IT'S A BOMB!

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[12.04.2099 | MSG047795146-NMC] Urgent message for the Security Officer of infrastructural heritage. A group of biological employees from the sorting department found an explosive device inside lab N457, assigned to project ReLife. The bomb is about to explode. The employees are of low level and expendable, but the economic damage in case of the lab's destruction would be immense. They have already been contacted by the Crisis Unit, but they'll have to proceed with the defusing themselves.

The following message was intercepted and blocked. In case of explosion, we recommend to engage the standard media management procedure [protocol 27bis].

<We are the Pro-Human group and we fight against the dominion of corporations to protect our humanity. We placed a bomb inside a lab of NeoMed Corp, where they are experimenting on the integration of biological components and machines. These components are illegally extracted from living human subjects.>
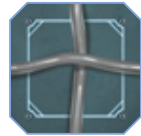
It's a Bomb! Is a game in which all players work towards a collective victory. One player plays the role of the Crisis Unit, while all other players are the expendable employees that found themselves stuck with a bomb that's about to explode.
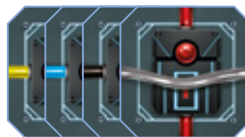
COMPONENTS

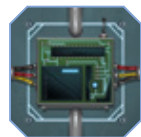**42 tiles**, divided into:
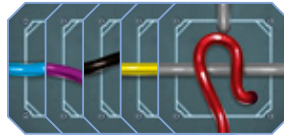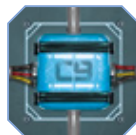
15 colored cables
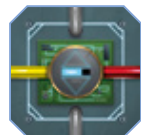(in 5 colors)

16 grey cables

4 Auxiliary
Detonators

1 Receiver

5 Explosives

1 Battery

Note: the orientation of the Cable tiles is merely aesthetic.

2

44 tokens, divided into:

10 Explosives

2 Batteries

2 Receivers

30 colored cables
in 5 colors, bent differently
for each color
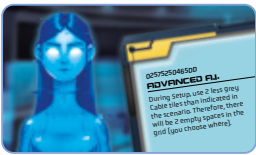
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14 Countdown cards, divided into:

10 Consultant cards

1 Explosion

1 Call

9 Timer (with
different values)

3 Disturbed
Signal

This rulebook

**The Scenario
Handbook**

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1 #wesurvivedthebomb certificate

1 Crisis Unit screen

3 Extra tokens
These tokens are never used in the base
game, but they may be used in future extra
scenarios *(see Scenarios)*.

GAME OBJECTIVE

Players will have to find clues and cut the correct Cables to prevent the bomb from exploding and win the game. Treasure the precious information fed by the player representing the Crisis Unit and use the special abilities of the Crisis Unit's Consultants.

SETUP

1. Choose a scenario to play. Take the tiles and Consultant cards shown in the chosen scenario's setup *(see Scenarios)*.
2. Choose a player to play the role of the Crisis Unit. That player puts the screen in front of themselves with all tiles behind it and places the selected Consultant cards beside the screen, facing them.
3. The other players are the expendable employees that are stuck with the bomb. Flip down the tiles and shuffle them without looking. Form a grid of face-down tiles following the scenario's instructions.
4. Prepare the Countdown deck by putting the Explosion card on the bottom and the Timer cards in ascending order from 00:10 to the card with the value indicated by the scenario at "Available time" (each card represents a time lapse of 10 second on the timer). Some scenarios have special setup rules *(see Scenarios)*.

Tip: it's better if no one else is sitting at the same side of the table as the Crisis Unit. In any case, players should be careful not to peek while the Crisis Unit is checking the tiles.

Setup example for the Training scenario
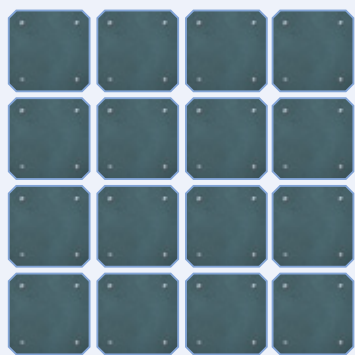
GAMEPLAY

Each round represents 10 seconds in the game world and it's made up of the following phases:

1. *Ask for Information or Cut a Cable.*
2. *Advance the Countdown.*

1A. ASKING FOR INFORMATION

The expendable employees can Ask the Crisis Unit for Information about a specific horizontal or vertical row of tiles. The Crisis Unit looks at the hidden side of those tiles, **taking care not to show them to the other players**. Then the Crisis Unit places a shuffled pile of tokens next to the examined row, corresponding to the colored Cables and/or special elements seen.
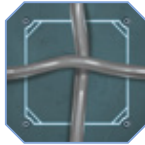
Grey Cables represent bait Cables and aren't indicated with any token.

IMPORTANT: if no special ability was activated, all tokens must be placed in a random order next to the row. The Crisis Unit puts aside the tokens corresponding to the elements observed while looking at the tiles. Hiding behind the screen, the Crisis Unit verifies again that those tokens are the correct ones, then shuffles them inside a closed fist before showing them.

Example 1
The expendable employees Ask for Information about the following row of tiles.

*The Crisis Unit looks at the tiles **in secret** and peeks at their hidden side. Then the Crisis Unit places 2 yellow Cable token, 1 red Cable token and 1 Exploding token behind the screen.*
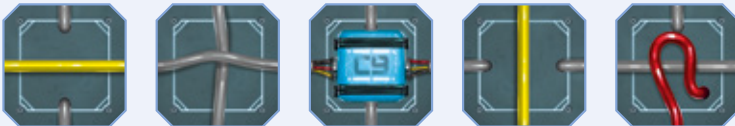
After verifying everything again, the Crisis Unit takes the 4 tokens in one hand, shuffles them while keeping them secret and finally places them next to the inspected row in a random order.

1B. CUTTING A CABLE

The expendable employees can decide to *Cut a Cable*, flipping up one of the tiles on the grid.

- If the revealed tile is an Explosive, the bomb explodes and the players lose the game.
- If it's a grey Cable or a Cable of a color that has already been cut, nothing happens.
- If it's a Cable of a color that hasn't already been cut, skip the *Advance the Countdown* phase and start another round.

2. ADVANCING THE COUNTDOWN

Discard the first card of the Countdown deck. If this way you reveal an Explosion card, the bomb explodes and the players lose the game. Otherwise, start a new round.
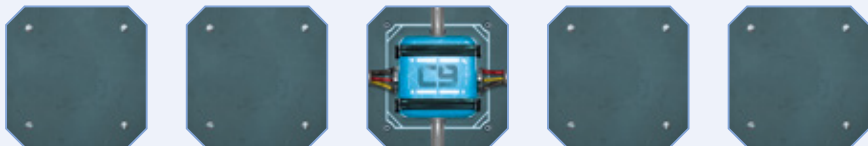

Example 2

The players declare they want to Cut a Cable on this row and reveal the chosen tile. If the flipped tile is:

- *A Grey Cable or a Cable of a color that has already been cut — nothing happens.*

- *An Explosive — the bomb explodes and the players lose the game.*

- *A Cable of a color that hasn't already been cut — players skip the Advance the Countdown phase and find themselves one step closer to victory!*

Enrique Almas
CAPTURED ACCOMPLICE
During the Cutting a Cable phase, prevent a Cable chosen by the expendable employees from being cut.

CONSULTANT CARDS

Depending on the chosen scenario, the Crisis Unit could have access to a number of Consultant cards, each with a different special ability. The choice of when to use them rests solely with the Crisis Unit. Each card specifies the moment of the round in which it has effect. Consultant cards must be discarded and returned to the box after activation.

Using a special ability at the right time is essential to win!

END OF THE GAME

If the Explosion card is revealed from the Countdown deck or an Explosive tile is flipped, the bomb detonates and the players lose the game. If the players manage to cut at least one Cable of each color, the bomb is successfully defused and they win the game. To determine your skill level, you can calculate a team score by using the following table.
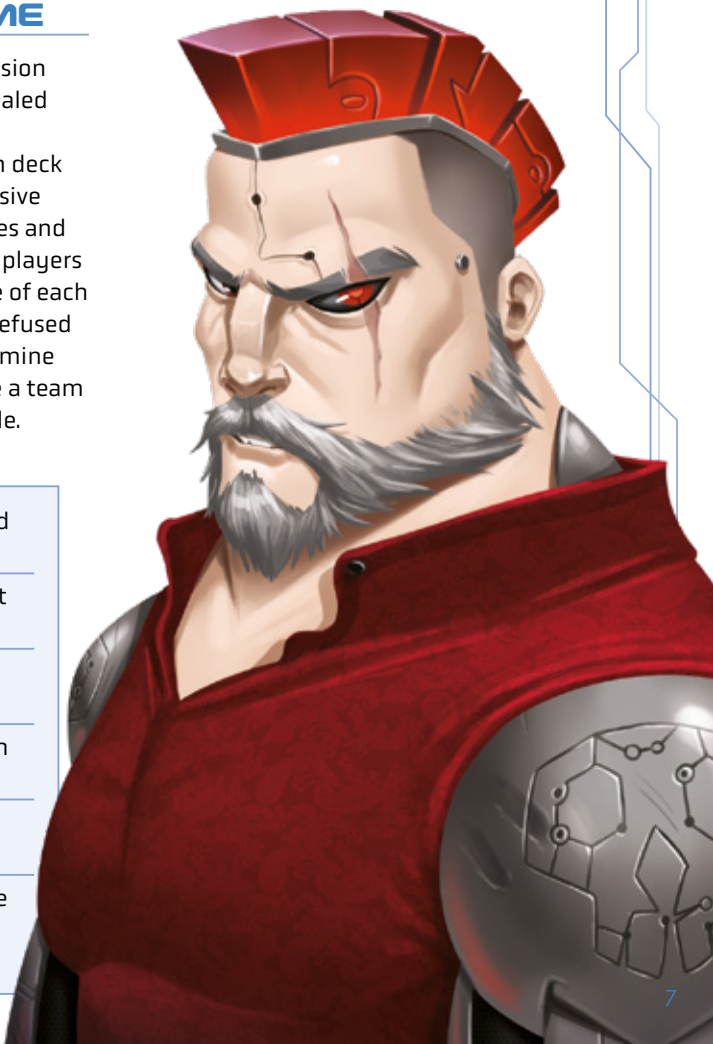
+3 points for each Timer card still in the Countdown deck.

+2 points for each Consultant you haven't used.

+1 point if you completed a standard scenario (1–5).

+2 points if you completed an advanced scenario (6–10).

+3 points if you completed a special scenario (11–12).

–1 point for each player at the table.

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SPECIAL THANKS

This game turned out as explosive as it is also thanks to the many playtesters that followed the various development phases. They've supported this project even through its initial failings and weaknesses. Among them, and I already know I'll forget about someone, we have: Alessandra Di Graziano, Anteo Imperato, Antonello "Rocky" Roccazzella, Claudio Bagliani, Emanuele "Doc" Zulian, Giampiero Puglisi, Ivette Marchese, Julie Carpinelli, Luca Araudo, Luca Bobbio, Luigi "Bigio" Cecchi, Luigi Briganti, Maura Tuveri, Renato Ciervo, Silvia Araudo, Stefania Clori, Valentina Sacco, Walter Menga, William Greco.

ACKNOWLEDGMENTS

Do you want to stay updated on the rule book?