

# RULE BOOKLET

# BOMBS



# AWAY

®

# ***Bomb's Away Rules:***

## ***OBJECT:***

Be the first person to play all your cards.

## ***SETUP:***

Bomb's Away is played with up to 4 players with a unique 75 card deck. Place the Hydrant Card in the center of the playing surface and choose a dealer. Shuffle the deck, then deal each player (10) cards face down.

## ***GAME PLAY:***

The player to the dealer's left lays one pipe card on the table, connecting it to a Hydrant Card. All pipe cards must be played in the same orientation as the Hydrant (short side connecting to short side, long side connecting to long side). New pipes may connect to same-colored pipe cards or play on top of same-shaped pipe cards at the 'open' end of a pipe. A pipe card cannot connect 2 different colored pipes, unless the pipe card is wild. The placement of a pipe card cannot block an open pipe.

If the current player cannot play a card, they draw until receiving a playable card.

Each player takes a turn in a clockwise fashion around the table. This process repeats until one player has zero cards remaining. If every card is used before a player wins, all discarded cards are shuffled and returned to the deck pile.

## ***SPECIAL CARDS:***

### **WILD CARDS:**

Pipe cards that can connect to any color pipe and may connect to 2 or more different colored pipes already in play. When a wild card is played all other players must draw one card from the deck in a clockwise fashion.

### **CAPS:**

Pipe cards that can connect to any open pipe restricting that pipe's growth. Caps may not block intersecting pipes and can only be destroyed by bombs.

## BOMBS:

Cards that destroy either one or two pipe cards already in play with two restrictions:

- 1.) they may only destroy pipe cards starting at the end of a pipe.
- 2.) they cannot destroy the Hydrant Card. Players may only play one bomb card per turn followed by a pipe card.

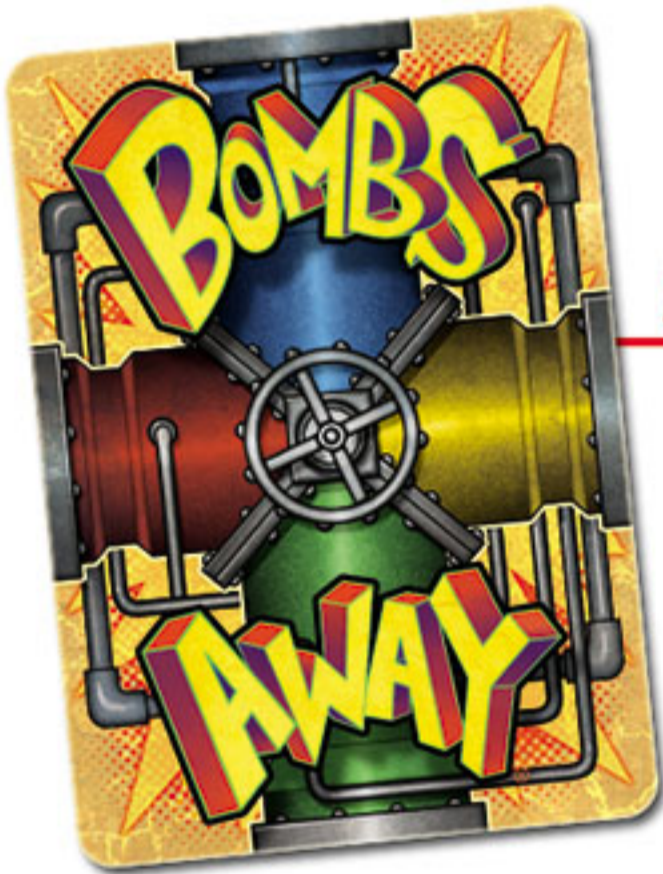
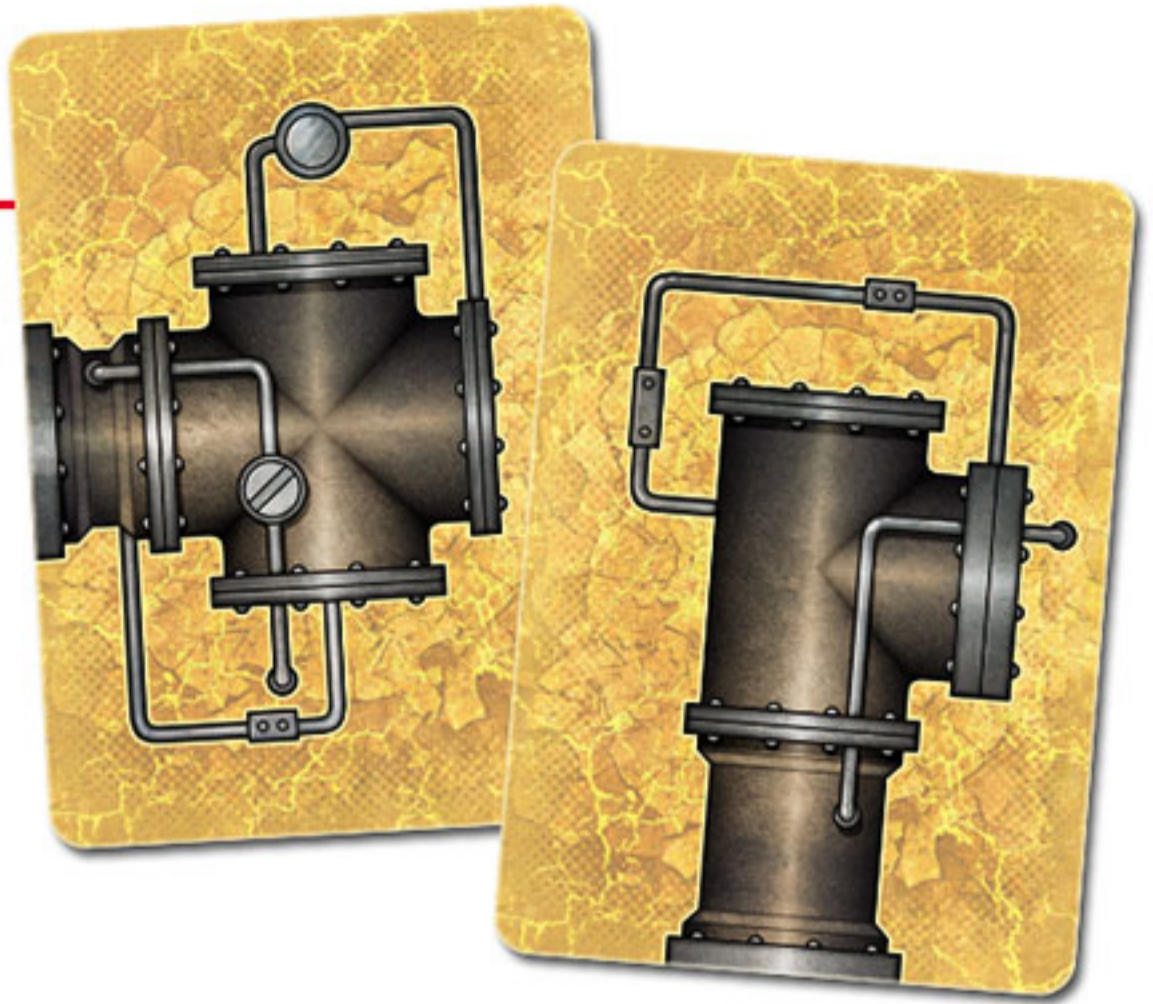
Tier 2 bombs can bomb one or two pipes.

## ***SCORING:***

The first player with zero cards remaining in their hand wins.

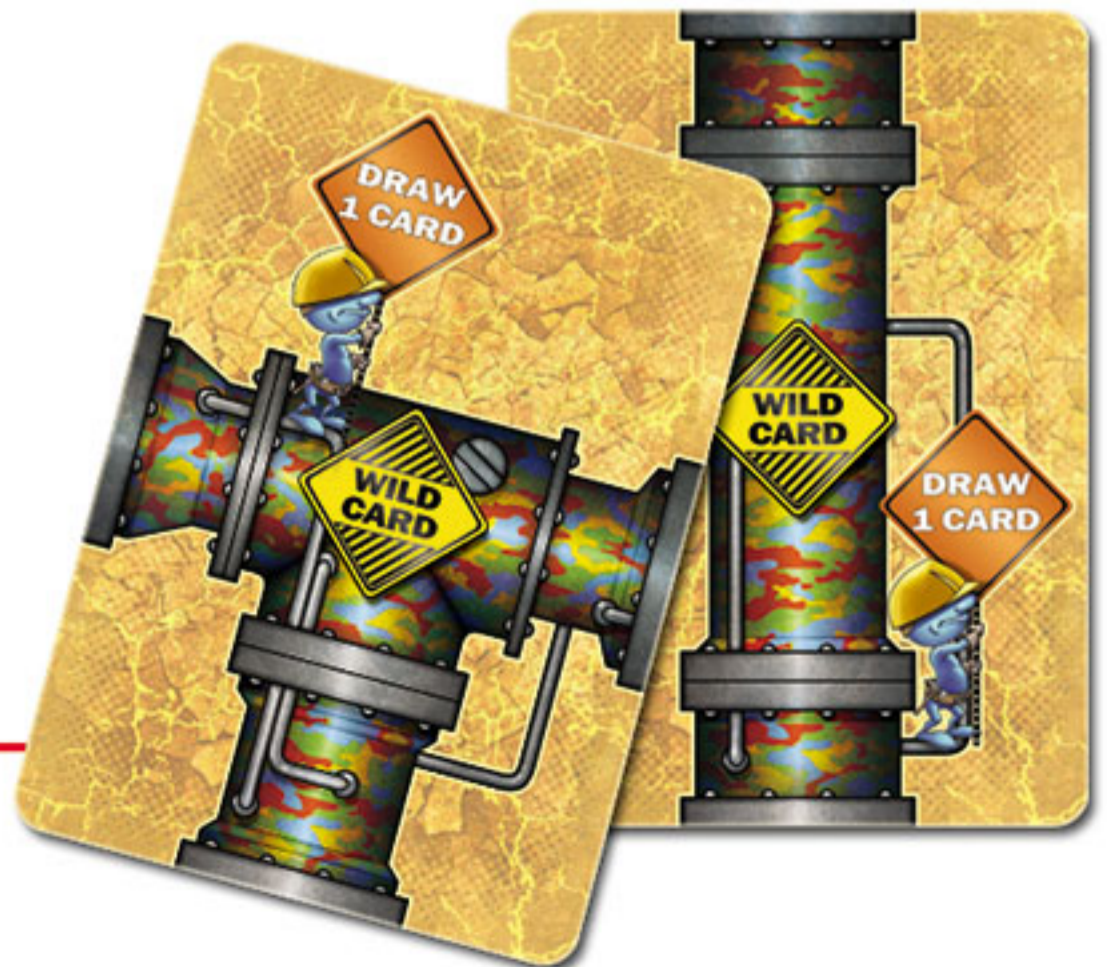


Cap Cards



Hydrant Card

Wild Cards



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