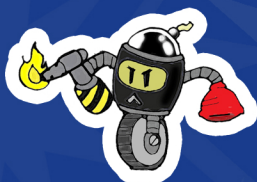


BLAST TACTICS

Instructions:

Components:
1x Rulebook



-4x Bombon Player Minis, 8x Clear Stands



-20x Bomb Tokens (5x each per Player color)



-4x Heart Tokens



-20x Blastable Block/Item Tiles (8x Bomb-ups,
7x Speed-ups, 5x Flame-Max)



-10x Arena Tiles (9x Floor Tiles)



-16x Ability Cards



-24x Game Variant Items (Power-Up Pad/Teleporter,
Hole/Cracked Turf, Conveyor Belt)
-1x Overtime Caution Token

Object of the Game:

Be the last one standing to win! Players will move and lay bombs, destroy blocks to collect power-up items, and try to blow up the other players before the walls close in and the clock runs out!

Setup:

Arena Setup:

Set up the Arena Tiles in the following way based on player count, then add the Blastable Blocks and Player Figures accordingly. Attach the border tiles around the arena once made.

Note: You can design your own arenas, even lining them up in ways other than a grid pattern!

Player Setup:

First, put together the standees by attaching the clear plastic stands to the top and bottom (head and wheel) of each standee to create your Bombon mini figures.

Each player chooses a Bombon mini figure, placing them on the board setup above, and takes a Heart Token and two Bombs of their color, and places these items in front of them in their inventory. The remaining Bombs are set in a stockpile on one side of the playing area.

Ability Card Deck Setup: Set the 'OVERTIME!' card aside, and then shuffle the Ability Card deck. Draw two cards from the deck and shuffle them together with the 'OVERTIME!' card, and then place all three cards face-down underneath the Ability card deck, and do the following based on player count:

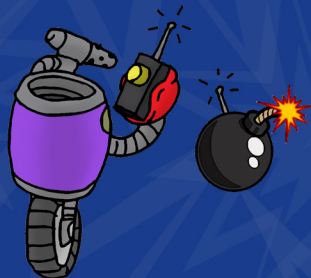
2-player - Take 5 Item Cards face-down from the top of the deck and place them on the bottom of the deck.

3-player - Take 3 Item Cards face-down from the top of the deck and place them on the bottom of the deck.

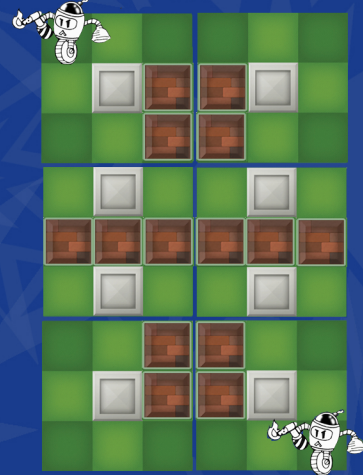
4-player - Nothing, you're good to go!

This "sets the clock" and determines how quickly Sudden Death occurs.

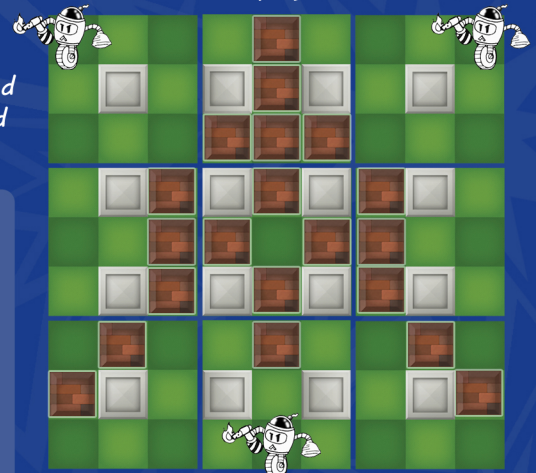
Set this deck to one side of the playing area, and draw the top two Ability Cards, placing them face-up, side-by-side, and within reach of all players. You're now ready to play!



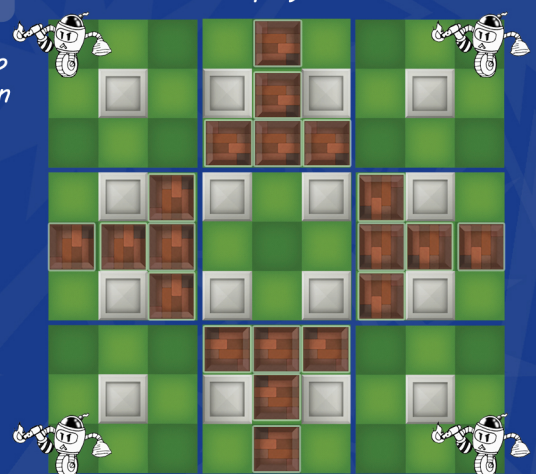
2-player



3-player



4-player



Gameplay:

Determine which player starts first (you decide how!), and each player takes their turn in clockwise order. On each player's turn, they will complete the following phases:
Phases on a Player's Turn:

1a) Bomb Phase: Tick, tock, boom! Any of your Bombs that are in play are flipped from Fresh-Side-Up (plain bomb face) to Pre-detonate-Side-Up (large yellow spark icon in center of bomb face). Any Bombs already Predetonate-Side-Up are now detonated, and any Players, Bombs, Item Tiles or Blastable Blocks are affected accordingly (refer to 'Bombs'). All detonated Bombs return to the matching-colored players inventory. NOTE: All Bombs by default have a flame distance of two spaces at the start of the game, meaning they damage the adjacent spaces, and one more space after those.

1b) OVERTIME! Phase: If the OVERTIME! card was drawn, it occurs here on that player who drew its next turn and all future turns. Otherwise ignore this phase.

2) Draw Phase: Restock cards from the Ability Card deck so that two are face-up. There should never be more or less than 2 Ability Cards exposed/available to use at the start of a players turn.

3) Action Phase: Move up to your movement limit, and lay Bombs anywhere along the path you travel this turn. NOTE: All Players start the game with only two Moves per turn, and players may play as many bombs as they currently have in their inventory on their turn. As the game progresses, you can get additional Moves from Speed-Up Items (see 'Items') or flipping your Heart Token.

In addition to moving you may also choose to 'spend' your unused Move actions to buy either face-up Ability Card and take it in to your possession to freely and exclusively use this turn, or on any of your future turns. Each player can only hold up to 3 Ability Cards. Once a Ability Card is in your possession it is free to use at any time during your turns, and in any order. You may discard Ability Cards.

Movement

All players start each game with two moves per turn. A single movement consists of a player moving in a straight line, from one square to another square any reachable distance away. (Note: Players move similar to the Rook/Tower piece in Chess, in that they can move any amount of spaces freely from one square to another square in a straight line, and doing this still only consists of a single Move action.) Players can only move on the green exposed squares of the arena. Players can also move through a space with another Bombon in it, however they cannot end their move on that space, or lay bombs in it. Players cannot move through Grey Blocks or Blastable Blocks but can destroy Blastable Blocks with Bombs to clear out new paths. They also cannot move through spaces with Bombs, including their own, but they can move out of a space that occupies a Bomb that they are currently in (For example, a player can lay a bomb down in the space they currently occupy, and stay there or move out from it.) Whenever a player moves into a space with an Item Tile, they must stop their movement in that space, and collect the Item. If they wish to continue moving they must use another Movement.

White Bombon Moves once, laying a Bomb along its path.



White Bombon Moves a second time, but has to stop on the item, collecting it into their inventory.



White Bombon uses the Speed-Up item to move a third time, laying a bomb in their final space.



Bombs

Bombs are placed freely in any square along the path a player's Bombon has moved during their turn (except in a space another Bombon already occupies). Only one Bomb can be laid per space. You can even place a Bomb directly underneath you at the beginning (before you move) or end of each movement (after you finished moving). If you move into a space with an Item Tile, you get that item immediately, and you can place a Bomb in that space too, if you wish. Whenever a Bomb is placed on a space the player laying the Bomb occupies, it is always placed directly underneath them. A player can only lay as many bombs as they currently hold, and once a Bomb is placed you cannot gain it back into your inventory until the Bomb is removed from the board by detonation or when an Arena Tile flips during OVERTIME!. A player can have up to five Bombs.

Note: A Bomb placed underneath a player at the beginning or end of a Move has the unique advantage of being able to be carried and/or launched using the Bomb Cannon Ability Card, or Rolled using the Bomb Roll Ability Card (See 'Ability Cards').

All Bomb tokens have two sides: a Fresh-side (plain bomb face) and a Pre-detonate-Side (large yellow ispark icon in the center of the bomb face). When a Bomb is laid, it is always laid Fresh-Side up. All Bombs by default have a flame distance of two spaces, meaning when a Bomb blows up eventually in the Bomb Phase of a player's turn, it damages any Players, Bombs, Item Tiles and Blastible Blocks up to two adjacent spaces away from it, in a plus-shaped explosion. Flames pass through Bombeon, potentially damaging more than one. The flame, however, does not pass through Bombs, Item Tokens or Blastible Blocks, but stops at them. Flames do not pass through Grey Blocks.

When a bomb blast hits a...

Player – The affected player takes damage. When you take damage, you flip your Heart Token. You now have an additional permanent Speed-Up on all turns going forward (this is a permanent upgrade, and not spent like the standard Speed-Up Item Tiles). They are not used as a Heart Token anymore.

A player only takes damage once per Bomb Phase.

It takes two hits to defeat a player (once for the Heart Token, and once for the player). Another way to explain it is if a player loses/flips a Heart Token, the next time (second time) they are hit, they are eliminated from the game. (Refer to 'Revenge Mode Variant' for what to do after you're eliminated!)

Bomb – The Bomb, regardless of whose it is, detonates, potentially causing further chain reactions, exploding more Bombs.

Blastible Block – (Red/Brown Brick Tiles) If hit, it flips in place and reveals an Item Tile. Players can now gain this item by moving in to the space it occupies. They must move into the space the item occupies to gain the item.

A player MUST stop a movement when moving into and collecting an item.

Grey Block – (Arena Block) Nothing can pass through Grey Blocks, including Players or the flames of any detonated Bomb.

Item Tile – The Item Tile is removed from the game.



The example to the left shows the Bomb Phase of the Black players turn. Two Black Bombs were Pre-detonated side up, so during the Black players Bomb phase they both detonate. With a flame span of two, the Bomb on the left blows up in a plus pattern, however the blast is blocked by the Grey Block and Arena edge. The right Bomb hits two other players, as the flame continues through players. It also hits a Blastible Block, which would cause the player to flip it to its Item side. It also hits an already exposed Item, which would cause it to be discarded from the game. And finally it hits a Pink player's Bomb, causing that Bomb to detonate. Once all explosions are resolved, detonated Bombs return to their correspondingly colored players.

Note: All things take damage only once per Bomb phase.

Hearts

Heart Tokens represent your health, or how many hits from a flame you can take. One Heart = One free hit. It takes two hits to defeat a player entirely. When you take damage, you flip one Heart Token, revealing a Permanent Speed-Up ability on the reverse side that you gain immediately for the rest of the game. You can only take damage once per any player's turn, and are then invincible until that turn ends.

If a player loses a Heart Token, the next time (second time) they are hit, they are eliminated from the game. Refer to 'Revenge Mode Variant' for what to do after you're eliminated!

Items

There are two types of items tiles you can gain: Two of which permanently upgrade your Bombon for the remainder of the game, and one which is spent once used.

Item Tiles

When you gain an item by moving into a space that contains a revealed Item Tile, it is taken from the board and placed in front of you. Its ability takes effect immediately. The three different types of Item Tiles are:



Bomb-Up: You can now lay one additional Bomb on your turn, permanently for the remainder of the game. When you collect this item, grab an additional Bomb token of your color from the stockpile. You can continue doing this, but can only lay up to 5 Bombs maximum. You may continue to gather Bomb-Up Items after that purely to stop others from gaining them.



Flame-Max: Your Bomb flame distance maxes out, permanently for the remainder of the game. (Example: You start the game with a flame distance of two spaces. After collecting this item, your bomb flame increases span as far as allowed). You may continue to gather Flame-Max Items after that purely to stop others from gaining them.



Speed-Up: Unlike the other two Item Tiles types, these are not permanent, and are spent (discarded) to gain their ability, but can be held for the remainder of the game until spent. There is no limit to how many Speed-Up tokens you can gain or use. Once gained into your inventory, spend this tile to move one more Movement, or spend it to buy an Ability Card on your turn.

Ability Cards

Ability Cards are one-time-use. You may spend unused Move actions to, rather than move, buy an Ability Card (or both) from the two exposed cards. You do not draw new Ability Cards after you buy them on your turn; they are replenished on the next player's turn, in their Draw Phase. A player's Ability Cards can only be used on that player's turn, and are played before or after a movement, when the player is still. Players do not have to use any Ability Cards on their turn and can save them for their future turns. Each player may hold up to 3 Ability cards, and may discard their currently held Ability Cards to make room for new Ability Cards.

When an Ability Card is used, it occurs immediately and then it is immediately placed in a discard pile to the side of the Ability Card deck.

During every player's turn (during their Draw Phase) cards are pulled from the deck and placed face up so that 2 Ability Cards are always exposed face-up for players to choose from at the start of their Action Phase. For example, if 1 Ability Card is already face up at the start of your Draw Phase you just draw, and place 1 more card face-up next to it - If no Ability Cards are exposed at the start of your Draw Phase, draw 2 cards and place them face-up side by side beside the playing area.

When the Ability Card deck depletes so that 2 cards cannot be exposed during the Draw Phase, reshuffle the discard pile to form a new Ability Card deck, and draw from the top until 2 Ability Cards are once again exposed.

When an Ability Card description below refers to 'obstacles', it's referring to Bombon pieces, Blastible Blocks, Grey Blocks (Arena Blocks), Items, and Bombs.

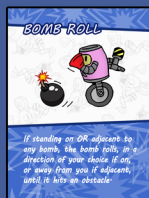
The five different types of Ability Cards are:



Bomb Push: When a player is adjacent to any Bomb, they can push it, knocking it in the opposite direction one space. If there is an obstacle of any kind in that space, the Bomb keeps bouncing in the same direction until it lands in the first available empty space (this could occur over multiple obstacles). Players can push a Bomb out of the arena and have the Bomb come out the opposite side in the same row or column it was pushed out of, bouncing in a line until it lands in the first available empty space. You cannot push a bomb a player is standing on.



Bomb Cannon: If a player is currently standing directly on a space with a Bomb of any color, they can pick up the Bomb, carry it (even through multiple turns), and throw it. When launched it moves similar to when a Bomb is pushed. You cannot launch a bomb unless it has a space to land in (it won't bounce infinitely, of course). When you use this Ability card, place the bomb on your player piece's head (loaded and ready to fire), and discard the card. Even though the card is discarded you can still launch it any time as long as it's on your head. Keep in mind, the Bomb still counts down to explode even when on a player's head.



Bomb Roll: When a player is adjacent to OR on top of any Bomb, they can roll it, causing it to roll in a straight line opposite the player if adjacent, or any direction of the player's choice if directly on top of it. The Bomb will stop when it hits an obstacle, or when the player chooses. Note: Rolled Bombs do NOT go over obstacles. You cannot roll a bomb a player is standing on. Bombs cannot be rolled over the edge of the arena ala the Push or Bomb Cannon Ability Cards.



Fast Detonate: A player may choose any one single Bomb of their own color in play, and if it's Fresh-Side-Up (plain bomb face) they may flip it over to Pre-detonate-Side-Up (Large yellow spark on bomb face). If a Bomb of their color in play is Pre-detonate-Side-Up they may immediately cause it to detonate right at that moment. Note: They cannot cause a Bomb that is Fresh-Side-Up to immediately detonate but can merely flip it to Pre-detonate-Side-Up.



Phase Shift: In one single Move and no more (a Move action is spent in addition to using this Ability Card), a player may pass through any amount of Bombs of any color (even if another player is standing on them) and/or any amount of Blastible Block tiles. Players may even finish their Move on top of a Bomb (any color), but not on top of a Blastible Block. Note: Remember, you cannot end a move standing on the same space as another Bomberman. Tip: If a player moves on to a Bomb of any color, they could potentially use Ability Cards such as the Bomb Cannon or Bomb Roll to surprise opponents.

OVERTIME!

During OVERTIME! the arena will begin to decrease in size, until one (or no) player(s) remains.

When the OVERTIME! card is revealed on a player's turn during the Draw Phase, they take the card and place it in front of them. Nothing happens on the turn the OVERTIME! card is drawn, but OVERTIME! occurs on that specific player's next turn, and all of their future turns during the OVERTIME! Phase of that players' turn.

During the OVERTIME! Phase, the player with the OVERTIME! card starts by flipping the Arena Tile they started the game in. Every time it is their turn going forward, at the start of their turn they flip over one more outer arena floor tile going clockwise from the last flipped, doing the center tile last, after which all remaining players are eliminated. Place the Caution Token on the Arena Tile (on a grey block) to be flipped next with the arrow positioned towards the player with the OVERTIME! card as a helpful reminder.

If a player is affected by the walls of the arena closing in on them, they're immediately removed from the game regardless of how many Heart Tokens they have left, as are any game pieces in the affected area.

IMPORTANT SPECIAL RULE: Before the very last Arena Tile is flipped, all Bombs on that tile first detonate in unison - the blast affecting items, blocks, and players as usual.

Note: The player that drew the OVERTIME! card may be eliminated, but still performs the OVERTIME! actions on their turn. Players will continue to use and replenish Ability Cards even after the OVERTIME! card is revealed, reshuffling the discard pile, if needed.

End Game and Resolving Ties

Be the last one standing to win! The game ends when either one (or zero) players remain. If multiple Bomberman are eliminated at the same time via OVERTIME!, the player with the most Hearts prior to being eliminated wins. If still a draw, the player with the OVERTIME! Card wins, then the player whose turn is next after that player.

Bombs blow up in chain order when resolving ties not related to OVERTIME! Further, the player closest to the detonation is damaged first.

Gameplay Variants

The following are optional rules and features you can add to any game of Blast Tactics.

Revenge Mode Variant

If a player is eliminated, once it is their turn they may place one of their Bombs anywhere along the perimeter of the arena. If any of their Bombs on their turn, whether Bombs remaining after they were eliminated, or Bombs placed during Revenge Mode, damage another player, they take that damaged player's place, gaining all their items.

Special Arena Features Variant

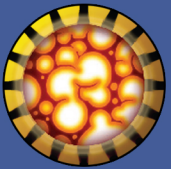
This game includes special tiles that add new features to the arena. Ideally they should be laid out symmetrically, or in a way that doesn't benefit one player over another. None of these terrain features hinders a flame, and they pass over them. These include:



Teleport Pads:

Setup: Place the Teleport Pads on the arena in any empty space after laying the Blastible Block Tiles, the arrows positioned facing another Teleport.

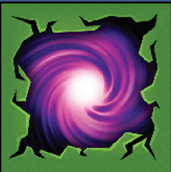
Feature: When a player moves into a teleporter pad that movement ends, and are immediately moved to the teleporter the arrow is facing (if there is more than one they go to the closest one). You cannot lay a Bomb on a teleporter.



Bomb Power-Up Pads:

Setup: Place the Power-Up pads on the arena in any empty space after laying the Blastible Block Tiles.

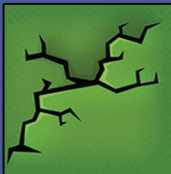
Feature: When a Bomb on a Power-Up Pad detonates, it damages every player (only the players) in the arena except players standing on other Power-Up Pads.



Holes:

Setup: Place on top of any Grey Blocks on the arena after laying out the arena.

Feature: Players cannot move into a hole, but flames from detonated bombs pass over it without being hindered. Further, any Bombs that are Kicked, Punched, or Thrown into the holes by any means are returned to the player.



Cracked Turf:

On the reverse side of the holes are cracked green turf, which players can Move on, and place Bombs. When a Bomb explodes on top of this space, the tile is flipped to expose the hole.

If a player is caught standing over a newly exposed hole (because they were standing on a detonated bomb that opens the hole) they are immediately eliminated.



Conveyor Belt:

Setup: Place the Conveyor Belts on the arena in any empty space after laying the Blastible Block Tiles. A chain can be created when placed next to each other.

Feature: At the end of a players turn, if any of their Bombon or Bombs are on a Conveyor Belt, they move all their colored Bombon/Bombs one space in the direction of the conveyor belt, stopping at obstacles in the way. You do not move others.

Tips for Winning

A players own Bombs detonate prior to their chance to move. Try to use this to your advantage and set up a chain reaction of Bombs using your opponents 'will-detonate-before-their-turn' Bombs as the trigger. This will create a situation they can't avoid!