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**Don't
BOOM**

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Thank you so much for purchasing our BRAND NEW ***“Don’t Go Boom”*** family card game. I’m Christine—owner of Inspiration Play and mom of 5.

If you have ANY issues with the game, please feel free to reach out to me personally, at ***christine@inspirationplay.com***. I want you to be happy, and I will be happy to replace or refund you should you have any concerns. You can also contact me by using the “contact seller” link on amazon.

As this is a brand new product, we’d really appreciate any reviews you can give and hope you will leave one on our amazon listing. Reviews are really important in determining the success of a new game with a small business such as ours. ***Thank you for your purchase and support.***

Warm Regards,
Christine Krogue
Owner, Inspiration Play

- Ages 7 +
- For 2-6 players
- 25 min. playtime

Contents:

- 4 Big Bad Bomb cards
- 8 sets of cards numbered 1-13 (104 cards)

Some number cards have **actions**:

- 10 Swap cards
- 5 Draw Again cards
- 5 Peek cards

Overview:

“Don’t Go Boom” is played in three rounds. The object of the game is to get the lowest score possible. Points are totaled by adding up the numbers on each player’s minefield cards at the end of each round. Bombs in your minefield can be diffused

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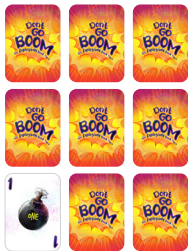
(lowering your score) by matching numbers across rows, columns, or diagonally. The player with the lowest score after three rounds wins.

To Set Up:

To set up the game, first shuffle the deck of cards. Deal each player nine cards. Each player should arrange their nine cards in a 3 x 3 grid we will call the “minefield.” Each player should flip over one card in their minefield. Any card of the nine can be the one flipped over.

**The minefield
should look
similar to this:**

The remaining cards should be placed in a pile in the center of the table.



We will call this pile of cards the “deck.” Flip over a card from the deck to start the pile we will call the “discard pile.”

To Begin Play:

The player who flipped over the highest number in their minefield goes first. The Big Bad Bomb card counts as a 15. If there is a tie, the youngest of the two goes first.

On Your Turn:

Each turn, choose to draw from either the deck OR the discard pile.

If you would like to keep your drawn card, place the drawn card face-up in your minefield by replacing **ANY** other card with the one you drew. Discard the replaced card into the discard pile.

If you do not want to keep the drawn card, put it directly in the discard pile, then flip over a face-down card in your minefield so it is now face-up. Don't forget to flip a face-down card over to face-up!

Play continues to the left.

Diffusing Bombs:

Anytime a player places three of the same number card in a row, either horizontal, diagonal, or vertical, the bombs in that row are diffused, and all three in the row are counted as 0 points.

Since the goal is to get the lowest score, try to get as many **diffused bombs as you can.**



Examples:



All "10" cards diffused.

Total Score is:

$$5 + 3 + 1 + 8 = 17$$



Top and bottom row diffused.

Total Score is:

$$5 + 10 + 3 = 18$$

Action Cards:

Action cards can help you get lower points and win the game. Action cards also have a number value. When you draw an action card from the deck, it may be used to perform an action OR as a regular number card, but not as both. You must choose one

or the other. Action cards drawn from the discard pile can no longer be used as actions, and can only be played as a number card. Action cards revealed by flipping over a card in your minefield cannot be used as actions. **Action card types are listed below:**

Swap Action Card:

If drawn from the deck, this card may be used to perform a swap OR it may be used as a regular “10” card, but not both. After performing the swap, you must discard the card.



The swap card works as follows: You may choose to swap a minefield card with another player OR swap the location of two of your own cards. If you swap with another player, find a player whose card you would like and ask for that card. They must give it to you. Then give them a card from your minefield in return. If the card you are giving them is face-down, they may turn it face-up upon receiving it.

You may also swap locations of two of your own cards. When you swap your own cards, face-up cards remain face-up, and face-down cards remain face-down.

Peek Action Card:

If drawn from the deck, this card may be used to peek at one of your own cards OR, it may be used as a regular “7” card, but not both. After peeking, discard the card and end your turn (*without flipping over a card*).



This card can be used to take a peek at one of your face-down cards, so you can see its number value. Keep your card face down after you peek at it.

Draw Again Action Card:

When drawn from the deck, this card may be used to immediately draw another card. First discard the “draw



again" card, and then draw another from the deck. For example, this card's value is "3." You can use the "3" card in your minefield or you can discard it and draw again.

Reminder:

Remember, if you draw an action card from the discard pile, you may only use it as a number card. Once an action card has been discarded, the action cannot be taken and the card can only be used as a number card.

Big Bad Bomb Card:

If you draw a Big Bad Bomb card from the deck, you cannot discard it and it must be placed immediately into your minefield by replacing either a face-down or face-up card. You may get rid of the Big Bad



Bomb card during subsequent turns, by replacing it with a card from the deck or discard pile, or using a swap action card to swap with another player. If the Big Bad Bomb card is replaced by a new card, the Big Bad Bomb card is then discarded **OUT OF THE GAME**, and not into the discard pile.

At the end of the round, each “Big Bad Bomb” card is worth 15 points if it is still in your minefield. If you end up with three Big Bad Bomb cards, you cannot diffuse them by placing them in a row. Three Big Bad Bomb cards would be worth 45 points. Ouch!

Ending a Round:

The round begins to end when any player has turned all of their nine minefield cards face-up. Play continues to let every other player have one more turn and then the round is over. If the draw pile is depleted before the end of the round, reshuffle the discard pile for additional cards and flip the top one over to restart the discard pile.

Scoring the Round:

Each player may now turn all of his remaining face-down (if any) cards face-up. Each player should add up the numbers on their cards to get their score. Remember, when you get three of the same number in a row (*in a column, row, or on a diagonal*), those bombs are diffused and the value of each of those cards is zero. The same card can be used to defuse in multiple directions.

Example #1:



SCORE:

Top and bottom row match diffusing each bomb.

Middle row scores:

$$5 + 15 + 3 = \mathbf{23 \text{ points}}$$

Example #2:**SCORE:**

Top and diagonal row
match defusing each bomb.

Remaining cards score:

$5 + 3 + 1 + 8 = 17$ points

Write down each player's score on a piece of paper. Play three rounds. The player with the lowest total score at the end of three rounds doesn't go boom—and wins!

FAQ:

Q: *What if one of your original nine minefield cards turns out to be an action card when flipped over?*
(not drawn from the deck)

A: If an action card is flipped over in your minefield, it only can be used as a number card, and not as an action card.

Q: *What if one of your original nine minefield cards turns out to be a Big Bad Bomb card when flipped over? (not drawn from the deck)*

A: If a Big Bad Bomb card is flipped over in your minefield, you may try to get rid of it by replacing it on your turn with a card from the deck or discard pile, or swapping it with another player if you get a swap action card.

Q: *Can I use an action card from the discard pile or if its flipped over my minefield?*

A: An action card can only be used as an action card when it is drawn from the draw pile deck. If you flip it over in your minefield, or take it from the discard pile, it can only be used as a number card.

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