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Josh's Instructions Edit v2 (19.09.23)

Super Bomberman: Blast Tactics



Components

1x Rulebook
4x Bomberman Player Minis
20x Bomb Tokens (5x each per Player Mini color)
4x Heart Tokens
20x Soft Block/Item Tiles (8x Bomb-ups, 7x Speed-ups, 5x Flame-ups)
9x Arena Tiles (9x Floor Tiles)
15x Item Cards (3x Bomb Punch, 3x Bomb Kick, 3x Power Glove, 3x Remote Detonate, 3x Bomb Pass-through)
1x Sudden Death Card
BONUS: 12x Game Variant Items (4x Portals, 4x Bomb Power-Up Pads, 4x Holes/Cracked Turf)

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 Soft Block Tiles and Player Figures accordingly.

2-Player

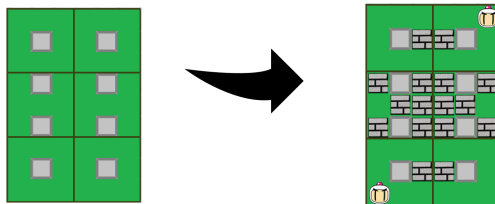
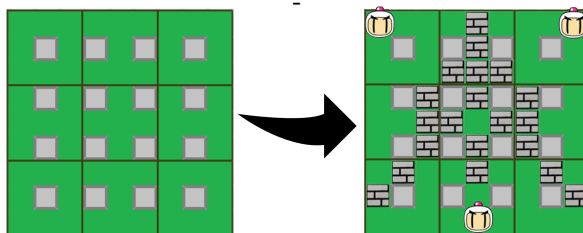
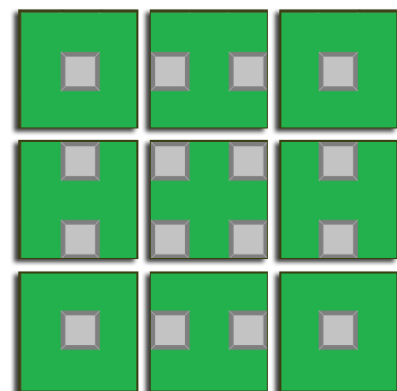
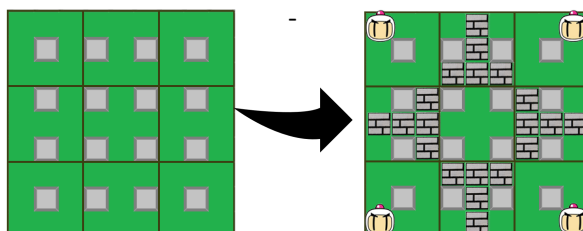


Figure 1: Arena Tiles

3-Player



4-Player



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

Player Setup: Each player chooses a Bomberman 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.

Item Card Deck Setup: Set the Sudden Death card aside, and then shuffle the Item Card deck. Draw two cards from the deck and shuffle them together with the Sudden Death card, and then place all three cards face-down underneath the Item 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 Item Cards, placing them face-up, side-by-side, and within reach of all players. You're now ready to play!

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 three phases:

Phases on a Player's Turn:

- 1) **Bomb Phase:** *Tick, tock, boom!* Any of your Bombs that are in play are flipped from 2-Side-Up (two dots with yellow spark) to 1-Side-Up (one dot with red spark). Any Bombs already 1-Side-Up are detonated, and any Players, Bombs, Item Tiles or Soft 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.*
- 2) **Sudden Death Phase:** *If the Sudden Death card was drawn, it occurs here on that player who drew it's next turn. Otherwise ignore this phase.*
- 3) **Draw Phase:** Restock cards from the Item Card deck so that *two* are face-up. There should never be more or less than 2 Item Cards exposed/available to use on a players turn.
- 4) **Action Phase:** Move up to your movement limit, and lay Bombs anywhere along the path you travel this turn. You may also choose to, instead of making a Move, 'spend' your Move to use a face-up Item Card. You may do this two times per turn, for each available card. *NOTE: All Players start the game with only two Moves per turn, and players may play as many bombs as they currently hold on their turn. As the game progresses, you can get additional Moves from Speed-Up Items (see 'Items') or flipping Heart Tokens.*
- 5) **Discard Phase:** If you have not used an Item Card on your turn, choose 1 Item Card from the two exposed Item Cards, and put it in a discard pile to one side of the deck.

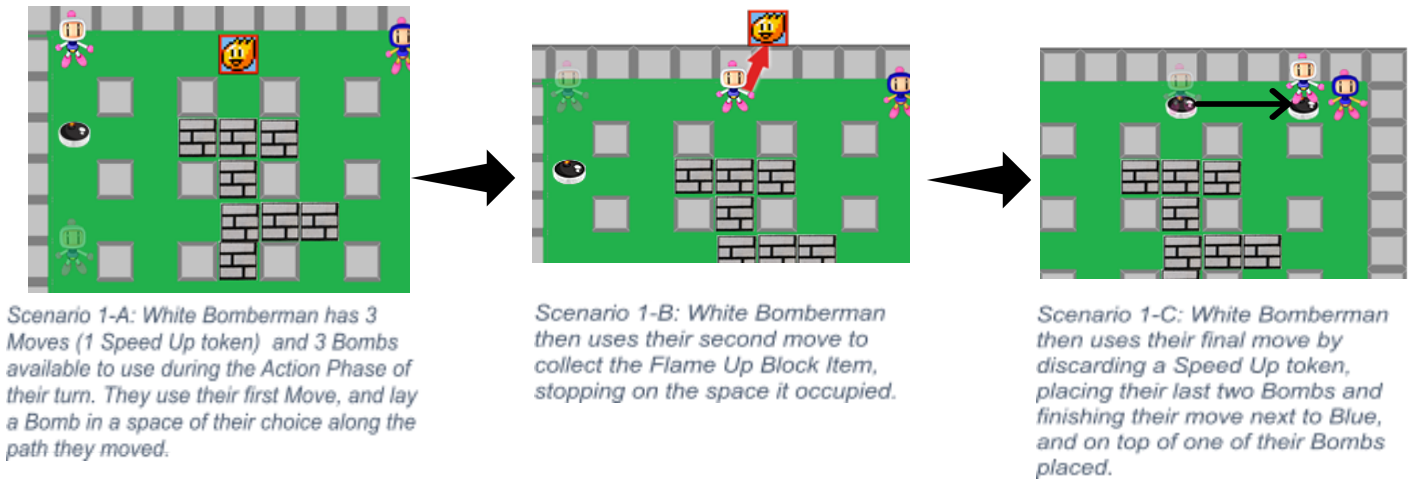
Movement

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 Bomberman in it, however they cannot end their move on that space, or lay bombs in it. Players cannot move through hard or soft blocks but can destroy soft blocks 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 (For example, a player can lay a bomb down in the space they currently occupy.)

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.



Bombs

Bombs are placed freely in any square along the path a player's Bomberman has moved during their turn (except in a space another Bomberman 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 additional 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; never in an adjacent space. 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 Sudden Death. 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 picked up using the Power Glove Item Card, or Kicked using the Bomb Kick Item Card (See 'Item Cards'), to be thrown.

All Bomb tokens have two sides: a 2-Side (Two dots with yellow spark) and a 1-Side (One dot with red spark). When a Bomb is laid, it is always laid with the 2-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 Soft Blocks up to two adjacent spaces away from it, in a plus-shaped explosion. Flames pass through Bombermen, potentially damaging more than one. The flame, however, does not pass through Bombs, Item Tokens or Soft Blocks, but stops at them. Flames do not pass through Hard 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 (these are permanent upgrades, 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!)

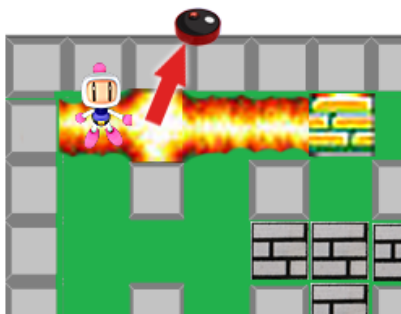
Bomb flames pass through all Bombermen, potentially causing more than one Bomberman to be hit by a flame.

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

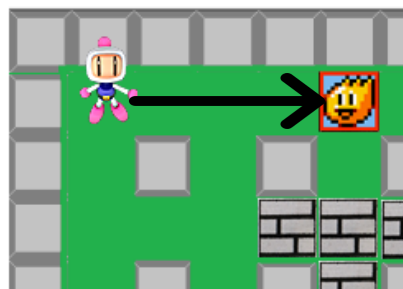
Soft Block – (Grey Brick Tiles) If hit, it flips in place and reveals an Item Tile. Players can now gain this item by moving in to the space it occupies. *A player MUST stop a movement when moving into and collecting an item.*

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

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



Scenario 2-A: Red Bombermans Bombs detonate during the Bomb Phase of their turn. They have Flame reach of 4, so one of their Bombs hits a Soft Block, and White Bomberman. Although their Flame reach is 4, the Soft Block stops it from continuing further one more space. The Bombs flames do not pass through the Hard Blocks. Their detonated Bombs return to them.



Scenario 2-B: Having taken damage, White Bomberman then flips one of their Heart Tokens to the Speed Up side, gaining one more action on their turn. The damaged Soft Block tile is flipped, revealing a Flame Up item. Now it's Whites turn, in which he can grab the Flame Up Item Block by moving and landing on that space during the Action Phase of their turn.

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 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: **Item Tiles**, some of which permanently upgrade your Bomberman for the remainder of the game, and **Item Cards**, which are all one-time-use abilities.

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:

	<u>Bomb-Up:</u> 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 only lay up to 5 Bombs maximum, but may continue to gather Bomb-Up Items purely to stop others from gaining them.
	<u>Flame-Up:</u> Your Bomb flame distance gains one more space, 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 to three spaces.)



Speed-Up: You can now spend this tile to move one more Movement, or spend it to use an Item Card on your turn. Unlike the other two Item Tiles types, these are *not* permanent, and are spent to gain their ability, but can be held for the remainder of the game until spent. Discard 1 Speed-Up Token to gain 1 extra action to either Move or use an Item Card on your turn.

Stacking Item Tiles: Flame-Up and Bomb-Up item abilities can be stacked, and the Speed-Up can stored up to use as needed. If you grab multiple of one type of Item Tile throughout the game, you'll continue to upgrade your Bomberman. *For example, a player has 3 Flame-Up Items, so their Bombs when detonated will have a flame distance of 5 spaces (two by default, plus one additional for each Flame-Up Item they hold). They have 3 Bomb-Up Items, so they can lay all 5 Bombs of their color (two by default, and one additional Bomb for each Bomb-Up Item they hold).*

Item Cards

Item Cards are one-time-use, on a player's turn. You may spend a Move to, rather than move, use an Item Card from the two exposed cards, and up to two times per turn (one for each exposed card), however, if the player before you does not use any Item Card on their turn (and has to discard one) you may use one Item Card from the two exposed cards for free. You *do not* draw new Item Cards after you use them on your turn; they are replenished on the next player's turn, in their Draw Phase. Item Cards can only be used before or after a movement, when the player is still. Players do not have to use any Item Cards on their turn, however if they do not they must discard one from the two exposed Item Cards during their Discard Phase.

Item Cards are not drawn into a players hand (there is no 'hand' in this game) nor is it is saved for later. When an Item Card is used, it occurs immediately and then it is immediately placed in a discard pile to the side of the Item Card deck.

During every player's turn (during their Draw Phase) cards are pulled from the deck and placed face up so that two Item Cards are always exposed face-up for players to choose from at the start of their Action Phase. For example, if one Item Card is already face up at the start of your Draw Phase you just draw one more card to total the 2 exposed cards. If no Item Cards are exposed at the start of your Draw Phase, draw two cards.

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

When an Item Card refers to 'obstacles', it's referring to Bomberman pieces, Soft Blocks, Hard Blocks, Items, and Bombs.

The five different types of Item Cards are:



BOMB PUNCH

Punches a Bomb in front of you. Bounces over obstacles to land in first available space.

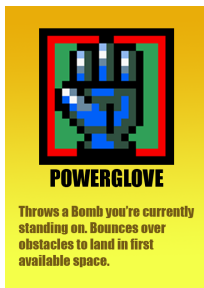
Bomb Punch: When a player is adjacent to any Bomb, they can punch it, knocking it in the opposite direction one space. If there is an obstacle of any kind in that space, the Bomb keeps bouncing in the same direction until it lands in the first available empty space (this could occur over multiple obstacles).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



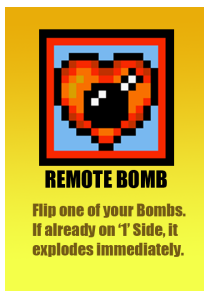
BOMB KICK

If on OR adjacent to any Bomb, it slides away from you until it hits an obstacle, or you decide for it to stop.

Bomb Kick: When a player is adjacent to **OR** on top of any Bomb, they can kick it, causing it to slide it in a straight line opposite the player if adjacent, or any direction of the players choice if directly on top of it. The Bomb will stop when either the player chooses to have it stop, or it hits an obstacle. Note: Kicked Bombs do NOT go over obstacles. You cannot kick a bomb a player is standing on. Bombs cannot be kicked over the edge of the arena ala the Punch or Powerglove Item Cards.



Power Glove: 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 thrown it moves similar to when a Bomb is punched. You cannot throw a bomb unless it has a space to land in (it won't bounce infinitely, of course). When you use this item card, place the bomb on your player piece's head, and discard the card. Even though the card is discarded you can still throw it as long as it's on your head. Keep in mind, the Bomb still counts down to explode even when carried.



Remote Bomb: A player may choose any one single Bomb of their own color in play, and if it's 2-Side-Up (Red Spark) they may flip it over to 1-Side-Up (Yellow Spark). If a Bomb of their color in play is 1-Side-Up (Yellow Spark) they may immediately cause it to detonate right at that moment. Note: They *cannot* cause a Bomb that is 2-Side-Up to immediately detonate but can merely flip it to 1-Side-Up.



Wall/Bomb Pass: In one single Move and no more, players may pass through any amount of Bombs of any color (even if another player is standing on them) OR any amount of Soft Block tiles. They cannot do both. Players may even finish their Move on top of a Bomb (of any color), however if they pass through Soft Blocks they must end their turn on an empty space. *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 Item Cards such as the Power Glove or Bomb Kick to surprise opponents.*

Sudden Death

During Sudden Death, the arena will begin to decrease in size, until one (or no) player remains.

When the Sudden Death card is revealed on a player's turn, they take the card and place it in front of them. Nothing happens on the turn the Sudden Death card is drawn, but on that specific player's next turn, during the Sudden Death Phase of that specific players' turn, starting with the tile they specifically started the game in and going clockwise. Every time it is their turn going forward, at the start of their turn they flip over two more outer arena floor tiles, doing the center tile last, after which all remaining players are eliminated.

If a player is affected by the walls of the arena closing in on them (the Arena Tiles are flipped over to expose the hard block side), 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: Before the very last Arena Tile (or Tiles in the case of the 2-player setup) is flipped, all Bombs on that tile first detonate in unison – the blast affecting items, blocks, and players as usual.

Notes: The player that drew the Sudden Death card may be eliminated, but still performs the Sudden Death actions on their turn. Players will continue to use and replenish Item Cards even after the Sudden Death 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 Sudden Death, the player with the most Hearts prior to being eliminated wins. If still a draw, the player with the Sudden Death Card wins, the player whose turn is next after that player.

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

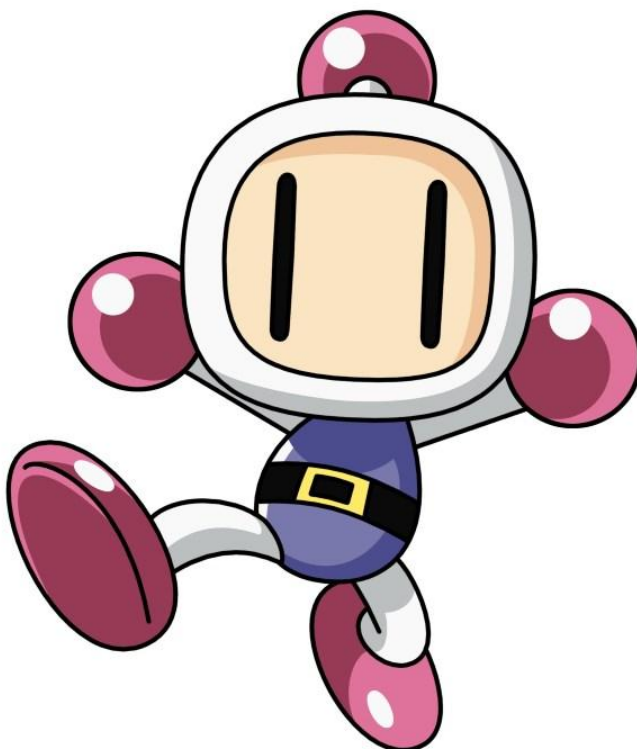
Gameplay Variants

The following are optional rules and features you can add to any game of Super Bomberman R: Blast Tactics:

Revenge Mode Variant

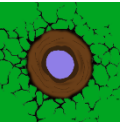
If a player is eliminated, once it is their turn they may place one of their Bombs anywhere along the perimeter of the arena. If any of their Bombs, whether Bombs remaining after they were eliminated, or Bombs placed during Revenge Mode, damage another player, they take that damaged player's place, gaining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

During Sudden Death, players in Revenge Mode may no longer lay Bombs.



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 Soft Block Tiles, the arrows 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 Soft Block Tiles. Feature: When a Bomb that is on a Power-Up Pad detonates, its flame is maxed out.
	Holes: Setup: Place on any Hard 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.

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.