

Flippin' Bomber v. 1.1.0 (260628)

A Game by J-P Kurikka

Components

1 card

2 d6 dice (different colors)

5 player pawns (small items of different colors with a diameter of no more than 7 mm)

10 health tokens (2 per player, any small item, preferably the same color as the player pawns)

5 different pearls (any red, green, yellow, purple and blue item or d6 dice if differently colored items are not available)

A pen (use a dry erase marker for laminated cards)

Goal of the game

Move through the maze, drop bombs to trap your opponents, avoid their bombs (and your own) and collect as many pearls as possible before you lose all your health tokens.

The winner is the player with the most points at the end of the game.

Setup

- 1) Place the card on the table so that all players can reach it.
- 2) Give each player a pawn.
- 3) Starting from the oldest, players choose the starting space from the card's starting/pearl spaces and place their pawn on that space. Only one pawn may be placed in a single space.
- 4) Decide which pearls represent which pearl space on the card (if using dice instead of pearls, place them so that each die has a different value from 1 to 5. The die value determines which pearl space the die represents).

Gameplay

Players take turns starting from the youngest player.

Player Turn

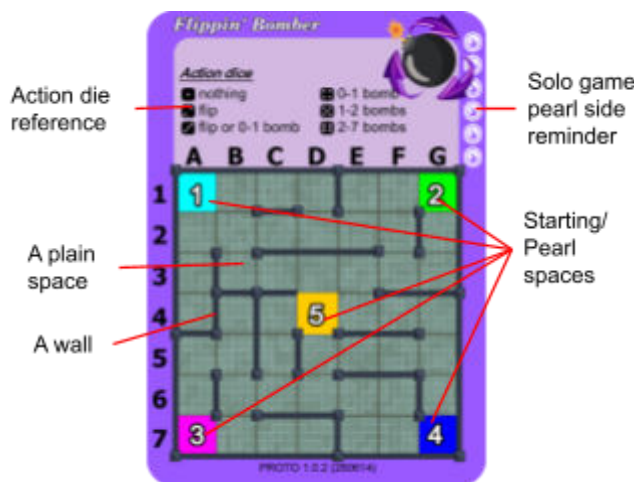
- 1) Roll both dice
- 2) Decide which die is a movement die and which one is an action die.
- 3) In any order (split however you like):



- Move exactly the number of spaces shown on the movement die
- Resolve the action indicated by the action die

Die value	Action
1	No action
2	Flip the card
3	Flip the card OR place 0 to 1 bomb
4	Place 0 to 1 bomb
5	Place 1 to 2 bombs
6	Place 2 to 7 bombs

The card



Movement rules

- 1) You cannot move through walls or player pawns (your route can be blocked).
- 2) The total number of spaces you move during your turn must exactly match the movement die value (*if you are blocked and cannot move the required amount of spaces, move the maximum amount possible. You lose 1 health token at the end of your turn. NOTE: You might also lose another token if you end up in a bombed space*).
- 3) If you visit the same space twice during the same turn, you lose 1 health token for each revisit.

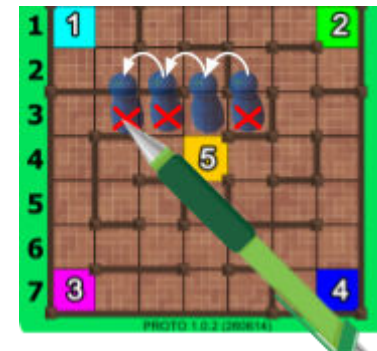
Placing bombs

When placing bombs, you must place at least the action's minimum number of bombs on your movement route.

If there are not enough free plain spaces on your route, you must place a bomb in every free plain space on your route.

You may place up to the maximum number of bombs shown by your action on your route.

Place a bomb by marking an X (or any other clear mark) on the space. Bombs may only be placed on a free plain space that is on your route during this turn.



Bombs may be placed on any free plain space on your route including your starting and ending spaces.

Exploding a bomb

At the end of your turn, if you are on a space that has a bomb (that you did not place during this turn) the bomb explodes and you lose 1 health token.

When you lose your second health token, you die and become a ghost.

If you place a bomb in the space where you end the turn the bomb does not explode.

Bombs are not removed when triggered and you or any other player may trigger the same bomb on any future turn.

Playing as a ghost

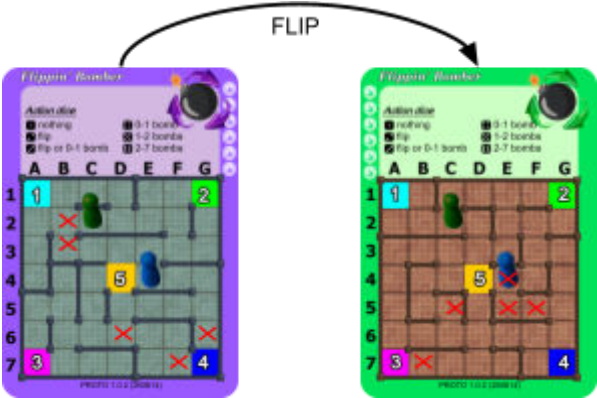
In a multiplayer (3+ players) game, after you lose your second health token, you die and continue the game as a ghost.

- Ghosts ignore bombs and cannot lose health tokens.
- Ghosts cannot collect pearls.

- Ghosts may score points only by flipping the card and making living players land on bombs.

Flipping the card

If your action is “Flip the card”, you may flip the card during your turn, but you are not required to do so. Before flipping the card, note the coordinates of all pawns. The pawns are placed on the same coordinates on the flipped side of the card. For each other player's pawn that ends up on a bomb, that pawn's owner loses 1 health token and gives it to the flipper as a point. If the flipper has no movement left after the flip and their pawn is on a bomb, the flipper loses 1 health token. If the flipper has movement left, they must first use the rest of their movement before determining if they ended up in a space with a bomb. The route on the flipped side of the card is considered a separate path so you may visit the same coordinates you already visited on the other side.



The blue player loses a health token after the flip because they end up in a space with a bomb.

Collecting pearls

If your pawn is on a pearl space immediately before the card is flipped, you acquire the pearl (or the die) associated with that space, if the pearl has not already been acquired.

You do not have to be the flipper to acquire the pearl, you only need to be in the right space at the time of the flip.

Gaining health tokens as points

Players can score health tokens through card flips.

For each other player's pawn that ends up on a bomb because of the card flip, that pawn's owner loses 1 health token and gives the token to the flipper as 1 point. Bombs triggered at the end of a player's own turn do not give points to anyone.

Random events variant

To make the game faster and more chaotic, you may introduce random events that trigger every round after each player has taken their turn. During setup, decide which die is the random event action die. To resolve a random event, roll the dice. The action die determines the type of the event and the other die specifies the affected spaces, if applicable.

Die value	Action
1 - 2	Flip the card
3	Bomb a column. Place a bomb on all free plain spaces of a column. The column is determined by movement die (1=A, 2=B, 3=C, 4=D, 5=E, 6=F).
4	Bomb a column in reverse order. Place a bomb on all free plain spaces of a column. The column is determined by movement die in reverse order (1=G, 2=F, 3=E, 4=D, 5=C, 6=B).
5	Bomb a row. Place a bomb on all free plain spaces of a row. The row is determined by movement die (row is the die value)
6	Bomb a row in reverse order. Place a bomb on all free plain spaces of a row. The row is determined by movement die in reverse order (1=row 7, 2=row 6, 3=row 5, 4=row 4, 5=row 3, and 6= row 2).

End of the game

After the current turn has been fully resolved, the game ends if one or fewer living players remain.

Winning the game and calculating points

Each player scores 2 points for every pearl they have collected and 1 point for each health token they have gained from the other players.

In addition, the last player alive gets 3 additional points. If no one is alive at the end of the game, no one gets the additional points. The player with the most points wins.

Solo Game

Flippin' Bomber may be played as a solo game. Your aim is to collect all the pearls. In a solo game you take your turn exactly as in the base game. After each turn, roll for a random event (see *random event variant*).

Setup for the solo game

Follow the base game setup, but in step 4, assign 5 pearls to each side of the card. Place the green-side pearls to the left of the card and the purple-side pearls to the right of the card. You may use unused player health tokens to represent the pearls of the other side of the card.



Solo game setup

Collecting pearls in solo game

If your pawn is on a colored/numbered space on the face-up side immediately before the card is flipped, you acquire the matching pearl from that side's pearls.

End of the solo game

The solo game ends when you have collected all 10 pearls (you win) or you have lost both of your health tokens (you lose).