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1. Two packs of letter cards, 55 cards in each. Each card has a different combination of letters printed on both sides.
2. A special die, with three different faces.
3. The bomb. This is started by pressing the button underneath. It has a special timer so that it will explode some time between 10 and 60 seconds. AAA Batteries (x2) not included. Insert as shown overleaf.

AIM OF THE GAME

To make words, which include the letters printed on the card, before the bomb goes off!

PLAYING THE GAME

Shuffle the cards together, deal 13 cards into a pile, and put the rest to one side. The first player starts by taking the bomb and the die. Roll the die; this decides whereabouts in the word the letters may be used.



Letters may not be used at the *start* of the word



Letters may be used *anywhere* in the word



Letters may not be used at the *end* of the word

Now start the bomb, and quickly turn over the top card from the pile of 13. These are the letters which must be used until the bomb explodes. As soon as you have said a word which includes the letters, PASS THE BOMB on to the player on your left. Play continues until the bomb goes off. Whoever has the bomb at that time is given the card that has been used as a penalty, and starts the next round by rolling the die, starting the bomb, and turning over the next card.

The game continues until all 13 cards have been used. The winner is the player holding the least number of cards. If there is a tie, the players involved continue to play on a sudden death basis, drawing one card at a time from the top of the unused pile until a clear winner is found.

PERMITTED WORDS

Any word in common usage is allowed, including proper names, brand names, colloquial words, and also foreign words in general use, e.g. BLITZKRIEG, ARPEGGIO, DENOUEMENT, KIBBUTZ, etc.

A word may not be used twice in a round, but may be used in a subsequent round. For a more challenging game, do not allow simple derivatives to be used; if PLAY has been used, do not use PLAYS, PLAYED, PLAYING. (DISPLAY, REPLAY, FOREPLAY would be OK.)

The letters printed on the cards must be used in that exact sequence as part of a larger word, e.g., ANT can be used in PANT, SCANTY, ANTELOPE. It cannot be used on its own, or in AUNT, QUAIN or ADVENTURE.

FINALLY...

A player's turn is finished as soon as he or she has said an acceptable word, and passed the bomb on, even if the next player has not yet taken hold of the bomb.

Any player may challenge a word that has just been said, as not being acceptable. The player holding the bomb can then pass it back to the previous player to try again. If there is any argument about whether it is a proper word, all players vote. If the bomb goes off before the decision is made, and the word is accepted, the player who has passed the bomb back loses. If the word is not accepted, the player who said the word loses.

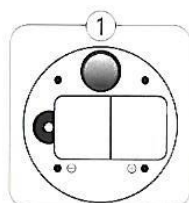
When a challenge is made, the player who has been passed the bomb does not have to pass it back, but may prefer to say a word and pass the bomb on, rather than run the risk of a challenge being overruled and the bomb going off.



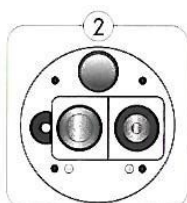
Rules © Gibsons, Sutton, Surrey SM1 4AF. UK
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INSERTION AND EXCHANGING BATTERIES:

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



without batteries



correct battery
installation

- ★ Do not use rechargeable batteries
- ★ Do not attempt to charge 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

RECYCLING INFORMATION

We all have a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment and safe disposal.

Some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

The crossed out wheellie-bin symbol on this product is to remind you that waste electrical and electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a local recycling site. Please also remember to dispose of spent batteries in the special recycling bins, often found in supermarkets or electrical stores.

Please retain these instructions for future reference.

WARNING! Not suitable for children under 36 months. Contains small parts. Choking hazard.