

Detonate Rules Summary (v2)

Setup (4-12 players):

1. All players sit in a circle
2. Place tiles in the middle in sequence beginning with 3
 - Place one tile for each player (*up to 12 players*)
 - Example: 3 4 5 6 (for a four player game)
 - Example: 3 4 5 6 7 8 (for a six player game)
 - Example: 3 4 5 6 7 8 9 10 (8 player game)
3. Make your own scorepad with each players name
4. Players roll the 10 sided die - highest roll is first player

Game Play (in rounds beginning with First Player):

START a ROUND: set the EXPLOSION number at ZERO (ie, you are just starting)!

1. Begin (or continue) the Round by **incrementing the EXPLOSION number by 1**
(until only one player is left - then go to **End Round**)
 2. On your turn do **ONE** of these two things
 - Collect the lowest number tile (*score those points*)
 - **Don't forget:** Add the tile points to your tally
 - If you collect a tile you are OUT for the rest of the round (but back in the game on the next round)
 - ---OR---
 - Roll the 10 sided die.
 - If the number rolled is GREATER than the EXPLOSION number... phew, your turn ends but you still are in this round!
 - However, if you roll a number that is LOWER or EQUAL to the EXPLOSION number:
 - **BOOM!** You are out for THIS round (but still in the game)! You do not score any points.
 - Flip over the lowest number tile and place it below the highest number tile
 - Is it the only number tile? Go to **End Round**
 3. Pass the 10 sided die to the next player
 - If all players still in the game have had a turn with the current explosion number, repeat from step 1 (**remember:** add 1 to the explosion number)
 - Otherwise, repeat from step 2
- End Round:** When there is only one player left, they score the final tile plus all the +1's, then:
- Tally the scores for all players
 - Check all players scores with this end game chart:

players=>	4	5	6	7	8	9	10	11	12
endgame score===>	20	25	30	35	40	45	50	55	60

- **Game over** when endgame score is met/exceded
 - Highest score wins (tie is a shared win)
4. Game not over? Begin the next round with step 1. The last player in the prior round becomes the first player.

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