

Explosion

RULE BOOK

GAME OVERVIEW

Everyone is dealt a hand of 10 cards. You'll play them by matching letters, continuing the alphabet, spelling words, or using an action card.

Whoever empties their hand first, wins! But beware of having your last card challenged - Uh Oh!

WHAT'S IN THE BOX?



92 Letter cards



28 Action cards



2 Forward/Reverse cards



4 Alphabet Reminder cards



1 Rulebook

HOW TO GET STARTED

Choose someone to serve as the dealer for the round. They'll shuffle together the Letter and Action cards, and deal 10 cards to each player. Set the remaining cards face-down as a draw pile, within easy reach of all players. Leave space for a discard pile next to it.

Flip the top card of the deck into this discard pile until you reveal a letter card. Any action cards revealed are then shuffled back into the deck.

Set the FORWARD/REVERSE card in a place where everyone can see it, with the FORWARD side face-up. This card tells you both the direction of play, and what letter cards you can play.

Finally, give each player an Alphabet Reminder card - hey, sometimes we all forget!

Important: This is a game about words and spelling, so you should all agree on what will, and will not, be allowed, such as abbreviations, etc. Consider using dictionary, as the final answer.

HOW TO PLAY

The direction of play depends on whether you are in FORWARD or REVERSE mode.



FORWARD

Starting with the player sitting to the left of the dealer, each player takes a single turn, and then play passes to their LEFT. On your turn you must play either:

1. A letter that matches the top card of the discard pile (If the top card of the discard pile is an Action card with a letter in the top or bottom corner, you must use this letter.)
2. A letter that comes AFTER the top card of the discard pile, in alphabetical order.
3. Cards to spell a word that BEGINS with the top card of the discard pile.
4. An Action card for its special effect (see Action Cards, below.)

For example, if the top card of the discard pile is an S, you may:



If you CANNOT do any of these, you must draw cards until you get one that you can play.

REVERSE

If the game is in **REVERSE** mode, play is also reversed and now passes to the **RIGHT** after you take your turn. **On your turn you must play either:**

1. A letter that matches the top card of the discard pile (If the top card of the discard pile is an Action card, with a letter in the top or bottom corner, you must use this letter.)
2. A letter that comes **BEFORE** the top card of the discard pile.
3. Cards to spell a word that **ENDS** with the top card of the discard pile.
4. An Action card for its special effect.

For example, if the top card of the discard pile is an **A**, you may:

Play an **A** of your own

Play a **Z**, since that comes before **A**

Play a **E**, **D**, and **I** to spell **I-D-E-A**

Play an Action card

If you **CANNOT** do any of these, you must draw cards until you get one that you can play.

ACTION CARDS

Action cards have special effects, some of which can be used against other players. When you play an action card for its effect, do what it says and then place it in the discard pile. Players may use certain action cards on any other player. Once the action card is resolved play continues with the next player in turn order.

If an action card has a letter on it, you can play it as that letter, but you don't get to use its special effect. If one of these cards is in the discard pile, it counts as the letter shown. You cannot play an action card as your last card unless you are using it as a letter.

TIME BOMB

For the next three rounds choose one player who must complete their turn within 15 seconds or draw 3 cards.



GAME REVERSE

Flip the **FORWARD** /**REVERSE** card to its opposite side. This changes the mode of the game to the side now shown.

SHUFFLE

Choose a player to shuffle their hand into the bottom of the discard pile, they then must draw 3 new cards.



BLANK



BLANK

Can be used as any letter of your choice. When in the discard pile must be used as the same letter it was played as.

HAND SWAP

Choose a player and swap your hand of cards for theirs.



NUH-UH!

You can play this card to ignore the effects of any action card played against you: **UH OH**, **Shuffle**, **Time Bomb**, or **Hand Swap**.



UH-OH!

Choose a player who must draw a letter card from the deck and place it onto the top of the discard pile - all action cards drawn during this time are reshuffled into the deck. The chosen player must use the cards in their hand to spell a word that begins or ends (depending on the game mode: **FORWARD** or **REVERSE**). With the letter card at the top of the discard pile if they cannot, they must draw 3 cards.



GAME END

The game ends as soon as one player has no cards left in their hand - that player wins, **UNLESS** they are successfully challenged.

Once someone plays their last card, you may **CHALLENGE** them by saying "**UH OH**" or "**CHALLENGE**" and then using your cards to spell a word that **BEGINS** or **ENDS** with the letter they played (depending on the game mode: **FORWARD** or **REVERSE**). If your challenge is successful, whoever played that letter draws a card for each letter in the word you spelled, and does not win the game.

For example, Alex plays a **C** as their last card. You call **CHALLENGE**, and play **H-E-A-T** to spell **CHEAT**. Alex does **NOT** win the game, and instead draws 5 cards. Play continues with the next player in turn order.

Each player only gets **ONE** challenge per game, so use it wisely!

