

might involve standing, using your non-dominant hand, or something else entirely to make the event tougher to complete.

If the next card is another Boom Law Card: You must combine the restrictions on both Boom Law cards for an even tougher event! Continue turning over cards until an Event or Last Out card comes up.

If the next card is an Event Card: The person who completes that card (with all the Boom Law restrictions in effect) takes the Event card and all Boom Laws cards turned over for that round.

If the next card is a Last Out Card: The LAST person to complete it returns 1 card from their point pile to the bottom of the draw pile (see "Last Out" section on reverse). No card is awarded to anyone (just be lucky you didn't lose a card, buddy).

WINNING THE GAME:

The game ends when one player has collected ten cards.

CONTENTS

100 Event Cards, 4 player trays, 1 Game Bowl, 4 red six sided die, 4 blue six sided die, 4 yellow six sided die, 4 green six sided die, 4 blue eight sided die, 8 dominoes, 16 small white cubes, 4 white checkers, 4 black checkers, 4 red pawns, 4 green pawns, 4 blue pawns, 20 colored letter tiddlywinks.

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THE IN-YOUR-FACE RACE!

AGES 8+ • 30 minutes • 2+ players

CONTENTS

See reverse side for complete content list.

OBJECT

Each card in the game is worth 1 point. Be the first person to collect 10 cards (10 points) by winning the event competition shown on each card.

SET UP

Place the Game Bowl in the center of the table. Shuffle up the Event Card deck and place the cards in a stack face down next to the Game Bowl. Each player should have one tray full of game pieces in front of them.



Each tray should have the following pieces:

One red die, one green die, one yellow die, one blue die, five colored tiddlywinks lettered with "R-E-A-C-T," four small white cubes, one black checker, one white checker, two dominoes, and one 8-sided die.



PLAY

This is a simultaneous dexterity game where players will race at the same time to be the first to:

- Complete the challenge shown on the card.
- Slam their hand down on the card.
- Yell "SHABOOM!"

The oldest person will turn over the first card.

1. The person who turns over the card must make sure everyone can see it. Shout out the card instructions so everyone can hear them.
2. Once the event begins, all players must dig in their trays for the pieces needed to complete the challenge shown on the card. **You cannot dump any pieces onto the table, nor can you win the card if any pieces have spilled onto the table from your tray!**
3. When you have completed the challenge, slap your hand down on the card and yell SHABOOM!

If you SHABOOM'd and did the challenge successfully, take the card and put it in front of you. However, if you SHABOOM'd and **did not** do the challenge successfully, the other players

redo the challenge while you sit out for the round.

4. Once the event has concluded, return all of your game pieces back to your tray.

5. The person who wins the card turns over the next card. Competition resumes with all players included.

CARD TYPES

There are three types of cards in SHABOOM!:



Event Cards

The majority of cards in the game are Event Cards. These cards are fairly self explanatory. The illustration on the card shows the pieces and how they are used. The text on the bottom helps clarify the challenge. If there is any confusion regarding the challenge, have everyone agree on what needs to be done and then resume play.



Last Out Cards

Last Out Cards play the same as the event cards, but instead of being first, you simply do not want to be the last player to complete the challenge.

If you are the last player to complete the event, you must return one of your point cards back to the deck. If you have no point cards, you are already losing: do nothing but reflect on the fact that you are losing. No one wins the Last Out card. Return it to the bottom of the deck at the end of the round.



Boom Laws Cards

You don't have to do anything when this card is turned over. Have the person who turned it over read the Boom Law as normal. Boom Laws put a restriction on the next Event or Last Out card to be drawn: they