

Deduction,
collaboration,
explosion!
(sometimes)

2-5
 30'
 12+

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They wanted the best team
... They got **YOU!**

66 MISSIONS

BOMB BUSTERS

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A game by Hisashi Hayashi illustrated by Dom2D



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There is a bomb full of wires and the countdown has started...
Who are you gonna call? YOU, the Bomb Busters!

To clear the bomb, you need to
COLLABORATE with your team of bomb disposal experts!

Using the wires on the tile holder in front of you,
try and **FIGURE OUT** your teammates' wires.

Find and cut identical wires, but watch out,
if you cut a RED wire: BOOM!

Use your equipment wisely to meet
the varied challenges which get
harder and harder.

Tick tock tick tock... Will you figure it out
before it's too late?

- 66 missions which are more and more dangerous (don't get caught!)
- 66 challenges to play over and over (even if you already blew your top!)
- 66 different ways to play depending on your moods (in order, by level of difficulty, favourite configuration...)

Contents:

- 1 board (with an arrow)
- 70 tiles
- 25 cards
- 5 tile holders
- 40 tokens
- 7 pawns
- 8 resealable bags
- 1 set of rules
- 5 "Surprise" boxes to open later

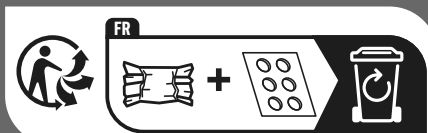
"SURPRISE" BOXES!

An ever evolving game thanks to
the 5 boxes to open as you advance,
full of nice and nasty surprises
(new material, new rules...)

SPOILER! Including mind-blowing and
immersive sound missions.

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Collaboration
Explosion (sometimes)!

BOOM!



Fabrique en Chine

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