



Dan Keltner & David Short's

BOMB SQUAD

Rulebook



BOMB SQUAD

The sergeant hangs the phone up. "Multiple hostages, numerous bombs. We're up."

We grab our gear, prep the robot, and load the van. It's go time...

An unknown terrorist organization is on the rise, looking to spread fear while profiting from the chaos they create. You, your fellow members of the Retro City Bomb Squad, and your trusty bomb disposal robot are all that stands between these dastardly villains and the innocent civilians of Retro City.

Lives are at stake. Time is ticking. Let's go!

Bomb Squad is a cooperative game in which a team of 2-6 players operates a disposal robot on a mission to disarm bombs and rescue hostages. The players race against the clock, providing instructions to the robot to achieve their mission objectives.

COMPONENTS

MODULAR BUILDING TILES: (6 double-sided) Used to create the building layout for each mission the Bomb Squad team will undertake.



INSTRUCTION CARDS: (54) Used to give the robot instructions on which actions to take, such as moving, opening doors, rescuing hostages, and disarming bombs.



ROBOT TILES: (2 double-sided) Each Robot Tile indicates the starting, maximum, and reserve battery levels, as well as any special rules that apply for that robot. The Robot Tiles make up part of the Robot Control Frame surrounding the board.



CONTROL FRAME: (1) Frame is placed around the modular building tiles for the mission and is used to track the robot's battery levels and programmed instruction cards.



ROLE CARDS: (15) During some missions, role cards are assigned to each player in the game, giving them special abilities that are unique to their role. There are 3 types: Blue (Standard), Green (Activation), and Purple (Advanced.)



BATTERY LEVEL MARKERS: (4) Used to indicate the current level of the robot's main battery and reserve battery. Battery cell levels are reduced when the robot is activated. Two of these markers will only be used with the Multiple Robots variant (page 15).



EXAMPLE GAME SETUP



TOKENS:

Robots, Doors, Hostages, Bombs, and Barriers.

Cameras and Crates:

for some of the later missions

Pressure Plates and Sliding Doors:

for custom or possible future missions only.

TIMER: You will need a timer to play Bomb Squad. You can download the free Bomb Squad app (see <http://playTMG.com> for details), or you can use any countdown timer app, or a simple kitchen timer instead.



RULEBOOK AND MISSIONS BRIEFINGS: This rulebook, plus a list of missions for the players to complete in Campaign mode as they combat the growing terrorist threat.

SETUP

1. Select a Mission

Decide which mission the team will undertake and choose a difficulty level: **Standard** or **Epic**.

This example will use **Mission #1** from the Campaign scenarios as listed in the Mission book.

2. Set up the Building Tiles

The selected Mission will show the layout of the building for this mission. Find the necessary building tiles (they are marked in a corner by number and letter) and lay them out in the middle of the table as shown on the mission.

3. Set up the Control Frame

Place the Control Frame around the building tiles.

Later missions have larger (2x2) layouts.

For those missions, use the included frame extension pieces.

4. Select Robot Tile

Select which robot you would like to use for the mission, and place the Robot Tile for that robot into the Control Frame. A suggested robot is shown on each Mission description.

SETUP SUMMARY

1. Select a mission and difficulty level.
2. Set up the building tiles.
3. Place the Control Frame.
4. Select the Robot Tile.
5. Place tokens.
6. Set the timer.
7. Set starting Battery levels.
8. Select Role cards (optional).
9. Determine the start player.
10. Shuffle and deal the cards.
11. Start the timer to begin.

EXAMPLE SETUP

MISSION #1

Sergeant M: This time it's real, rookies. Unknown terrorist attack at Central Court. Two bombs reported. Limited on-floor presence. Get to it!

MAP SETUP

(TAKE CARE: 3A, 4A)

OBJECTIVES

DETONATION TIME

Bomb A	10:00
Bomb B	20:00

SPECIAL INSTRUCTIONS: Note that you have completed your training, and are all assigned specialist roles. From here on out, with great power, comes the responsibility of the mission. (Security and Authority) (Safety and Precision)

ROBOT: RCL-01

SUCCESS CRITERIA: Save as many hostages as you can and disarm all bombs before time expires to successfully complete this mission.

DIFFICULTY: Conquerors that are added to the setup for this game level are highlighted in red.

SCORING

	STANDARD	EPIC
★★★★★	37	45
★★★★	33 - 36	40 - 44
★★★	28 - 32	34 - 39
★★	19 - 27	23 - 33
★	≤ 18	≤ 22

Ethan and Kaia have selected Mission #1 to play. After looking at the Mission description, they find Building Tiles 3A and 4A, and place them as shown on the mission setup. Next they place the Control Frame, Robot Tile, and the door, hostage, and bomb tokens as indicated. Then they set the timer for 10 minutes, the time allotted before Bomb A will detonate, and are ready to begin.

5. Place Tokens

The mission will also show the locations of the bombs, hostages, and doors in the building. Place the corresponding tokens on the spaces indicated in the building. Place the robot at the starting location as indicated by the Mission description. If playing the **Epic** level, also place the tokens highlighted by a **Red** border.

6. Set the timer

The mission description shows the detonation time for each bomb. Set the timer to the time indicated for 'Bomb A'. If using the companion app, timers for all bombs will be set automatically when a mission is selected.

7. Set starting Battery Levels

Place Battery Cell markers on the starting level spots for the main and reserve batteries on the Robot Tile.

8. Select Role Cards (optional)

Players may choose to select a role card if desired or directed by the mission.

9. Determine a start player.

The player who most recently played with a robot is the start player.

10. Shuffle the Instruction Cards and deal them

Each player receives a number of cards depending on the number of players in the game -- see chart to the right. Remember to face your cards away from you!

# of players	Hand Size
2	6 cards
3 - 4	5 cards
5 - 6	4 cards

Note: You are never allowed to look at your own cards.

If at any time you see any of your own cards, discard those cards and draw replacements.

11. Start the timer to begin.

And good luck!

ANATOMY of a ROBOT TILE



The maximum and starting levels for the main battery.

Some robots have unique abilities.

Starting level for the reserve battery.

ANATOMY of an INSTRUCTION CARD

Instruction Cards in Bomb Squad can be uniquely identified by their Level (which is indicated by color and number), and by Action Type – which indicates what action the robot will perform when the instruction on the card is executed.

Card icons show action type and color

CARD FRONTS

Number of rivets corresponds to card level

CARD BACK

Action Type



GAME FEATURES

Bomb Squad has several key features that are important to keep in mind throughout these rules:

Real time play: Each player takes a turn in clockwise order, and is free to take as long as they want on their turn. However, there is a timer counting down in real time until the bombs will detonate, so players will want to be as quick as possible with their turns.

Hidden card information: Players hold their cards so *the fronts are facing the other players*, which requires that players give each other Intel to figure out which cards they have in their hands.

Limited Communication: Players are only allowed to communicate via the Intel they give each other, which provides hints about the cards in their hands. Players can also state public information, such as how much time is left on the timer or what the battery level is.

Cooperative game play: The players are all working together, winning or losing collectively as a team.

CARD ICONS



1. Disarm Bomb
2. Open Door
3. Rescue Hostage
4. Move Robot

GAME PLAY

Beginning with the start player and moving clockwise, each player must perform exactly **one** of the following actions on their turn:

- Give Intel
- Discard a card
- Program an Instruction card
- Activate robot

Each of the actions are described further below:

Give Intel to one other player

to provide them with information about cards in their hand.

- When giving **Intel**, pick an attribute from one of the two types: Color or Action Type. Point at **all** cards in the other player's hand that have that attribute.
Ex. "These cards, here and here, are Red."

You must indicate **all** cards of that type -- you may not lie, and you may not leave any cards out or give one card preference over another.

GAME PLAY SUMMARY

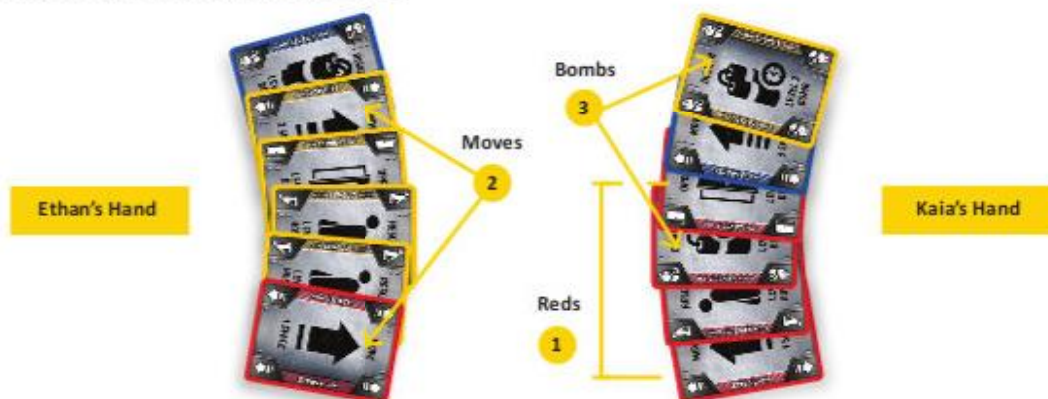
Each player performs one of the following actions on their turn, and then play moves clockwise to the next player.

- Give Intel to one other player
- Discard a card for battery
- Program a card
- Activate the robot

GIVING INTEL

When giving Intel to another player, it is often helpful to physically touch the cards in their hand that you are giving information about.

EXAMPLE INTEL ACTIONS



1. Ethan gives Intel to Kaia about her Red cards.
2. Kaia gives Ethan Intel that the 1st and 5th cards are Move cards.
3. Ethan then gives Kaia Intel that the 1st and 4th cards are Disarm Bomb cards.
Now Kaia knows that the 4th card is a Red Disarm Bomb card!

GAME PLAY

Discard a card to recharge battery

- State that you are discarding a card, and then call out one or two card attributes (color, action type) for the card you are discarding. Ex. "Discarding red bomb card"
- Discard the card **face up** into the discard pile.
- If you are fully correct, increase the Main Battery level by one for **each correct attribute**. If you are not correct with all called attributes, no batteries are recharged.
- If the Main Battery is full, you may discard cards without increasing battery level.
- Reserve batteries may never be recharged.
- After discarding, draw a card from the draw pile to refill your hand. When the draw pile runs out, flip the discard pile over **WITHOUT SHUFFLING** to make a new draw pile.

Program an Instruction card

Note: For Training Missions, refer to the specific rules on the Mission description for how Instruction Cards should be played. The standard rules for playing cards are described below.

- Select a card from your hand and place the card **face down** in the next available programming slot (from left to right) on the Control Frame.
- If this fills the last available programming slot, then you will automatically activate the robot. (See Activation section on page 10.)
- Draw a card from the draw pile to refill your hand. When the draw pile runs out, flip the discard pile over **WITHOUT SHUFFLING** to make a new draw pile.

Note: When drawing a card, if you accidentally see the front side, simply place it in the discard pile and draw a new card.

PLAYER ACTIONS

- **Give Intel to one other player:**
Point out all cards in one other player's hand that are the same color or action type
- **Discard a card:**
Call out 1 or 2 attribute(s) of the card before discarding it.
Recharge 1 battery per attribute **ONLY** if you are fully correct.
- **Program a card:**
Play face down in the next available programming slot.
- **Activate the robot:**
Reveal programmed cards, put them in order, use battery, then perform the instructions.

PLAYING CARDS

Keeping track of face-down cards on the Control Frame can be challenging for some players. For an easier difficulty level, players can always play any mission using the "Face up" programming rules in Training Mission Alpha.

Activate the robot

- When activating the robot, turn the programmed cards face up. You may arrange them in any order.
- Follow the guidelines in the Activation section on page 10 for full details on how to activate the robot.

PLAYER ACTIONS

- **Activate the robot:**
Turn the programmed cards face up, optionally discard one (if 5 cards or fewer), rearrange as desired, reduce the battery level, and resolve the instructions in order from left to right.

EXAMPLE

Ethan and Kaia need to move the robot to the first bomb before it detonates, trying to save as many hostages as they can along the way.



1. Looking at the board, they see that they ideally need the robot to move Right two spaces, save a Red Hostage, move Up, move Right, and Open a Red Door.
2. Ethan and Kaia take turns giving each other Intel, discarding cards to gain more battery, and playing cards onto the Control Frame.
3. Throughout the course of their turns, they have played the following cards face down on the Control Frame.



4. Concerned that they might have played a card in error, Kaia decides to activate the robot on her turn, even though there is space to program more cards.
(How do our heroes fare during Activation? Check page 12 to see the results.)

ACTIVATION

Activating the robot can occur in one of two ways:

- You can decide to activate the robot by choosing this as your action on your turn (as described in the Game Play section on pg. 9.)
- The robot is “auto-activated” if you play a card into the 7th programming slot on the Control Frame.

In either case, you become the robot operator.

Adjusting Programming:

The robot operator receives and processes all the programming instructions (cards) that have been played by the team.

When you are the operator, you have an opportunity to modify those instructions before they are sent to the robot, by performing the following steps:

- Turn **all** the programmed cards face up, and rearrange them in any order before having the robot perform the instructions. During this phase, all players are allowed to talk freely and provide suggestions, but the final order is up to you.

Note: If 5 or fewer cards have been programmed then you may optionally choose to discard any one of the cards. If 6 or more cards are programmed then no cards may be discarded.

- Once the program has been adjusted, reduce the battery level based on the number of cards in the control frame.
- Programmed cards that cannot be performed by the robot are errors. Each error costs additional battery.

** Whenever a bomb is successfully disarmed, stop the timer for that bomb. When not using the Timer app, add time to the timer for the next bomb according to the mission description, then restart the timer and continue play.*

ACTIVATION SUMMARY

1. Flip over the programmed cards and rearrange as desired.
2. If 5 or fewer cards were programmed, one card may be discarded before sending the instructions to the robot.
3. Reduce the Main Battery level based on the cost of the programmed cards. (Reduce the Reserve Battery level if necessary.)
4. Operate the robot.

BATTERY USAGE

Event	Battery Cells Used
Robot Activation	As indicated on the Robot Control Frame based on the number of cards
Programmed cards that cannot be performed (errors)	2 additional battery levels per error

OPERATING THE ROBOT

After adjusting the programming and paying the battery costs, you then operate the robot.

- The robot performs each card's action in turn starting with the left programming slot.
- The robot must be adjacent (not diagonal) to an object to perform an action (Open Door, Save Hostage, or Disarm Bomb) on that object.
- Robots **cannot** move onto any space where a token is located, nor can they cross the thick black lines printed on board tiles.
- The **exact** card must be used to perform an action. (i.e. a Blue Open Door card will not open a Red door, and a Yellow bomb requires a Yellow Disarm Bomb card, nothing else will do.)
- Move actions from an individual card must be executed in a **straight line** (no diagonals.) For example, a Blue Move 3 card can not be used to move two steps to the right and then one step up.
- If the robot cannot move the full distance of a Move card in a straight line, then the card action is not performed at all and the robot uses up 2 additional battery for the error.
- Before the robot can open a door of a specific color, **they must have already rescued at least 1 hostage of that same color.** If this is not done, the Open Door action fails as an error.
- When performing an Open Door, Rescue Hostage, or Disarm Bomb action, remove the token for that object from the board. You may place it in the secured area.
- After all the instructions have been performed, the programmed cards are discarded in the order they were activated and play continues with the next player in clockwise order.

Reminder: The robot **must** save at least one hostage of a color before it is able to open doors of that same color.

ROBOT OPERATION STEPS

1. The Robot perform the action on each instruction card in sequence.
2. If an action cannot be performed, reduce the main battery level by 2 for that error (reduce Reserve Battery Level if needed)
3. Discard the programmed cards.
4. Continue play with the next player in turn order.

ACTIVATION GUIDELINES

- Robot must be orthogonally adjacent (not diagonally) to objects to interact with them.
- Card type and color must be an exact match.
- Move cards are straight-line only, no diagonals.
- Can only open doors of a color after rescuing at least one hostage of the same color.
- Door, Hostage, and Bomb tokens are removed from the board after they are opened, rescued, or disarmed.

EXAMPLE ACTIVATION

Kaia has just activated the robot as the action on her turn.



- After looking at the cards they have played, Kaia has a sinking feeling that this activation phase isn't going to go so well!
- Kaia rearranges the cards as best she can (as shown above), realizing that they have not played the right cards to complete their objectives. She discards the Yellow Open Door card to save 1 battery cell from activation of that card, which also saves 2 more battery cells by avoiding the robot trying to perform that action in error.
- Ethan reduces the Main Battery level by 7 (since 4 cards ended up being programmed), while Kaia executes the actions from each card in sequence from left to right (as shown below).



- The robot is able to perform the actions on the first three cards, but cannot perform the Open Red Door action since it is not adjacent to a Red Door token at that point, so Ethan reduces the Main Battery level by 2 more for the error.
- The cards are discarded and play continues.

Don't give up hope! There is still time to disarm that bomb!

BATTERY LIFE

- Each Robot has a Main Battery and Reserve Battery. The starting and maximum levels are indicated on the robot tiles.
- Reserve Batteries cannot be recharged.
- If the Main Battery runs out when activating the robot, the Reserve Battery level is reduced instead.
- Every used Reserve Battery cell counts against the players' final score at the end of the mission.
- If the Reserve Battery level goes **below zero**, the robot runs out of energy, powers down, and **the mission immediately ends**.

BOMB DETONATION

- Each bomb is set up to destroy the entire building. Therefore, if any bomb goes off, the mission ends.
- The players will move on to Scoring to rate how the team performed.
- Usually, the mission will require that all bombs must be disarmed to successfully complete the mission objectives.

COMPLETING MISSION OBJECTIVES

- For training missions, the objective is to rescue all the hostages and disarm all the bombs before time expires. Some missions have different objectives that are stated in their mission description.

Note: The final activation ends **immediately** when the Disarm Bomb action for the last bomb is performed. No remaining instruction cards are performed.

BATTERY LIFE

- Main Battery – starting level indicated on Robot Tile. Rechargeable.
- Reserve Battery – starting level indicated on Robot Tile. Not rechargeable.
- Reduce Reserve Battery level as needed if the robot runs out of main battery.
- Each reserve battery cell used counts against the team's final score.
- The mission ends if the reserve battery goes below zero.

BOMB DETONATION

When detonation occurs:

- The entire building blows up.
- The mission ends. Move to SCORING (page 14).

COMPLETING MISSION OBJECTIVES

- See mission descriptions for the objectives of each mission.
- Missions end immediately when the final bomb is disarmed.

GAME END CONDITIONS

The mission ends when:

- A bomb detonates and the building explodes. – OR –
- The robot has disarmed the last bomb. – OR –
- The Reserve Battery falls below zero.

SCORING

- Each mission has a perfect score, which is possible if all hostages are rescued and bombs disarmed without using Reserve batteries.
- The team's score is rated against a 5 Star scale, based on how well the mission objectives were met:

CRITERIA	POINTS
Each hostage rescued and each bomb disarmed.	2 x Face value of the token.
All bombs disarmed	5 points plus 1 point for each hostage remaining on the board.
Penalties for using Reserve Batteries	-1 point per reserve battery cell used

GAME END CONDITIONS

End when any of the following conditions occur:

- Any bomb detonates.
- The last bomb has been disarmed.
- The robot needs more battery and none is available (reserve battery falls below 0).

SCORING

The team is trying to get a perfect score by rescuing all hostages and disarming all bombs.

- 2x face value for each hostage rescued and each bomb disarmed.
- If all bombs are disarmed, score a bonus of 5 points plus 1 point for each hostage remaining on the board.
- -1 point per Reserve Battery cell used.

EXAMPLE FINAL SCORING



SCORING	STANDARD	EPIC
★★★★★	37	45
★★★★☆	33 – 36	40 – 44
★★★☆☆	28 – 32	34 – 39
★★☆☆☆	19 – 27	23 – 33
★☆☆☆☆	≤ 18	≤ 22

Ethan and Kaia have completed the mission. Let's see how well they scored...

2x face value
of Hostages
rescued and
bombs disarmed:

24

+

All Bombs
disarmed:

5

+

Hostages
remaining in
the building:

2

+

Reserve battery
cells used: (2)

-2

=

29

(3 stars)

VARIANTS

Fog of War

All Bomb and Hostage tokens from a mission are placed face down and shuffled, then randomly placed at each of the bomb and hostage token locations from the Map Setup.

Hostages are not required to be rescued prior to opening doors.

Tokens are turned face up when the robot moves adjacent (not diagonal) to the token.

No Programming

For a variant with more forgiving memory requirements, play any mission by immediately activating the robot and performing the action on each Instruction Card as it is played.

Each card activation costs 2 battery.

***Note:** This variant requires that you play the cards in the correct order, which can be harder than normal!*

Multiple Robots

Select two Robot Tiles and the corresponding robot tokens. Add one of those Robot Tiles to the Control Frame as normal and place the other above the Control Frame. Place the robot tokens on the board, at whichever entry doors you choose for the mission (note that robot placement can make a mission more or less difficult). Place markers on the Main and Reserve battery tracks for both robots.

Place some other marker on one of the Robot Tiles. This Active Robot marker will indicate which robot is currently active.

This variant adds a 5th turn action for the players: **Switch Active Robot**.

When performing this action, move the Active Robot marker from one Robot Tile to the other.

All actions (discarding for battery, activating the robot) are performed by the robot that is currently active.

The mission ends when EITHER robots' Reserve battery drops below zero, when any bomb explodes, or when the final bomb is disarmed.

Custom Missions

Create custom missions by combining Floor Tiles, Doors, Bombs, Hostages, Crates, Barriers and Security Cameras in any layout you choose. The Bomb Squad Timer App will allow you to set the time for each bomb. For added variety, try using the included Pressure Plate and Sliding Door tiles (described below). *Have fun!*

Pressure Plates and Sliding Doors: Place Pressure Plates and Sliding Doors in the building during setup. Robots and Crates may be moved onto Pressure Plates. As long as something (a robot or a Crate) is on a Pressure Plate, the Security Camera of the corresponding color is switched off, and the Sliding Door of that color slides open. When the robot or Crate is no longer on the Pressure Plate, the corresponding Security Camera switches back on, and the Sliding Door of that color slides shut.

THANK YOU!

This game would not be possible without the support from many people, who deserve our deepest gratitude.

Dan would like to thank Dawn, his wife, and Caleb and Ethan, his two sons, for putting up with his gaming habit.

David would like to thank Eileen, his wife, and Kaia and Micah, his children, for their support.

Playtesters: Shawn Bramblett, Rob Miles, Terry Montgomery, Chris Dickey, Jason Williams, James Jones, Rob Miles, Manny Leon, Mike Tunison, Scott Perger, Matt Manis, Rob Hoy, Josh Martin, Nathan Emmerich, Paul Ingram, Dawn Keltner, Eileen Short, and Desiree Schachter. Special thanks for extended playtesting to Jim Becker, the Tucson Gamesmiths group (Seth Jaffee, Matt Eklund, and many others), and especially Mandy Proctor and Russell Knox.

REFERENCE SHEET

Player Actions

(perform one of the following on your turn)

Give Intel

Indicate all cards of one color or action type.

Program a card

Play the card face up or face down based on programming difficulty level from Mission description.

Discard a card

Recharge 1 Main Battery cell for each correctly named attribute, as long as ALL named attributes are correct.

Activate the robot

Rearrange cards.

Optionally discard a card if 5 or fewer cards are programmed.

Use battery, then move robot.

CARD TYPES

QUANTITY

Red (Level 1)

27 total

Move 1 Space 11
Open Level 1 Door 6
Rescue Level 1 Hostage 6
Disarm Level 1 Bomb 4

Yellow (Level 2)

18 total

Move 2 Spaces 6
Open Level 2 Door 4
Rescue Level 2 Hostage 4
Disarm Level 2 Bomb 4

Blue (Level 3)

9 total

Move 3 Spaces 2
Open Level 3 Door 2
Rescue Level 3 Hostage 2
Disarm Level 3 Bomb 3

ROLE

DESCRIPTION

Frontline

You must hold your cards facing yourself; however, you cannot recharge the robot.

Intel Expert

If you perform a Play Action on your turn, you may also perform a bonus Give Intel Action.

Programmer

Your hand size is increased by 1 for the duration of the mission.

Recon Specialist

Gain 1 additional Battery Level when you recharge a Robot's battery on your turn.

Sergeant

When you take a Play Action, you may do so using the top card of the Discard Pile.

Driver

You may adjust the move distance of **one** Move card by +/- 1 when activating on your turn.

Engineer

The battery cost is reduced by 2 when activating on your turn.

Negotiator

You may save any Hostage with any Hostage Card when Activating on your turn.

Security Expert

You may open any Door with any Door Card when Activating on your turn.

Technician

You may disarm any Bomb with any Bomb Card when Activating on your turn.

Analyst

After Discarding you may pay 1 battery to put that same card back into your hand (don't draw).

Chief

As your turn action you may pay 1 battery to reveal a programmed card. You may discard that card.

Disposal Expert

You may discard 1 additional card from the Control Frame when activating on your turn.

Field Agent

You may play cards **Face Up** when playing a card to the Control Frame.

Operator

You may look at hidden programmed cards at any time.