

BOMBASTIC

*Can you find 3 in a row without
causing an explosion?*



WATCH THE HOW TO PLAY VIDEO

2 Players

5 Minutes per round

Ages 8+



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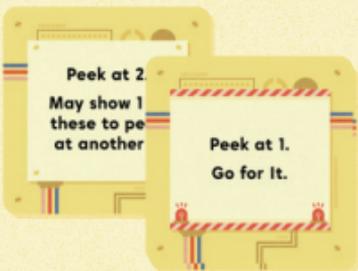
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GAME IDEA

In *Bombastic*, 2 players compete in a battle of wits, memory, and luck to flip 3 of their tiles in a row.

COMPONENTS



9 action cards
(7 regular, 2 **ALARM**)

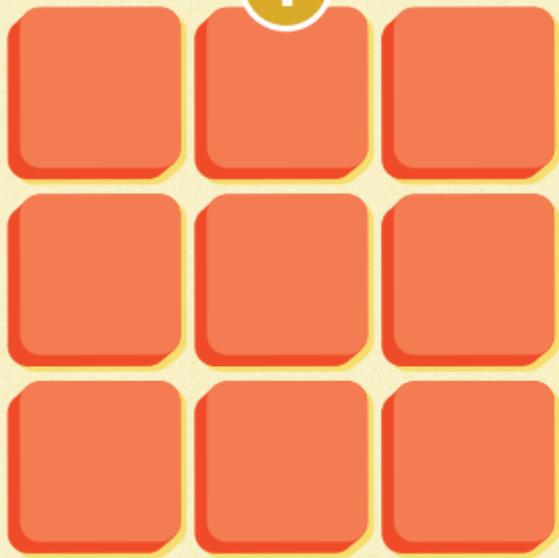


9 Tiles
(4 Xs, 4 Os, 1 Bomb)

SETUP

1. Shuffle the 9 tiles face down into a 3×3 grid.
2. Shuffle the action cards and reveal 2 next to the grid. Place the remaining cards in a face-down deck nearby.
 - ★ Ensure that the 2 starting face-up cards are not ALARM action cards. Draw replacements and shuffle ALARM cards back into the deck if needed.
3. The youngest player decides if they want to play as Xs or Os. Their opponent will play as the other. As a helpful reminder, arrange the open case between the players with their respective symbol (X or O) closer to them.

1



2

Peek at 2.
May show 1 of
these to peek
at another 1.

Show 3.
Secretly
arrange them.

PLAY

Players take turns 1 at a time, starting with the youngest player.

On your turn, either:

Go for It or **Use an Action Card**:

GO FOR IT

Show 3 in a row (horizontally, vertically, or diagonally).

- ✳ If all 3 are yours, you win!
- ✳ If 1 is the bomb, you lose!
- ✳ Otherwise, flip all the tiles face down, and your turn is over.

USE AN ACTION CARD

Select 1 of the 2 revealed action cards and perform its effects from top to bottom. Place the card face down under the deck and reveal the top card. (There will always be 2 revealed action cards.) Then, your turn is over.

*You **must** perform all effects on your chosen action card, unless the effect is preceded by “may.”*

VOCAB

PEEK: Secretly look at a tile, then return it to its original position.

SWAP: Swap the positions of 2 tiles, keeping them face down.

SHOW: Reveal a tile to both players, then flip it back over at the end of the effect.



GAME END

The game ends as soon as a player wins or loses. The main way to win is to **Go for It**. The main way to lose is by showing the bomb when you **Go for It**. However, some of the action cards present opportunities for winning and losing as well.

REGULAR ACTION CARD LIST

Peek at 2. May show 1 of these to peek at another 1. First, peek at any 2 tiles in the grid. You may choose to show 1 of these to your opponent. If you do, you may peek at another 1.

Peek at 2. May swap them with each other. First, peek at any 2 tiles. Then, you may choose to swap the 2 tiles you peeked at with each other.

Peek at 2. Swap 1 of these with another 1.

First, peek at any 2 tiles in the grid. Then, you must swap 1 of the tiles you peeked at with 1 of the tiles you did not peek at this turn.

Peek at 1. Swap any 2. May swap any

other 2. First, peek at any 1 tile. Then, you *must* swap any 2 tiles in the grid (this can include the tile you peeked at, but doesn't have to). Then, you *may* choose to swap any 2 tiles again.

Peek at as many as you want. If you see the

bomb, you lose. First, peek at any 1 tile. If it's the bomb, you lose the game. If it's not the bomb, you may choose to peek at another 1. You may continue doing this until you choose to stop and end your turn or see the bomb and lose.



Peek at 3 in a row. Opponent shuffles them.

First, peek at 3 tiles that are in a row (horizontally, vertically, or diagonally). Then, your opponent shuffles their positions randomly.

Show 3. Secretly arrange them. First, show any 3 tiles. Then, pick them up. While your opponent looks away, place them back in the open positions, face down and in whatever order you want.

ALARM ACTION CARD LIST

Peek at 1. Go for It. First, peek at any 1 tile. Then, Go for It. All the rules of Go for It apply.



Show 3 in an L shape. If they are all yours, you win. Otherwise, you lose. Flip any 3 tiles that are in an L shape (edge to edge, no diagonals). If all 3 are yours, you win the game. If at least 1 of them isn't yours, you lose the game.

PROMO PACK CARD LIST

Peek at 3. Opponent shows 1 or 2 of these. If they show the bomb, you win. First, peek at any 3 tiles. Then, your opponent must show 1 or 2 of the tiles you peeked at. If they show the bomb, you win.

Show 1. Secretly swap it with another 1. First, show any tile. Then, while your opponent looks away, flip it face down and swap it with any other tile. Do not look at the other tile.



ON YOUR TURN, EITHER:

CHOOSE 1 OF 2 CARDS

Follow the card's instructions, then replace it with a new card from the deck; or

GO FOR IT

Flip 3 tiles in a row (horizontal, vertical, or diagonal):

- ✳ If all 3 are yours, you win!
- ✳ If 1 is the bomb, you lose!
- ✳ Otherwise, flip all the tiles face down, and your turn is over.