IT'S A BOMB!

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SCENARIOS

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SCENARIOS

It's a Bomb! can be played at several difficulty levels. If this is your first game, we recommend to start with the first scenario *(Training)* that will allow you to master the basic rules in just a few minutes. Then, you could face the other scenarios in sequence, this way you'll tackle ever new and increasingly difficult challenges.

CAUTION: many scenarios introduce additional rules and components that may modify the general rules of the game. In the case in which a rule in a scenario conflict with a general rule, **the scenario rule prevails**.

1. TRAINING

The umpteenth report from management just arrived. It seems that today we employees are scheduled for a training session… to learn how to defuse a bomb? When will we ever need that?

Grid: 4x4 tiles	**Consultants:** Drone Pilot and Electrical Engineer
Time Available: 01:00	**Tiles:** 2 red Cables, 2 black Cables, 2 blue Cables, 1 Explosive, 7 grey Cables

2. BOMB BRIEFCASE

Someone must have forgotten their briefcase in the office… but, then again, why did you find it in the broom closet? And why is it making this strange whirring sound?

Grid: 4x5 tiles	**Consultants:** 2 at random
Time Available: 01:00	**Tiles:** 2 red Cables, 2 black Cables, 2 blue Cables, 3 Explosives, 9 grey Cables

3. THE BOX

This box of components that was delivered today has something strange about it. Also, the sender does not appear on the list of suppliers.
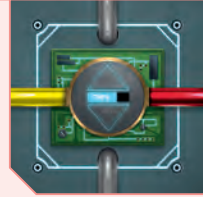
Grid: 5x5 tiles	**Consultants:** 3 at random
Time Available: 01:00	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 4 Explosives, 9 grey Cables

4. IMPROVED BOMB BRIEFCASE

You have to face another briefcase and this time the Crisis Unit tells you that some of the Cables are connected to an anti-tampering system. Luckily, you "simply" have to find the battery first.

Grid: 4x5 tiles	**Consultants:** 3 at random
Time Available: 01:00	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 2 Explosives, 1 Battery, 5 grey Cables

Battery: it must be removed like any normal colored Cable, but only **after** having cut both the red and the yellow Cables. If it's cut while the red and/or yellow Cable are still intact, the bomb explodes. If the employees ask for information about the row where the battery is, the Crisis Unit indicates its presence by using the Battery token, like they would do for a colored Cable.

5. IMPROVED BOX

It's about time management sent a Christmas present to you workers of the maintenance crew! Wait a minute... it's a bomb! And it seems like they added some Auxiliary Detonators. Cripes!

Grid: 5x5 tiles	**Consultants:** 3 at random
Time Available: 01:00	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 3 Explosives, 4 Auxiliary Detonators, 6 grey Cables

Auxiliary Detonators: during the *Asking for Information* action, the Detonators aren't signaled in any way, exactly like it happens with grey Cables (but they aren't considered grey Cables for the purpose of the Consultants' abilities). If an Auxiliary Detonator is cut while the cable shown on the tile is still intact, the bomb explodes (for example: cutting the Detonator represented here makes the bomb explode if the red Cable is still intact).
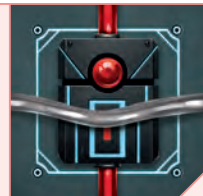
6. ADVANCED BOMB

Someone is helping the terrorist cell... someone with money. There's no other explanation for such complex schematics. Normal procedures aren't enough anymore.

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Grid: 5x5 tiles	**Consultants:** Informant, Netrunner, 2 others at random
Time Available: 01:20	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 4 Explosives, 9 grey Cables
Cutting order:	

Cutting order: the Cables of this bomb must be cut in the shown order. If a Cable of a color you haven't cut before is cut without following the order, the bomb explodes.

7. REMOTE CONTROLLED BOMB

The holoscanner analysis shows that inside the bomb there is a receiver connected to the nexus. The terrorists could detonate it remotely at any moment!

Grid: 5x5 tiles	**Consultants:** 2 at random
Time Available: 01:20	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 4 Explosives, 8 grey Cables, 1 Receiver

Call: after composing the Countdown deck, the Crisis Unit takes the cards from 00:10 to 00:30, shuffles them face down together with the Call card without looking, then puts the other Timer cards ordered from 00:50 to 01:20 on top of them.

Receiver: it can be cut like a normal colored Cable (so when it's cut, you skip the *Advance the Countdown* phase). If it's still intact when you reveal the Call card, the players have one last attempt to cut it, and if they fail the bomb explodes. If it's no longer present or they remove it during that attempt, discard the Call card and keep playing. If the Employees ask for information about the row where the Receiver is, the Crisis Unit indicates its presence by using the Receiver token, like they would do for a colored Cable.
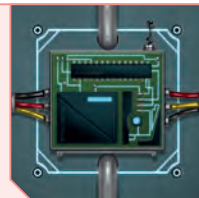
8. EXPLODING CRATE

The terrorists are going all out! You've opened a crate that should have had a spinal column extractor inside and instead you found a tangle of cables around a block of C9. And this time, the bomb's schematics looks incredibly complex.

Grid: 6x6 tiles	**Consultants:** 4 at random
Time Available: 01:20	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 3 purple Cables, 5 Explosives, 16 grey Cables

Purple Cables: they are simply another color of Cable you have to defuse. They follow the normal rules for colored Cables.
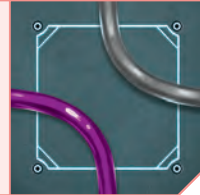
9. MOVING BOMB

The bomb was placed under the van you're using to move research materials to the Delta laboratory. This time there's no visible display and the zone you're traveling through is full of tunnels.

Grid: 6x6 tiles	**Consultants:** 3 at random
Time Available: 10 turns	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 3 purple Cables, 5 Explosives, 16 grey Cables

Special rule: take 6 random Timer cards, keeping them face down (they'll show the side with the illegible timer), shuffle them together with the 3 Disturbed Signal cards and put them on top of the Explosion card. Then put another face down Timer card on top of them. During the game, put all discarded cards under the Countdown Deck. Since the backs of all cards show an illegible display and the Countdown deck never decreases, it's not possible to easily know how many turns you still have (you can keep count in your head, but you can't check how many cards you still have until the explosion).

Disturbed Signal: when the Countdown deck shows a Disturbed Signal card, it's **not** possible to *Ask the Crisis Unit for Information*, nor to benefit from the powers of Consultants. In this case, you're only allowed to take a single *Cutting a Cable* action, or you can choose to do nothing and skip the turn. In both cases, the Disturbed Signal is discarded.
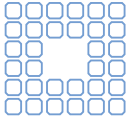
10. PIPE BOMB

This bomb arrived here disguised as a roll of projects for the new section. It looks like a variation of those old artisanal bombs you may have seen in museums. But a lot more powerful.

Grid: 9x3 tiles	**Consultants:** 3 at random
Time Available: 01:10	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 5 Explosives, 6 grey Cables, 4 Auxiliary Detonators

11. THE CHANDELIER

The terrorists somehow hid the time bomb in the lab's circular chandelier.

Grid: 6x6 tiles, but the central 2x2 square is empty		**Consultants:** 3 at random
Time Available: 01:30		**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 3 purple Cables, 5 Explosives, 8 grey Cables, 4 Auxiliary Detonators
Cutting order:		

12. DOUBLE BOMB

Two bombs! They sent us two bloody bombs!!!

Grid: 2 grids of 4x4 tiles	**Consultants:** 3 at random
Time Available: 8 turns	**Tiles:** 3 red Cables, 3 black Cables, 3 blue Cables, 3 yellow Cables, 3 purple Cables, 5 Explosives, 12 grey Cables

Special rules: take 5 random Timer cards, keeping them face down (they'll show the side with the illegible timer), shuffle them together with 2 Disturbed Signal cards and put them on top of the Explosion card. Then put another face down Timer card on top of them. During the game, put all discarded cards under the Countdown Deck. Since the backs of all cards show an illegible display and the Countdown deck never decreases, it's not possible to easily know how many turns you still have. To create the two grids, take the 12 grey Cable tiles and put 6 of them face down in two piles. Then, shuffle the remaining tiles face down and add 10 to each pile. Finally, shuffle each of those piles separately and use them to create the two 4x4 grids.

ADDITIONAL BOMBS

If you've defused all of the bombs in these scenarios, you could try to face them again to win a better score, or you could make your own bombs, experimenting with new schematics and/or different combinations of the modules explained in this manual.

Additionally, you can consult the dedicated website www.gateongames.com/wesurvivedthebomb or scan the QR code to discover new scenarios!

If you want to increase the number of extra scenarios, take a picture of your victories with the #wesurvivedthebomb certificate included in the box. On the same page linked above, you can upload the photos of your victories. Of course, you can also share them on your social profiles, using the hashtag #wesurvivedthebomb.

We'll periodically add new bombs to unlock and we'll award the best photos. The more photos you upload, the more extra scenarios you'll unlock!

On the site reachable through the QR code you'll find more information on how to unlock new extra scenarios.

GAMEPLAY

1. Asking for information OR Cutting a Cable

Asking for Information:

The expendable employees *Ask for Information* about a row of tiles:

a. they choose a vertical or horizontal row.

b. the Crisis Unit looks at those tiles in secret.

c. the Crisis Unit places a shuffled pile of tokens of the colored Cables and/or special elements seen next to the row.

Cutting a Cable:

The expendable employees choose a tile on the grid and flip it:

⚮ If it's a grey Cable or a Cable of a color that has already been cut, nothing happens.

⚮ If it's an Explosive, the players lose the game.

⚮ If it's a Cable of a color that hasn't already been cut, skip the *Advance the Countdown* phase.

⚮ If it's a special component refer to the rules for the scenario.

2. Advance the Countdown

Discard the first card of the Countdown deck.

CONSULTANT CARDS

On each Consultant card it says when it can be used. Each card is returned to the box after use. The choice of when to use them is only up to the Crisis Unit.

END OF THE GAME

Victory: you win if, before the explosion, you manage to cut at least one colored Cable of each color. Some scenarios could require you to satisfy additional win conditions.

Defeat: you lose the game if you flip an Explosive tile or if the top card of the Countdown deck is the Explosion card. Some scenarios could add other defeat conditions.
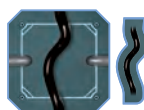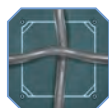
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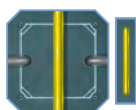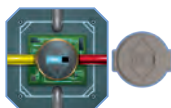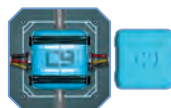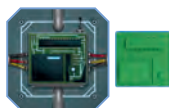

Blue Cable Yellow Cable Black Cable Red Cable Purple Cable

Grey Cable Battery Auxiliary Detonator Explosive Receiver