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遊戲說明書

遊戲配件

1. 一套60張印有大家都熟悉的場景插圖卡牌。
2. 一個「炸彈」。按下底部的紅色按鈕便會啟動。它的特殊計時器會令它在10 - 60秒間爆炸(發出爆炸聲)。

遊戲規則

遊戲的目標是盡快想到一個可融入牌上插圖的詞，然後在炸彈爆炸前趕快把它傳出去。

炸彈 - 炸彈有一個隨機的電子計時器。一旦開始了，就沒人知道何時會爆。
在遊玩《妙傳爆趣》之前，請先移除在炸彈底部的
(防止電池氧化) 膠條。

卡牌 - 每張卡上都有一個尋常場景，附有英文及中文描述。

在和幼兒遊玩前，最好首先一起翻閱卡牌，讓所有人都熟習插圖。

開始遊戲

把卡牌洗勻，然後把10張卡牌正面朝下疊好放於桌面中央。最年輕的玩家拿取炸彈，並按下底部的紅色按鈕開始計時。同一時間，他或她拿取牌庫上最頂的牌，把它翻開並放在桌中央。看了插圖後，拿著炸彈的玩家必須說出一樣能融入插圖場景的物件。例如：若卡牌上的是沙灘，好的答案包括一沙堡、貝殼、桶子和小鏟等……

若該物件正確，且炸彈尚未爆炸，把炸彈傳給左手邊的玩家。剛接到炸彈的玩家必須說出一樣之前沒人提過的物件。

若該物件正確，繼續如上述規則傳遞炸彈，直至炸彈爆炸為止。爆炸時拿著炸彈的玩家需把那桌子中央的卡牌放在自己面前。

遊戲由剛才拿了牌的玩家繼續。他或她從牌庫翻開新的牌，開動炸彈，開始新的回合。

若手持炸彈玩家的答案：

- 1) 完全不能融入插圖場景
或
- 2) 已有玩家在本回合提出過相同答案，其左方的玩家可馬上提出質疑。被質疑的玩家必須要想出另一個答案才可傳遞炸彈。(但若有其他玩家反對質疑，則視作質疑失敗。)

當玩家說完答案後，必須立刻傳遞炸彈。若炸彈在兩位玩家傳遞「途中」爆炸，而傳出炸彈之玩家的答案正確，則視作在下一位的玩家手中爆炸。

遊戲結束

當10張牌全都被拿去，遊戲結束。擁有0張牌或最少牌的玩家勝出。若遇平手，則平手的玩家們再玩一回合分出勝負。

放入和換掉電池：

拿掉螺絲以拿開蓋板

請依照以下圖示放入和換掉電池：

請勿使用可充電電池

請勿嘗試為非充電式電池充電

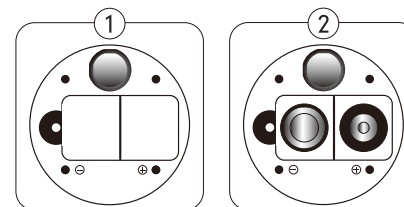
請勿把新、舊，或不同種類電池混合使用。

請只使用2顆AAA電池

請確保已依圖示放入電池。

當電池已沒電，請移除。

在任何情況下，請勿把電源端引致短路。



未放電池

正確放入電池

警告！ 此產品不適合36個月大或以下孩童。

本產品含有細小零件。提防窒息危機。請保留地址作日後參考。

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INSTRUCTIONS

CONTENTS

1. One pack of 60 cards each of which is illustrated with a familiar scene.
2. The bomb. This is started by pressing the red button underneath. It has a special timer so that it will explode sometime between 10 and 60 seconds.

GAME RULES

Aim of the game to quickly find a word that would fit with the illustration on the card and pass on the ticking bomb before it explodes.

The Bomb. The bomb has a variable electronic timer. Once started, nobody knows how long it is going to tick.

To prepare for the game of Pass The Bomb Junior, first remove the plastic strip, (battery oxydisation protection) from underneath the bomb.

The Cards. Each card shows a familiar scene which is described on the card in English, French and German.

Before playing with younger children it is a good idea to go through the cards together, so that everybody becomes familiar with the pictures.

HOW TO PLAY

The cards are shuffled, and ten cards are dealt face down into the centre of the table. The youngest Player who is given the bomb starts it by pressing the red button underneath. At the same time, he or she takes the top card from the pack and places it face up on the table. Having looked at the picture on the card, the Player holding the bomb must suggest something that would fit in with the scene. Eg. if the cards shows a beach, good examples would be a sandcastle, shells or a bucket and spade etc.

If the object is correct and if the bomb is still ticking, then it is passed on to the Player on the left, who must also come up with a suggestion which must be different from any previous answers from other Players.

The game then resumes with the Player who was holding the bomb when it exploded starting the new round by drawing a fresh card from the pack and re-starting the ticking bomb.

Players may be challenged by the Player to their immediate left if they
1) name an object that does not fit into the scene depicted on the card
OR

2) call out an object previously named in the same round. In such cases, an alternative object must be found by the challenged Player before the bomb is passed on.

As soon as a Player has completed their turn they must pass on the bomb immediately. If the bomb is "in between" Players when it explodes, it is the following Player who is deemed to have been holding the bomb when it exploded, assuming that the object given by the previous Player is correct.

END OF THE GAME

As soon as all ten cards have been exhausted, the game ends. The Player who has none, or the smallest number of cards wins. If there is a tie, then there will be a play-off between the qualifying Players to establish an ultimate winner.

INSERTION AND EXCHANGING BATTERIES:

Remove small screw to release panel

Batteries should be inserted and exchanged as shown in the graphics:

Do not use rechargeable batteries

Do not attempt to recharge non-rechargeable batteries

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

Only use AAA Batteries (2 required)

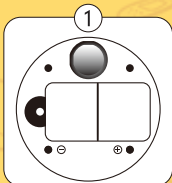
Ensure that batteries are inserted as illustrated

Always remove batteries when they are exhausted

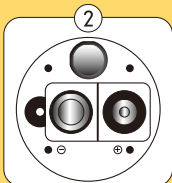
Do NOT short-circuit the supply terminals under any circumstances

Warning! Not suitable for children under 36 months. Contains small parts.

Danger of suffocation. Please keep address for further reference.



Without batteries



Correct battery installation

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