Keep Talking and Nobody Explodes

Defuse the bomb before time runs out. One sees it, the rest hold the manual.

CO-OP | COMMUNICATION | PROBLEM-SOLVING | 4–20 PLAYERS | 60–120 MIN

THE STORY

One of you is alone with a ticking bomb. Everyone else has the manual to defuse it, and nobody can see what the others see. The defuser describes wires, buttons and strange symbols. The experts find the right page and talk them through each module before the timer hits zero.

Every bomb is new, with up to eleven modules spread over both sides of the casing. Each strike makes the clock run faster, and the third one sets the bomb off. You get through by talking clearly and listening hard, and you find out fast how differently your friends describe the same blue wire. Swap the defuser after each bomb so everyone gets a turn in the hot seat.

Superglue runs a licensed browser version of Keep Talking and Nobody Explodes, and it is free with a Superglue account. The defuser plays on a laptop or desktop and the experts read the free Bomb Defusal Manual, so nobody installs or buys anything. The browser version is made by Superglue, not by Steel Crate Games, the studio behind the original game.



PLAYERS	4–20 players
DURATION	60–120 min
TYPE	Co-op
PLATFORM	Browser, no installs
PRICING	Free with a Superglue account







HOW IT PLAYS

1. **Pick a defuser**
   One player opens the game on a laptop or desktop.
2. **Choose a bomb**
   Start with The First Bomb: three modules and five minutes.
3. **Say what you see**
   Drag to turn the bomb, press F to flip it and click a module to zoom in.
4. **Talk it through**
   The experts find the module in the manual and give instructions one step at a time.
5. **Swap seats**
   After each bomb, give the bomb to someone new.