

BIG BOOM! BANG

ROLL UNTIL IT
GOES OFF!



An explosive dice game for
3 to 5 players ages 8 and up


moses.



The game is really simple: in each round one of you loses a life. That happens every time it goes **BOOM!** If you lose your last life, then you're out of the game. Who will keep their cool and stay in the game to the very end? Only one can win!

CONTENTS:

- 15 life hearts
- 14 tiles (11 bombs, 2 gifts, 1 BOOM!)
- 5 dice



SETTING UP THE GAME:

Before the very first game, carefully remove all the **tiles** and **life hearts** from the perforated boards. Shuffle the **tiles** and lay them picture side down in the centre of the table. Place the **dice** beside them. Each of you takes two **life hearts** and lays them down heart side up. Return the remaining life hearts to the empty box as the general supply. Stand it to one side.

HOW TO PLAY:

The game is played over several rounds. The last player to celebrate their birthday begins. Then play continues in clockwise direction. Is it your turn? Then roll all five dice. You may **re-roll the dice up to twice more**. After each roll you decide, which dice you would for the time being like to lay to one side and which you would like to roll again. But after the **third roll** it's time to stop. Depending on the **result of the roll**, the following happens:



Bomb: Have you rolled one or more bombs? Then you **have to** place each one of them to one side. You **may not re-roll** them, unless you have rolled one or more scissors.



Scissors: Have you rolled one or more scissors? Convenient! For each bomb that you would like to re-roll, you need one scissors.



Heart: If you have rolled at least 3 hearts on your turn, you may **later** receive one additional life heart from the general supply. You may either place hearts to one side or re-roll.



Gift: Gifts are the best way to literally make your fellow players explode. For every gift rolled, they must, in turn, uncover a tile. Gifts may also be placed to one side or re-rolled.

Example: On her first turn, Meike rolls two gifts, one scissors and two hearts. She re-rolls the hearts and, unfortunately, gets two bombs. Meike must place one of the bombs to one side. She may re-roll the other bomb together with the one scissors that she had laid to one side. After the third roll of the dice, she must stop and evaluate her dice score.

AFTER ROLLING THE DICE – THE FUN BEGINS

Have you finished rolling the dice? Then deal with them **in the following order:**



Scissors: nothing happens

Have you got one or more scissors? Then nothing more happens. You only benefit from them when rolling the dice.



Heart: additional life

Have you rolled **at least three** hearts? Congratulations! Receive one life heart from the general supply. If you have rolled more than three **hearts**, then you must forfeit the surplus ones. Have you rolled less than three hearts? Then nothing more happens.

Note: You are not allowed to have more than **3 life hearts** lying in front of you.



Bomb: the absolute buzz

Have you rolled one or more bombs? If so, then you must uncover **one tile for each bomb**. Now everything depends on what you uncover:



The fuse is burning

Phew, the situation is still under control. Nothing happens to you.



The gift

Super! Directly nominate any fellow player. They must – now and out of turn – uncover **one** random tile, including **all** the consequences! If they should uncover the second gift, they nominate someone else to immediately uncover a tile out of turn. Afterwards, continue uncovering tiles, until you have dealt with all the bombs.

BOOM! BOOM!

Oh dear! Unfortunately, you must return one of your life hearts to the general supply. With that, the round ends **immediately**. Turn back all the uncovered tiles and shuffle them well. Then start the new round by rolling the dice.





Gift: The art of “giving joy” to others

You have uncovered one tile for each rolled bomb and it still hasn't gone BOOM!?! Or, did you roll really skilfully and there was no bomb available? Super! Then now it's time to give “a little joy” to your fellow players. For each gift rolled, one of them must uncover a tile – once again of course, including **all** the consequences (see above)!

The player on your left begins and uncovers the first tile. The player on their left uncovers the second tile etc. Continue in this way, taking turns, until all the gifts rolled have been distributed. If you have rolled several gifts, then one or the other player may take a little joy more than once. And the best thing is? You, yourself, do not need to uncover any tiles. Your fellow players bypass you. Unless, a fellow player uncovers a **tile with a gift** and chooses you. But that would be just too mean ...

Have you dealt with all five dice and it hasn't gone BOOM!?! Then pass the dice to the player on your left. Now it's their turn to roll the dice. Continue doing this until it goes BOOM! again.

Note: All the tiles uncovered by yourself and your fellow players remain face up! Don't turn them back until it has gone BOOM! once again!



HAVE YOU LOST YOUR LAST LIFE HEART?

Oops! That's not good. Unfortunately, you're out. But don't worry. Next time is bound to be better. The player on your left begins the new round.

END OF THE GAME:

Are you the only one with any life hearts left? Excellent! You have won. But what do the others say – nerves of steel or just the luck of the dice?



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