

Blast

Players: 2-4

Playtime: 5-15 minutes

Supplies: 1 D6 die, 12 wall tokens, 1 *Blast* Deck (see below)

Rules

At the start of the game, each player draws 5 cards from the deck, and receives 3 wall tokens.

The first player may play a bomb or discard one card from their hand to the discard pile, then draw one card from the deck.

- House rules decide however the first player is chosen.

Passing the turn clockwise, each player may play one modifier on the bomb during their turn, then draw one card.

At the start of each turn, the detonation counter (indicated with a D6 die) is decremented by one. If the counter is 0 after being decremented, then the bomb is instantly detonated.

When a bomb is detonated, all players effected by the bomb lose a number of walls equal to the damage of the bomb. Without modifications, a bomb does one damage to all players.

When a player runs out of walls, that player loses and is removed from the game.

Deck

The *Blast* deck has a total of 40 cards:

Type	Name	Text	# In Deck
Bomb	Bomb	Destroys 1 wall, detonates in 5 turns	12
Modifier	Extended Fuse	+1 to bomb detonate counter	8
Modifier	Scissors	-1 to bomb detonate counter	8
Modifier	Heat-Seeking	Bomb detonation hurts only the player whose turn it is on detonation	6

Type	Name	Text	# In Deck
Modifier	Sweet Talk	Bomb detonation will not hurt the owner of this modification	4
Modifier	Increased Power	Bomb destroys 1 extra wall	2