's starting space will vary depending on the number of bomb disposal experts.
- Each bomb disposal expert places 1 **Info** token in front of their stand (but not a yellow one 🟡 during setup).

On Your Turn

- On your turn, do 1 of these actions:
 - **Dual Cut:**
Choose a value on a tile in your hand, then point at a teammate's tile and ask them if that tile is the value you chose (hope for a match!).
 - **✓ Matching values:** reveal both wires and place in front of their respective tile stands.
 - **✗ Not matching values:** the detonator dial advances and, if it hasn't reached the 💀, an **Info** token of the teammate's chosen wire's true value is placed in front of it.
 - **💣 Red wire:** the bomb explodes!
 - **Solo Cut:**
Reveal the 2 or 4 remaining wires of the same value and place them in front of your tile stand.
 - **Reveal Your Red Wires:**
If all your wires are **red**, reveal them.



End of the Game

- **Win:** All the tile stands are empty!
- **Loss:** The bomb exploded (**red** wire cut or detonator dial reached the 💀 space!)

REMEMBER:

- Each character has 1 personal equipment that can be used **once per game**.
- Equipment becomes useable **the first time 2 wires of the value shown on the card have been cut**.
- All the **yellow** wires are considered to have the same value: "**yellow**".
- All the **red** wires are considered to have the same value: "**red**".
- There are 4 copies of each **blue** wire from 1 to 12. **After all 4 wires of the same value have been cut, place a Validation 🟢 token on the board as a reminder.**
- **Double Stands:** A bomb disposal expert with 2 tile stands treats them both as a single hand.
- On some mission cards you will find a QR code that leads to an audio file. If you are unable to scan QR codes, you can find the file at: www.pegasusna.com/bombbusters-en

Game Design: Hisashi Hayashi
Illustrations: Dom2D
English Editorial: Steven Kimball
Pegasus Spiele North America,
2955 Lone Oak Drive, Ste 180, Eagan, MN, 55121,
with permission from Cocktail Games.
© 2024 Cocktail Games (www.cocktailgames.com).

Audio credits:
www.pegasusna.com/bombbusters-audiocredits-en
© of the US edition 2024 Pegasus Spiele GmbH.
v1.0 All rights reserved. Reprint or publication of the instructions, the game material or the illustrations is only permitted with prior permission.



Playing is Passion!
www.pegasusna.com

