

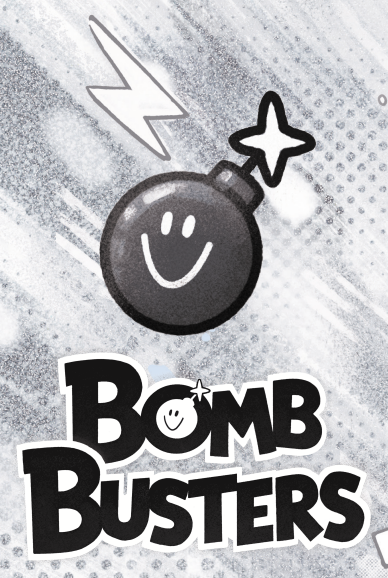
2-5
30'
12+
Deduction,
collaboration,
explosion (sometimes)!

BOMB BUSTERS

A game by Hisashi Hayashi illustrated by Dom2D

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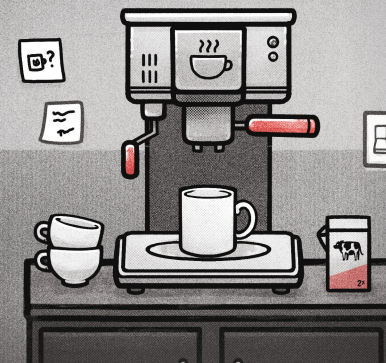
They wanted the best team
... They got **YOU!**

66 MISSIONS

BOMB BUSTERS

Deduction,
collaboration,
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BOMB BUSTERS



BOMB BUSTERS

2-5

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A game by **Hisashi Hayashi** illustrated by **Dom2D**

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

- 66 bombs which become more and more dangerous (but don't get cut up about it!)
- 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

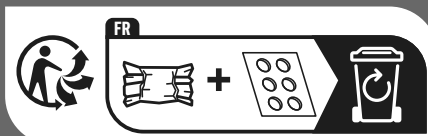
"SURPRISE" BOXES!

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.

Deduction
Collaboration
Explosion (sometimes)!

BOOM!



Fabrique en Chine

Cocktail Games
2, rue du Hazard
78000 Versailles, France
www.cocktailgames.com
/jeux.cocktailgames

