



Mission Briefing

MISSION

Retrieve the briefcase of money and get out. There's just one problem: enemy agents with identical cases with bombs inside have compromised your contact and now there's no telling which one holds the money. Use every trick in the book—bluffing, deduction, deception—to find the money to make it out alive before time runs out and the bombs go off!

EQUIPMENT

3 - 6 Agents (players)

84 Action Cards

6 Briefcases

6 Agent Guides

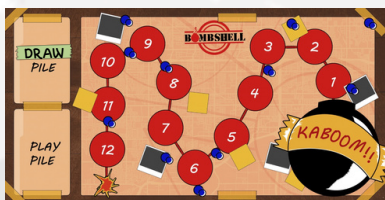
Bombshell Game Board

Double-Sided Fuse Token



Action Cards

Briefcases



Board



Fuse Token



Agent Guides



MISSION PREP

BOARD

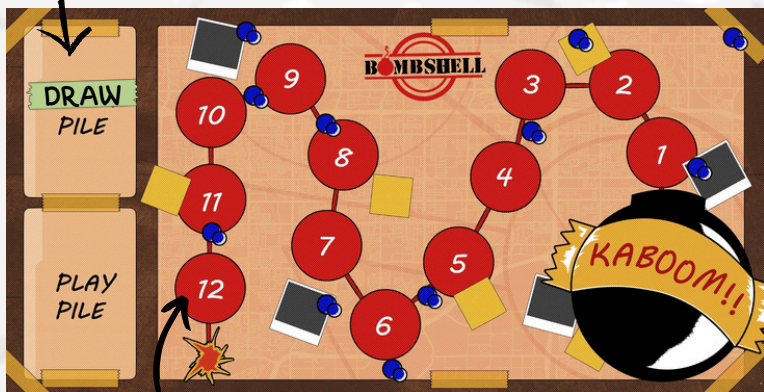
Place the board in the middle of the play area.

ACTION CARDS

Shuffle the action cards, deal 5 to each player, and set the rest of the deck onto the DRAW PILE.

AGENT GUIDE

Give one to each player for quick reference of both a turn's phases and card abilities.



FUSE TOKEN

Set the token with the armed side face-up on the start space.



BURN PILE

Designate a spot off the board to be the burn pile. Burned cards are placed face-down.

BRIEFCASES

Shuffle one briefcase for each agent, including the money, and pass them out face-down. These stay face-down the entirety of the mission.



MISSION OVERVIEW

With the briefcases staying face-down throughout the mission, agents take turns clockwise, playing action cards from their hand onto the PLAY PILE (unless the card specifies otherwise). Agents must outsmart the others and rely on their memory as the briefcases change hands. Your task is to find, take, and keep the money, all while the timer steadily ticks down to zero.

MISSION COMPLETE (How to Win)

When the token is armed and reaches the bomb (zero), the mission concludes and all agents must reveal their briefcase.

The agent holding the case of money is alive, the winner, and the best agent we've ever seen!



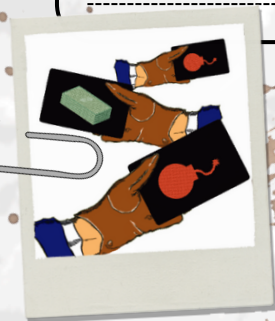
plus

RUNNING OUT OF CARDS

If the DECK PILE is exhausted before the mission ends, reshuffle the PLAY and BURN PILES together and place back onto the DRAW PILE.

MISSION START

To begin, all agents look inside their briefcase then place it back face-down. Play starts with the most experienced agent or the last winner of Bombshell and continues clockwise.



NO MORE PEEKING!

Only certain action cards will allow you to look inside any briefcases for the remainder of the mission.

Until then...

eyes off!!

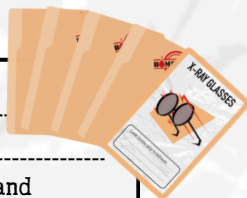
DURING YOUR TURN

Phase I - Turn or Burn

Play an action card from your hand.

-- OR --

Burn any number of cards from your hand face-down.



Phase 2 - Reload

Draw until you have 5 cards in your hand again.

Phase 3 - Countdown

If the fuse token is armed, it moves one space closer to the bomb.



HANDCUFFS

are placed on top of any briefcase to **lock** it to its agent. A locked briefcase cannot be moved until it's been unlocked by a "JAILBREAK" card.

- If an agent's briefcase is locked, they can still play, but the "SWAP", "ROTATE", and "SCRAMBLE" cards **cannot** move their case



JAILBREAK unlocks all "HANDCUFFS" cards that are in play on top of a briefcase.



X-RAY GLASSES

allow you to look inside any briefcase.

This includes locked briefcases!

X-RAY GLASSES

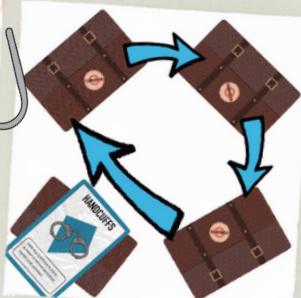


Look inside any briefcase.

ROTATE



Rotate ALL briefcases in the direction you choose.



Locked briefcases are "skipped over" during a ROTATE.

SWAP



Swap any 2 briefcases with each other.

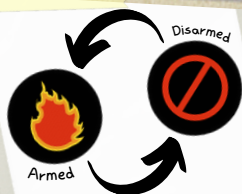
SCRAMBLE



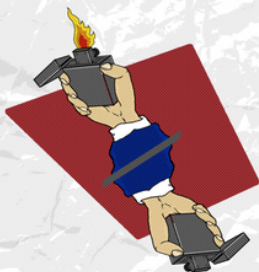
Pick up and shuffle all available briefcases. Agents that receive a new case must look inside.

- Locked briefcases do not get shuffled
- Cases cannot be looked in while being shuffled

If a **red card** is played, the fuse token does not move at the end of the playing agent's turn.



ACTIVATE / DEACTIVATE



Flip the fuse token. Do not move it after this turn.

BUY / LOSE TIME



Move the fuse token:

⬆️ ± 2 ⬇️ ± 1

It does not move after this turn.

“BUY/LOSE TIME” moves the fuse token closer or further from the bomb.

2 spaces if it's armed 🔥

1 space if it's disarmed ⚡

“BUY/LOSE TIME” can end the game, but only if the token is armed.

“BUY/LOSE TIME” cannot move the token onto the bomb if it's disarmed.



DOUBLE AGENT

is placed in front of you. On your next turn, you get to perform Phase 1 – Turn or Burn twice, playing or burning cards twice, or a combination of play and burning.

- If the fuse token is **armed**, the token only moves 1 space at the end of your whole turn
- If a **red card** is played, follow that card's rule for moving the fuse token at the end of your turn

DOUBLE AGENT



Place in front of you until your next turn. On that turn, perform the play phase twice.

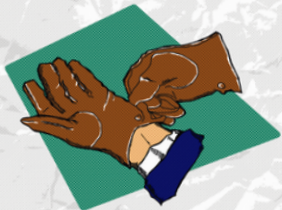
SPECIAL MOVE!

Since Phase 1 allows you to play or burn cards, you may burn from your hand and redraw as your "first move", then play a card for your second move.

...or you can burn + redraw twice if you really didn't like your new hand...



STICKY FINGERS



Look at any agent's hand and steal a card. You may immediately play or keep that card.

- The target agent redraws to replace their stolen card
- **No going back!** Once you've seen the agent's hand, you must steal from them

FREEZE!

can be played at any time to cancel any one action card played by another agent.

- Gotta be fast! If the other card's action has been completed, it's too late to play this
- The fuse token still moves at the end of a turn if it's **armed**, regardless of the card that was stopped
- You can FREEZE! a FREEZE!
- Redraw to have 5 cards back in your hand after playing this



Ultimately, it's up to the table what is considered "too late" when using a FREEZE!

EXAMPLE:



"BUY/LOSE TIME" was played in an attempt to end the game but was quickly canceled by a FREEZE!

