

Tick Tock Boom Travel

Contents:

1. One pack of 50 letter cards, contained in the compartment in the base of your bomb. Each card is printed on both sides with two, three or four letters.
2. The infernal ticking bomb. Takes three AAA type batteries, not included.
Twist the top half of the bomb anti-clockwise to open and clockwise, until it clicks, to close.

Aim of the Game:

To make words which include the letters on the card before the bomb goes off. The bomb has a variable length fuse which will explode at any time between 10 and 60 seconds.

Playing the game:

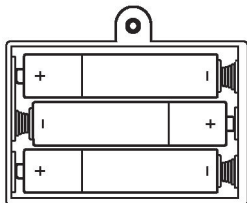
Shuffle the cards together and deal 10 cards into a pile, putting the remainder to one side. The first player takes the bomb, inserts the AAA batteries and starts it ticking by pressing the button underneath. Now quickly turn over the top card from the pile of ten. These are the letters, which must be used to make your word. The letters must fit into your word exactly as you see them on the card. They can be used either at the beginning, end, or in the middle. As soon as you have said your word, pass the bomb onto the next player.

Play continues until the bomb goes off. Whoever is holding the bomb at that time, is then given the used card as a penalty, and starts the next round by re-starting the bomb and turning over the next card. The game continues until all 10 cards have been used. The winner is the player who has the least number of cards at the end of the round. If there is a tie, the players involved continue to play on a sudden death basis, drawing one card at a time from the top of the unused pile until a clear winner is found.

Permitted Words:

Any word in common usage is allowed, including proper names, brand names and colloquial words. Also, foreign words in general use, e.g. BLITZKRIEG, ARPEGGIO, DENOUEMENT, KIB-BUTZ etc. A word may not be used twice in a round, but may be used again in a subsequent round. For a more challenging game, do not allow simple derivatives to be used, e.g. if PLAY has been used, PLAYS, PLAYED, PLAYING, would not be allowed. DISPLAY, REPLAY, FOREPLAY, would be okay.

Finally... a player's turn is finished as soon as he or she has said an acceptable word, and passed the bomb on, even if the next player has not taken hold of the bomb. Any player may challenge a word that has been said as not being acceptable. The player then holding the bomb passes it back to the previous player to try again. If there is any argument about whether a proper word has been used, all players vote. If the bomb goes off before a decision has been made, the word is deemed to have been correct and the challenging player loses and keeps the used card. If the word is not accepted, the player who used the word loses. When a challenge is made, the player who has been passed the bomb does not have to pass it back, but may elect to say a word and pass the bomb on, rather than run the risk of a challenge being overruled and the bomb going off.



Age 12+ Not suitable for children under 36 months. Contains small parts. Only use AAA batteries inserted as shown.

Do not use rechargeable batteries or attempt to recharge non-rechargeable batteries.

Do not mix different battery types, or new and used batteries together.

Always remove batteries when they are exhausted.

Do NOT short circuit the supply terminals under any circumstances.