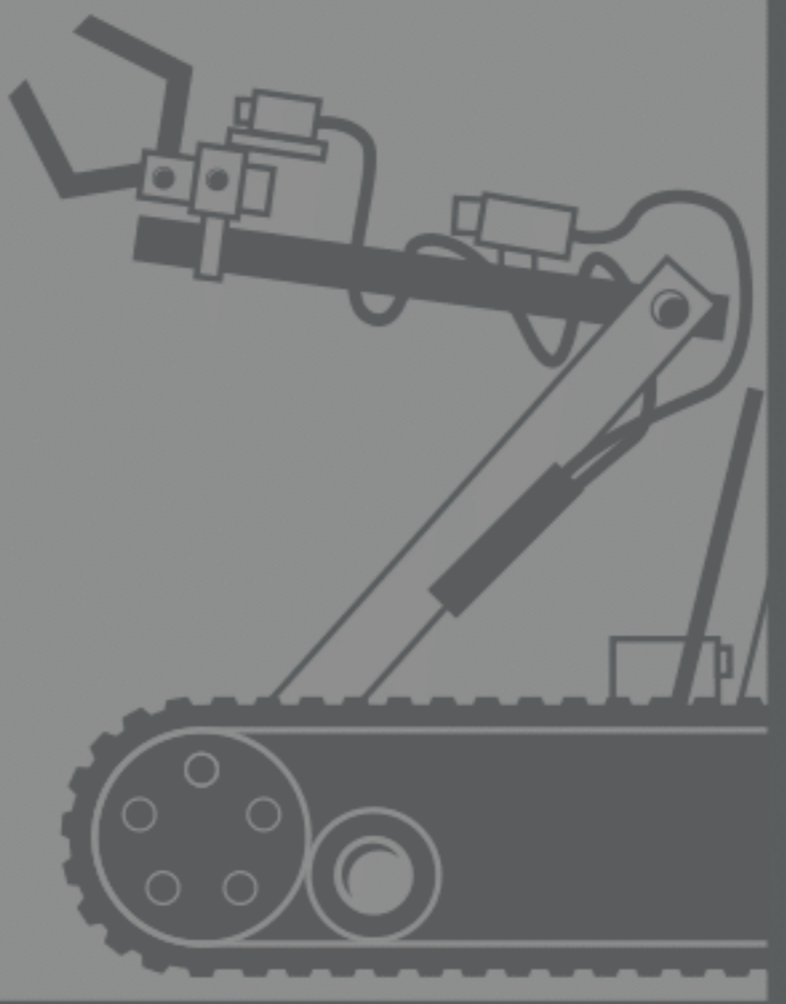


**SEI IL
BOMBAROLO**
SII CON IL PRESIDENTE



SQUADRA ROSSA 

**SEI IL
ROBOT ANTI-BOMBA**
SII CON IL BOMBAROLO, MA NON CON IL PRESIDENTE



SQUADRA GRIGIA 

**SEI UN
MEMBRO DEI BLU**
TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU 

**SEI UN
MEMBRO DEI BLU**
TIENI IL PRESIDENTE LONTANO DALLA BOMBA



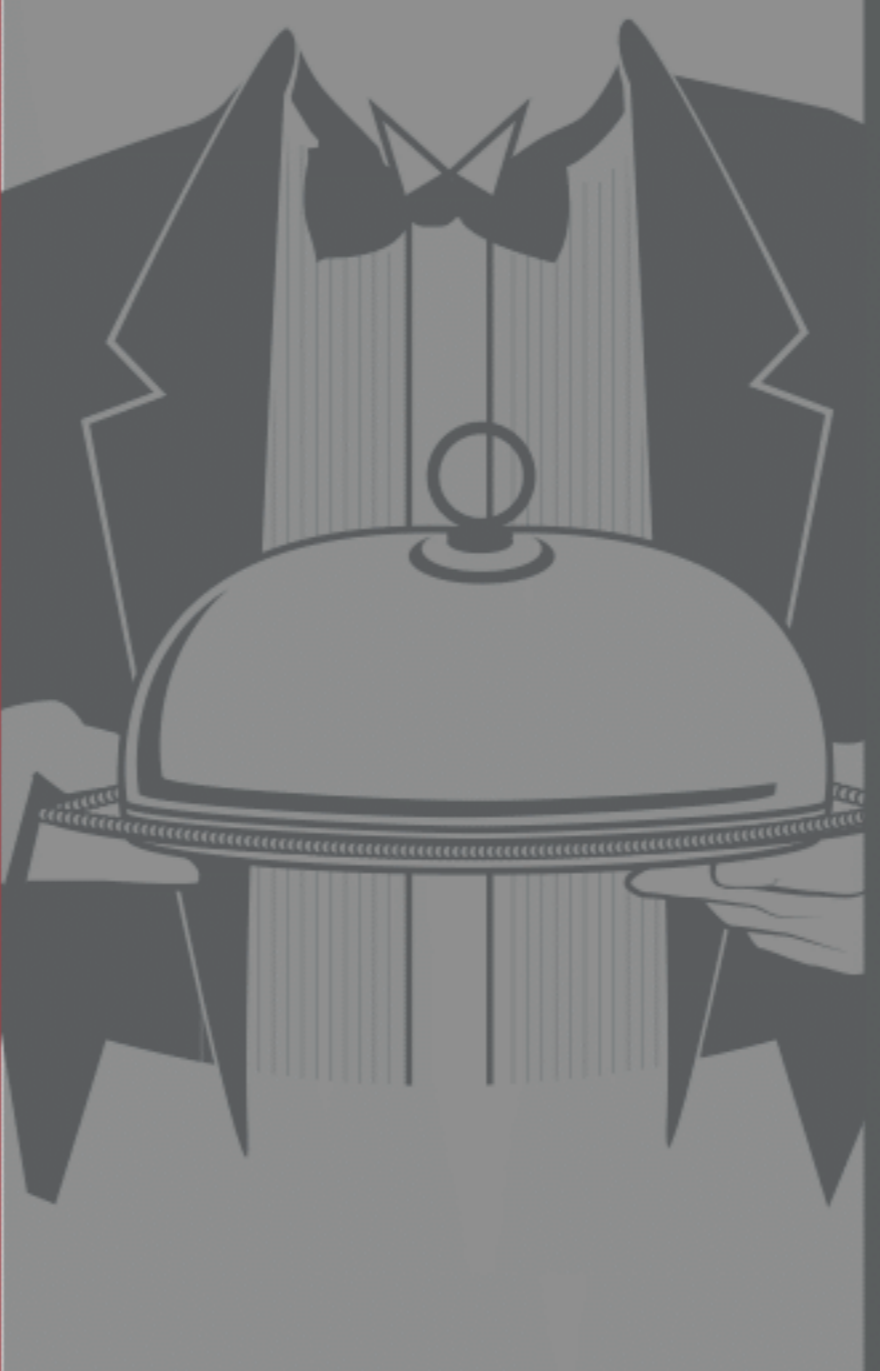
SQUADRA BLU 

**SEI LO
SGOMMETTITORE**
INDOVINA LA SQUADRA CHE HA VINTO



SQUADRA GRIGIA 

**SEI IL
MAGGIORDOMO**
SII CON LA CAMERIERA E CON IL PRESIDENTE



SQUADRA GRIGIA 

**SEI IL
BODYGUARD**
MANDA UN GIOCATORE IN ESUBERO NELL'ALTRA STANZA



SQUADRA ROSSA 

**SEI IL
BODYGUARD**
MANDA UN GIOCATORE IN ESUBERO NELL'ALTRA STANZA



SQUADRA BLU 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI LA
REGINA**
EVITA IL PRESIDENTE E IL BOMBAROLO



SQUADRA GRIGIA

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI UN
MEMBRO DEI ROSSI**
AIUTA IL BOMBAROLO A UCCIDERE IL PRESIDENTE



SQUADRA ROSSA 

**SEI IL
PRESIDENTE**
EVITA IL BOMBAROLO



SQUADRA BLU



**SEI
GIULIETTA**
SII CON ROMEO E CON IL BOMBAROLO



SQUADRA GRIGIA

**SEI LA
STAGISTA**
SII CON IL PRESIDENTE



SQUADRA GRIGIA

**SEI
ROMEO**
SII CON GIULIETTA E CON IL BOMBAROLO



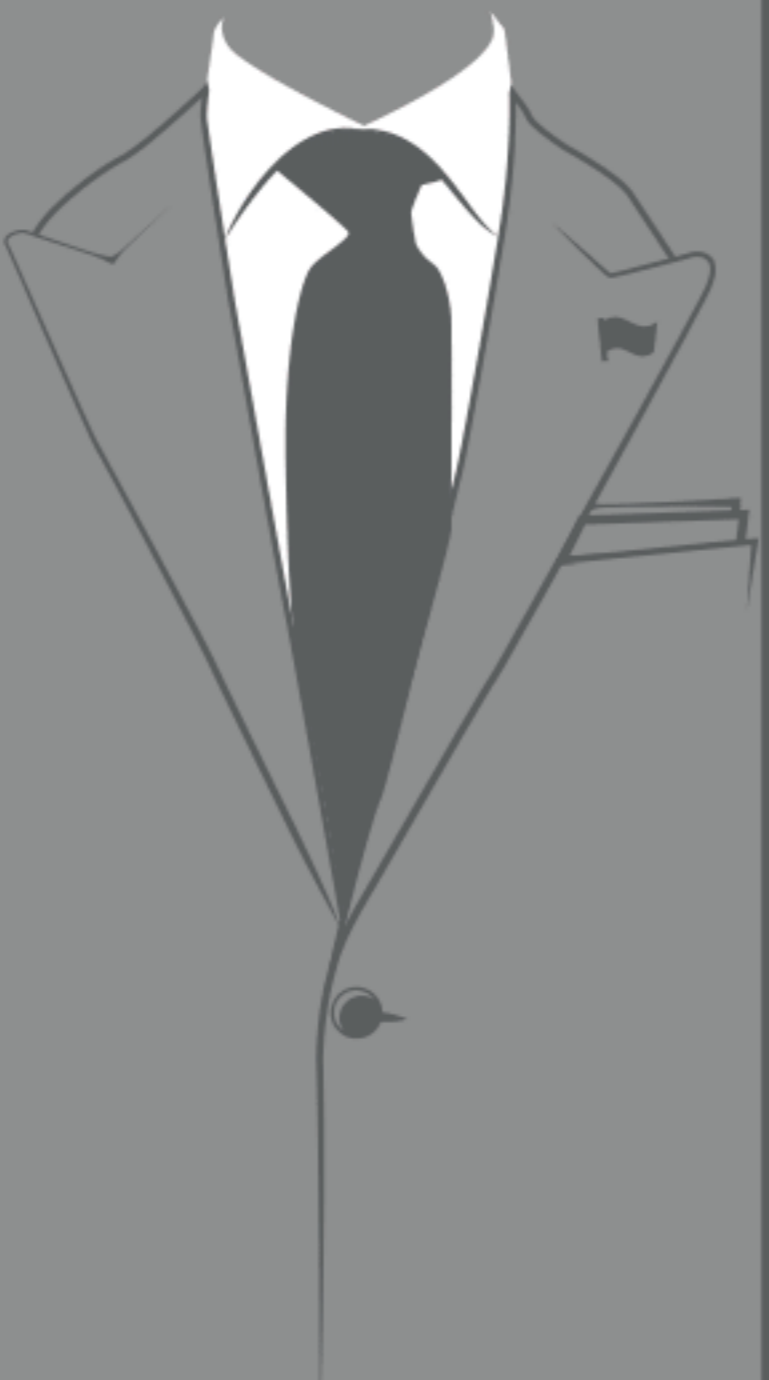
SQUADRA GRIGIA

**SEI IL
MAGGIORDOMO**
SII CON LA CAMERIERA E CON IL PRESIDENTE



SQUADRA GRIGIA

**SEI IL
RIVALE POLITICO**
EVITA IL PRESIDENTE



SQUADRA GRIGIA

**SEI UN
MEMBRO DEL BLU**
MIGLIAIO PER AVERE UN BOMBAROLO BIANCO BY BVA

**SEI LA
CAMERIERA**
SII CON IL MAGGIORDOMO E CON IL PRESIDENTE

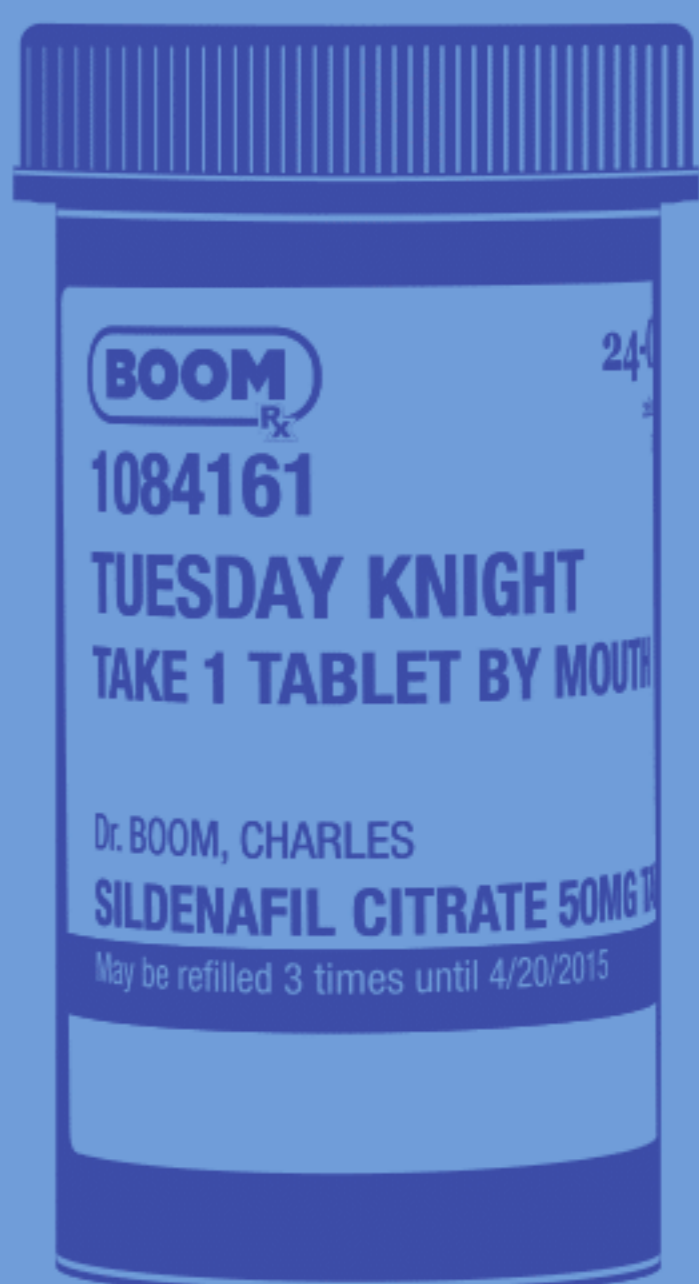


SQUADRA GRIGIA

SQUADRA BLU

**SEI IL
MEDIGO**

DEVI VISITARE IL PRESIDENTE



SQUADRA BLU ★

**SEI UN
MEMBRO DEI BLU**

TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU ★

**SEI UN
MEMBRO DEI BLU**

TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU ★

**SEI UN
MEMBRO DEI BLU**

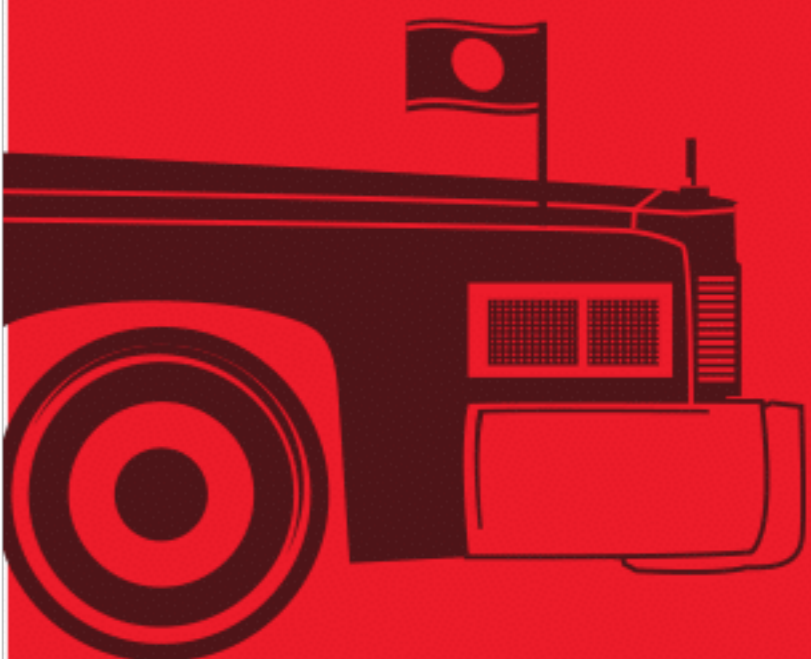
TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU ★

**SEI L'
AMBASCIATORE**

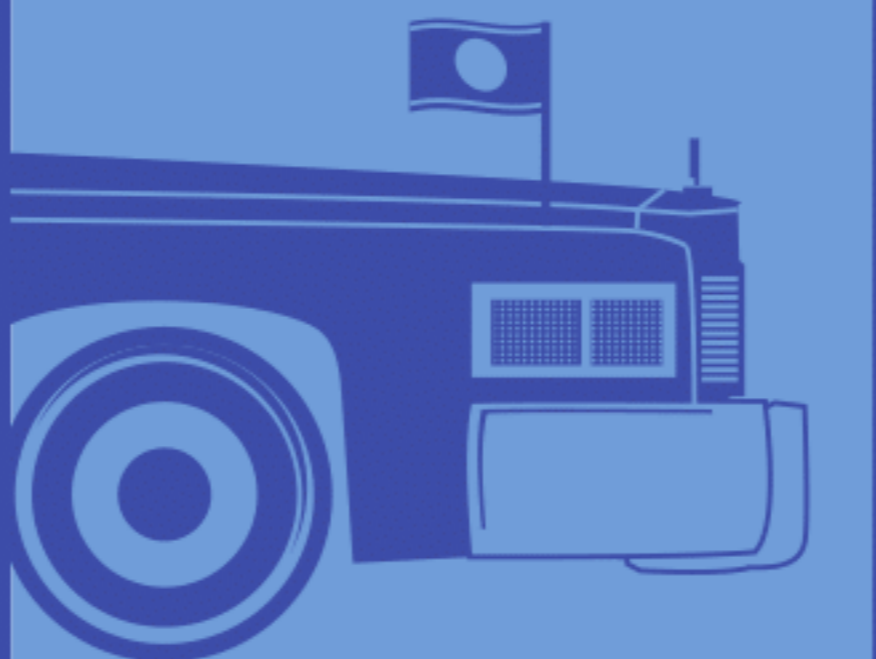
PUOI MUOVERTI LIBERAMENTE FRA LE STANZE



SQUADRA ROSSA ★

**SEI L'
AMBASCIATORE**

PUOI MUOVERTI LIBERAMENTE FRA LE STANZE



SQUADRA BLU ★

**SEI UN
MEMBRO DEI BLU**

TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU ★

**SEI UN
MEMBRO DEI BLU**

TIENI IL PRESIDENTE LONTANO DALLA BOMBA



SQUADRA BLU ★

SEI L'INGEGNERE
DEVI ATTIVARE LA BOMBA



SQUADRA ROSSA 

SEI IL SOPRAVVISSUTO
EVITA IL BOMBAROLO



SQUADRA GRIGIA 

SEI LA SPIA ROSSA
VINCI SE VINCONO I ROSSI



SQUADRA BLU 

SEI LA SPIA BLU
VINCI SE VINCONO I BLU



SQUADRA ROSSA 

SEI LO ZOMBIE
TRASFORMA TUTTI IN ZOMBIE!



SQUADRA VERDE 

SEI LA VITTIMA
SII CON IL BOMBAROLO



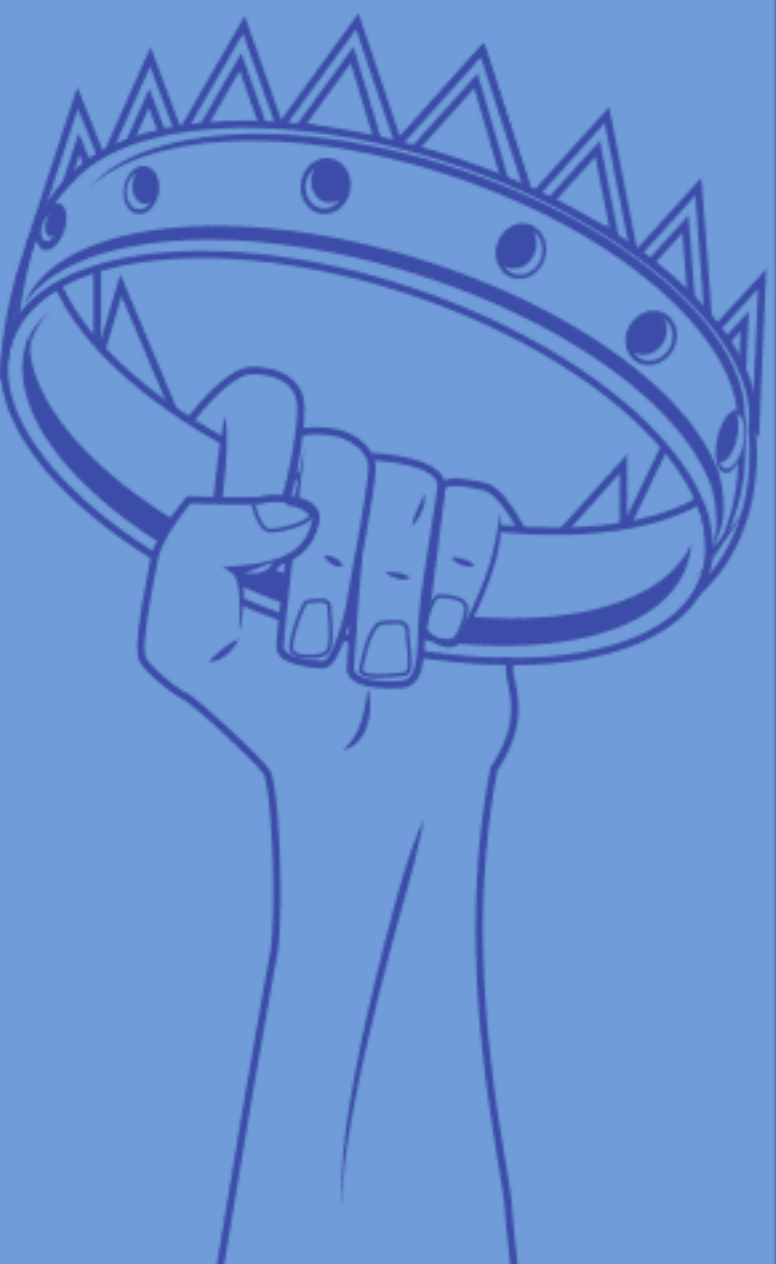
SQUADRA GRIGIA 

SEI L'USURPATORE
UNA SOLA VOLTA PUOI DIVENTARE LEADER RIVELANDOTTI



SQUADRA ROSSA 

SEI L'USURPATORE
UNA SOLA VOLTA PUOI DIVENTARE LEADER RIVELANDOTTI



SQUADRA BLU 

CARTA LEADER

CAMBIO LEADER

IL LEADER ABDICA

Cedi questa carta a un giocatore.
Se accetta non può restituirtela questo turno.

- oppure -

IL LEADER VIENE USURPATO

La maggioranza dei giocatori punta a qualcun'altro?
Dagli questa carta.

FINE ROUND

1. IL LEADER SCEGLIE GLI OSTAGGI

La stanza deve sapere chi è stato scelto. Non puoi scegliere te stesso.

2. INCONTRO FRA LEADER

Si trovano in terreno comune SENZA gli ostaggi.

3. SI FANNO PARTIRE I TIMER

Saltare questa fase nell'ultimo round.

4. SI SCAMBIANO GLI OSTAGGI

Gli ostaggi precedentemente designati scambiano stanza.

5. TORNARE NELLA PROPRIA STANZA

Anche i Leader ritornano nelle rispettive stanze

CARTA LEADER

CAMBIO LEADER

IL LEADER ABDICA

Cedi questa carta a un giocatore.
Se accetta non può restituirtela questo turno.

- oppure -

IL LEADER VIENE USURPATO

La maggioranza dei giocatori punta a qualcun'altro?
Dagli questa carta.

FINE ROUND

1. IL LEADER SCEGLIE GLI OSTAGGI

La stanza deve sapere chi è stato scelto. Non puoi scegliere te stesso.

2. INCONTRO FRA LEADER

Si trovano in terreno comune SENZA gli ostaggi.

3. SI FANNO PARTIRE I TIMER

Saltare questa fase nell'ultimo round.

4. SI SCAMBIANO GLI OSTAGGI

Gli ostaggi precedentemente designati scambiano stanza.

5. TORNARE NELLA PROPRIA STANZA

Anche i Leader ritornano nelle rispettive stanze



**TWO ROOMS AND A
BOOM**

TM

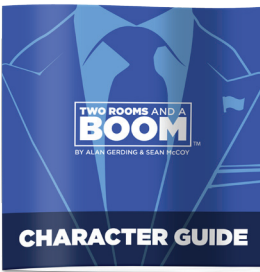
BY ALAN GERDING & SEAN McCOY

RULEBOOK



RULEBOOK

You're reading this right now.



CHARACTER GUIDE

The rules for the Advanced Game and descriptions for all the character cards. Read this once you've mastered the Basic Game.



LEADER CARDS (X2)

1 oversized card for each room. They keep track of how many hostages get sent each round.



BASIC CHARACTER CARDS (x17)

President, Bomber, Red Team x 7, Blue Team x 7, and the Gambler.



ADV. CHARACTER CARDS (x93)

Use these cards once you've mastered the Basics to level up the game experience.



TIMER

Needed, but not included. Sorry! (check out www.TwoRoomsandaBoom.com/music for a great stopwatch alternative.)



In *Two Rooms and a Boom* there are **2 teams and 2 rooms**. The 2 teams are the *Red Team* and the *Blue Team*. The *Blue Team* has a *President*. The *Red Team* has a *Bomber*. Players are first equally distributed between 2 separate playing areas (usually 2 separate rooms) and then each player is randomly dealt a facedown character card.



Players play the game by saying what they want in order to select a leader for their room. The leader chooses **hostages** (players that will be sent to the other room **at the end of the round**).



The game consists of **3 timed rounds**. Each round is shorter than the previous round. At the end of each round, the hostages selected by the leaders will be **traded** into opposing rooms.

The game ends after the last hostage exchange.

Everyone reveals their card. If *Red Team's Bomber* is in the same room as the *President*, then the *Red Team* wins. Otherwise the *Blue Team* wins.

**BUT MOST IMPORTANTLY,
HAVE FUN!**



1. SET UP THE CHARACTER DECK. The character deck consists of the *Bomber* card, the *President* card, and an equal number of *Red Team* and *Blue Team* cards. There will be one character card for each player in the game. If you are playing with an odd number of players, include the *Gambler* card (see *Gambler* section on page 10). Shuffle the character deck.

2. SEPARATE PLAYERS INTO 2 ROOMS. Players should be separated **randomly** and as **evenly** as possible. The “rooms” can be separated by a wall, door, or simply two open areas at a distance from each other. It is not important if players can see one another, but players in the separate rooms shouldn’t be able to **hear** one another.

3. DEAL CHARACTER CARDS. Every player receives 1 facedown character card. The character cards are **secret** but can be revealed during the game. Players should not look at their own cards **until the game begins**.

4. START THE TIMER. Now the game begins with the first round. The first round of the game lasts **3 minutes**. The second round is **2 minutes**, and the last round is **1 minute**.

Note: Check out www.tworoomsandaboom.com/music for timer alternatives!



1. TIME IS PUBLIC. Round time can be kept by anyone with a stopwatch. **Time is never kept secret.** The end of a round should be clear to all players.

2. STAY IN YOUR ROOM. You can't just mosey into the other room whenever you feel like it.

3. NO COMMUNICATION BETWEEN ROOMS.

No yelling anything to players in the other room. No eavesdropping. Even if you can see into the other room, there is **no sign language permitted.**

4. KEEP YOUR CARD. Do what you want with your character card. Show it to someone, everyone, or nobody. However, **no swapping character cards** with another player, and if you are going to show someone your card, **you have to show all of it.** You can't just show the color of your card.

5. LEADERS AND HOSTAGES HAVE MORE RULES. I guess there are more than 4 basic rules. While you can't count on us to count too well, you can count on us to explain more rules. See *Leaders & Hostages* on the next page.





THE **LEADER** IS THE PLAYER WHO HOLDS THE LEADER CARD AND CHOOSES THE HOSTAGES TO LEAVE THE ROOM AT THE END OF THE ROUND. **REMEMBER!** LEADERS CAN'T BE HOSTAGES.

THE FIRST LEADER of a room is the player that is appointed by **another player**. To appoint a player, point to them and say, “*I appoint you as leader!*” **A player can never appoint themselves.** The new leader then takes the leader card as a visual identifier. Leadership should **never be a secret**.

THE NUMBER OF HOSTAGES a leader chooses at the end of a round depends on the round and the **total number of players**. The number of hostages is listed on the leader card and the chart on the next page.

PRO TIP: Instead of wasting your time reading this, you could be watching our awesome tutorial videos at <http://www.tworoomsandaboom.com>

HOSTAGES ARE THE PLAYER(S) WHO ARE CHOSEN BY THE LEADER(S) TO LEAVE THE ROOM AT THE END OF A ROUND. **REMEMBER! LEADERS CAN'T BE HOSTAGES.**



| | 3min ROUND | 2min ROUND | 1min ROUND |
|----------------------|----------------------|----------------------|----------------------|
| 6-10 PLAYERS | 1 HOSTAGE | 1 HOSTAGE | 1 HOSTAGE |
| 11-21 PLAYERS | 2 HOSTAGES | 1 HOSTAGE | 1 HOSTAGE |
| 22+ PLAYERS | 3 HOSTAGES | 2 HOSTAGES | 1 HOSTAGE |

IMPORTANT: Before beginning the game, pay attention to how many players are in the game as this dictates how many hostages are exchanged at the end of each round.

**WANT A DIFFERENT LEADER?
HERE ARE THE 2 WAYS
TO DO THAT!**



1. LEADER ABDICATES.

If you are leader and don't want to be (usually because you want to be a hostage), then simply **hand the leader card to a willing player**. The player may accept or refuse leadership, but if they do accept leadership, they can't give it back to you until the next round. **No giviesy-backsies.**

LEADER CARD



6-10 PLAYERS
ONLY 3 ROUNDS & NO COLOR REVEALS WITHOUT 5 PLAYERS

1 1 1

11-13 PLAYERS

2 2 1 1 1

14-17 PLAYERS

3 2 2 1 1

18-21 PLAYERS

4 3 2 1 1

22+ PLAYERS

5 4 3 2 1

NUMBER OF HOSTAGES FOR EACH ROUND

ONLY 3 ROUNDS

2. LEADER IS USURPED.

If there is **still time in a round** and you want a different leader, raise one hand into the air (so your usurping attempt is clearly visible) and point your other hand toward the player you want as the new leader. **Note: you can point to yourself.** Once a **majority** of players in the room (more than half) are pointing to a single player, that player becomes the new leader and receives the leader card.

At the end of every round, the room leaders must perform the following 5 steps in order:

1. LEADER SELECTS HOSTAGES. Indicate your hostage selection to the players in your room. Players in your room need to know who was selected as hostages because **you can't change your mind once hostages are selected** and **you can't choose yourself**. *(For the number of hostages to send, see your leader card or page 7.)*

2. LEADERS PARLEY by meeting between the 2 rooms **without hostages**. Leaders meet without their hostages so that if one room's leader is slow selecting hostages they aren't influenced by seeing the other room's incoming hostages. Trust us, this is important.

3. LEADERS BEGIN TIMER for the next round. If this is the last round (the 1 minute round), then skip this step.

4. EXCHANGE HOSTAGES by calling over your selected hostages. An **equal amount of hostages** should be traded from both rooms into the other. If this was the last round, the game ends *(see GAME OVER section on the next page)*.

5. RETURN TO YOUR ROOM if everything went smoothly. If not, you may need to reread this section.

AFTER THE LAST HOSTAGE EXCHANGE, the game ends. Everyone reveals their cards (*unless playing with the Gambler, see Gambler section below*). If the *President* is in the room with *Bomber*, then the entire *Red Team* wins. If the *President* is not in the room with the *Bomber*, then the entire *Blue Team* wins.

GAMBLER. When playing with an **odd number of players**, shuffle in the grey *Gambler* card with the other character cards. If you are the *Gambler*, pause the game by showing everyone your card at the end of the last round (the 1 minute round). This should be done **before all other players reveal their cards**. Don't worry, players should wait for you. This isn't a race. You must then verbally announce who you think is about to win the game (*Red Team* or *Blue Team*). You **win if your prediction is correct**, so don't worry about anything else.



ADVANCED GAME. Once you get familiar enough with the Basic Game, try the Advanced Game with more rounds, characters, and 3 additional rules!

LET'S SPICE IT UP
WITH AN ADVANCED
GAME!



Once you get familiar enough with the Basic Game, try the Advanced Game with more rounds, characters, and 3 additional rules!

1. SHOWING COLORS. If you have **more than 10 players**, players are no longer limited to just showing all of their card. Instead, players may only show part of their card if they want.

2. MORE CHARACTERS. You can play with advanced character cards that **modify** the basic rules of the game. If an advanced character card **contradicts** a basic game rule, then **the advanced character's rule should be followed**.

3. MORE ROUNDS? Try adding a 5 minute round and a 4 minute round, but only **if you have more than 10 players**. If you don't have enough players, stick with 3 rounds (see your leader card).

BURYING A CARD In this game, it is possible to deal a card to nobody. This is called “burying a card” and the card dealt to nobody is the “buried card.” Burying a card is a great idea if you have an odd number of players (instead of using a team neutral card, for instance). However, when you bury a card, you must make sure that the *Martyr* and *President’s Daughter* are shuffled into the character deck. Otherwise, you might bury the *President* or *Bomber* and be without a substitute.

BURYING (NON-BURIES) In this game, there are some character cards that require that there be a buried card, and there are some characters that are linked, meaning they can’t be buried. You can actually play games with linked characters and bury a card. Simply separate the linked character cards from the others. Shuffle the non-linked character cards and then randomly choose a single buried card from that deck. Afterwards, combine the linked cards into the deck, reshuffle, deal, and then play as usual.

BURYING (EVENTS) Burying a card can be done even if there is an even number of players. This also opens up a bunch of new character roles for Two Rooms and a Boom. Because of this, it is perfectly acceptable (and encouraged) to bury a card with an even number of players. Just be sure that when playing with a buried card, you must play with the *President’s* backup character (the *President’s Daughter*), and the *Bomber’s* backup character (the *Martyr*).

CHANGING ROUND TIMES (VARIANT) Some players may find the original game format unsuitable for their taste. Consider trying a game structure where each round last 3 minutes. It is still recommended that the hostage exchange numbers in each round remain the same even if the time limit does not.

DON'T ASK DON'T SHARE A player should never ask to share if they don't intend to do so. If a player asks to share (e.g. "Do you want to color share?") they are then obligated to share if the player they ask agrees.

NEW CARD = CLEAN CARD When a player gains a new character card, that card is cleansed. It is the same as if that character was dealt that card at the very beginning of the game. This means that if a player acquires a new character card during the game (usually due to card swapping), that player would lose all previously acquired conditions.

NO TIMER (VARIANT) It is possible to have rounds without time limits, therefore requiring no timer at all. To do this, after a leader has publicly announced their hostage(s), they may wait in the "hallway" between the 2 rooms for the opposing leader. At this point, they may audibly signal the other room that they are ready.

PRIVACY PROMISE (VARIANT) Some players prefer to have guaranteed privacy whenever doing any card sharing or color sharing. The *Privacy Promise* rule variant forces all players to do any card sharing or color sharing in a secluded private area away from the prying eyes of other players (like a bathroom). This works really well when playing with any characters that might give away their identity when others witness the sharing process (e.g. *Hot Potato*).

PREMATURE LOSS (VARIANT) There are advanced characters that can lose during the first round (e.g. *Agoraphobe*). The *Premature Loss* variant allows grey characters that lose the game prior to the last round to treat their card as a *Gambler* card. This is an alternative win objective, allowing these players to remain involved in the game to gain some type of redeeming win.

ALLEGIANCE - the team a card is on. *Red Team* cards share a common win objective, as do all *Blue Team* cards. Any other teams have specified win objectives defined by the details of their character card.

BACKUP CHARACTER - a character that assumes the powers of the specified character if that specified character is not in play.

BURIED - a card that is out of play. When playing with an odd number of players, or when spicing the game up, one character card is “buried.”



CLEANSE - to lose all acquired conditions (see Condition below). A cleansed character is as it was at the very beginning of the game. **Note:** whenever a player gains a new character card, that character card is automatically cleansed.

CONDITION - a type of affliction that may affect the way in which a character plays the game. For ease of reference, conditions are placed within quotes.

HOSTAGE - the player(s) the leader of a room chooses to leave the room at the end of a round.

LEADER - the nominated player that chooses the hostages to leave the room at the end of a round.

LINKED - characters that can require another character to be in the game in order to function.

POWER - a special ability that can't be deactivated. Players must use their power when indicated, even if it isn't in their best interest.

For ease of reference in the Character Guide, powers are in all caps.



REVEAL - a player exposes their character card without expecting other players to do the same. There are 4 types of revealing:

PRIVATE REVEAL - exposing your card to just one player.

PUBLIC REVEAL - exposing your card to multiple players. A permanent public reveal indicates a player must do nothing with their card but keep it in plain sight.

CARD REVEAL - exposing your entire character card.

COLOR REVEAL - exposing just the color portion of your character card. This is only allowed in a game with more than 10 players.

SHARE - 2 players consenting to showing one another the same information about their own character cards. There are 2 types of sharing:

CARD SHARE - 2 players temporarily exchange character cards to completely share card information.

COLOR SHARE - 2 players only expose the color portion of their character cards to one another. This is only allowed in a game with more than 10 players.

SWAP - trading cards with another player.

Note: whenever a player gains a new character card, that character card is automatically cleansed.

WIN OBJECTIVE - the goal a player must accomplish to win the game. Besides original win objectives, there are 3 different types of win objectives:

ADDITIONAL WIN OBJECTIVE - having more than 1 win objective. Failing to complete any and all additional win objectives means the player loses.

ALTERNATE WIN OBJECTIVE - having more than 1 possible win objective. Successfully completing any single alternate win objective means the player wins.

REPLACEMENT WIN OBJECTIVE - having a new win objective instead of your original win objective. Failure to complete the replacement win objective means the player loses.



"Color Share" bar

 BGK, Brendan Taylor, CAH, CGM, D.H, Daniel Linsen, David Inacio, Earl Osborne, Evan Brumley, Geishagiri Tess, Graeme and Tanya Gilles, Ian McKechnie, JFA, Joseph Tran, Louis Cremen, Martin Hall, Mau, Peter And Lisa Vogel, R.V.W, RGT, SPC, tpw

 Florian Slechta

 Charles-Louis de Maere, C.Caumont, RT, Tim Derkoningen

 DTF, JEM

 Brandon Strang, DJ AdoboMix, Grant Partridge, Michael J. Yeoman, RAB, Steve "Slipperboy" Donohue


 LO KA HO

 Costas Taliadoros, VIN

 HDH, Mads Rønne Lundholm, Morten Barklund, Stephan Viftrup

 LDK

 Aleksi Pajunen, Niklas Virkkala, PKN

 AB, DJE, Laurent Macabet, Manuel Grégoire, MICHAUD Jessy, Raphaël Montfort, Romain Piasecki, Samuel "Professeur I" Tissier, SC

 Alexander Martens, Andreas Giese, CAN, Christoph G. W. Gerzten, CT, Ingo Immer, LS, LTH, MDE, Stephan Reitz, Sven Stratmann

 Mohit Goel

 HMN

 Manuel Berger, Shacked

Aharon Rosenthal

 Dr. NAKAGAWA Kozi, Ray Lao

 Daniel Gallion

 KAZ

 Jasper Rabou, RK, Seen, Veron Wormeester

 Benjamin Fox, Scott McGill

 Jan R. Ward, Leiv Morten Brautaset, Mats Lindh, Nikolai Hansen, Njål Nordmark, ZBS

 Alvin "Gale" Gener, Arsenio Rafael IV, Charles Derrick See


 Andrew Toth

 Tudy

 Nikita Liyasov, SIA, Yuri Maltcev

 Boo Shangyou, Kevin Lim, Wei Ren, WKM

 Richard Mulholland, Robert MacLean

 Jerahmeel Godinez

 Xavier Oliver

 GW, Marcus Brissman

 Cyrill Lampart

 Che-Hao Meng, Jason Yang, Mou-Lan Wong, Ting-Hsuan Lin, Wan-ju Jao

 IJJ

 Ivan Karpan

 Alex Stuart, ASH, AU, BDD, Ben Turner , Cardiff RAWSoC, Chris, Borgars-Smith, Chris Edmondson, CJC, David Bodycombe, DLT, Edwin Bell, Evil JoN, For Euan & Shona Buddie, GEL, Greg Skinner, INNR, Joe Foy, JTA, Matt Bryer, Neil Munford, Peter Silk, PJH, P P J, Timothy Winchester, Tom Hanrahan, Will Blackstock, William Billington

 Andy Pelton, Gary Wilson, Ian D Stanley, JC, Joel "DepressedMonk3y" Wright, Matthew Lindley, RPR, Seri Al-Najjar

 Alasdair "tavocado" McTavish, Malcolm Campbell, Stuart Cairns


 JTL

 Josh Strom, Keaton Streetman

 Chris Marshall, Dillon & Alex Bly, Eric Whalen, Max Torres, Sani Fakhouri, THW

 Tim Remchuk

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 AL, Kristin "Eclipse" Clarke ACB, Joel "Joelseph" Parrett, Save the World

 Robert John Gevers, Jaxon Andrew Gilles, John Rogers, Sovrim Terraquan

 Shawna Flener

 GWF

 Neil Fitzgerald, Ryan Pawlicki, Sully, Thiago Miranda

 Dallas Culvahouse, Daniel

Bachelis, Jeremiah Lee, Kris Thorsrud, MoogleSensei


 Connor Victor Jackson, Taylor Kent

 Jesse Hebert, Judge Bujo, LRD

 CRM


 AC, Andrew Fattorusso, Eric Thomason, Whoa Guy Gaming

 AnnaWesleyLuke, Joan caviness


 Benjamin Kanelos, Brendan Enrick, Mike Ferrone, Jeffrey Rees, Dustin Snyder, Justin Wilkison, Michael Slade, sherm

 Caitlin Woodward, Scout Anglin

 Bjorn Vanberg, Brandon Metcalf, Jeffrey N. Smith, X04

 D.J., Karen, Trae & Evan Cole

 Aaron Hart, Craig Herndon, MSBC

 Dan Hamilton, Elijah Nelson, J. R. Honeycutt, Jeremy Dowell, NAR, Sean Hardaway, Sean's Mom and Dad, XGR

 Vincent Deloso

 Albert Lam

 Alan Aspinwall, John McGeehan

 @draggingalake, Loretta Donnelly

 GBP

TWO ROOMS AND A BOMB

In Two Rooms and a bomb ci sono 2 squadre e 2 stanze.

La squadra Blu ha il Presidente, la squadra rossa ha il Bombarolo.

I giocatori sono distribuiti equamente nelle due stanze, ad ognuno di esse viene distribuita una carta ruolo.

I giocatori all'interno della stanza discutono ed eleggono un leader della stanza (che terrà in mano la scheda Leader). Il leader decide chi saranno gli ostaggi (i giocatori che verranno mandati nella stanza alla fine del turno).

Il gioco consiste in 3 round o (o 5 se ci sono più di 10 giocatori). Ogni round è più breve di quello precedente. Alla fine del round vengono scambiati gli ostaggi tra le due stanze.

Il gioco finisce dopo lo scambio degli ostaggi dell'ultimo round, se il Presidente si trova nella stessa stanza del Bombarolo vincono i rossi; altrimenti vincono i blu.

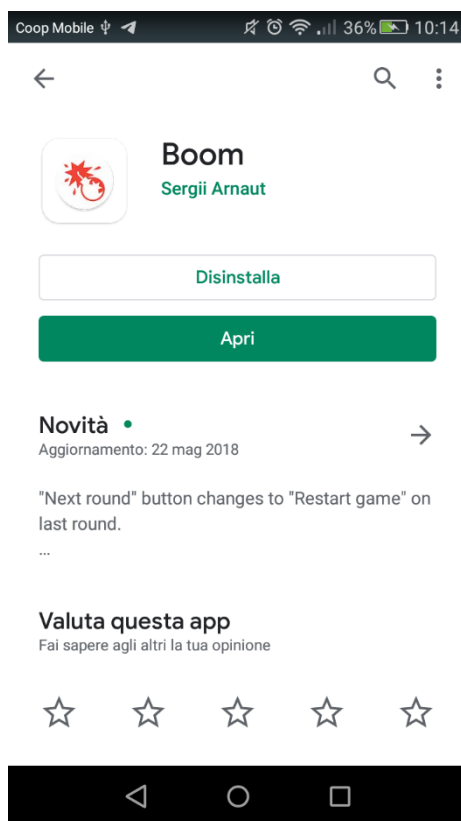
APPLICAZIONE TIMER

Cercando "Two Rooms and a Bomb" sul play store appare questa comodissima App. Ha già i timer con la durata corretta dei round in base al numero di giocatori.

Conviene scaricarla su un telefono e il capogioco annuncia quanto manca alla fine dei round.

PREPARAZIONE

- Prepara il mazzo di carte ruolo (sicuramente dovranno esserci Bombarolo e Presidente). Se si gioca in dispari aggiungere lo scommettitore.
- Separa i giocatori nelle due stanze in parti uguali.
- Consegna le carte ruolo, i giocatori le guarderanno solo quando inizierà il gioco. Le carte sono segrete ma possono essere rivelate durante il gioco, non possono mai essere scambiate tra giocatori!
- Fai partire il timer del primo round.



REGOLE BASE

- Il tempo è pubblico: il capogioco annuncia quanto manca alla fine del round in corso.
- I giocatori rimangono nella loro stanza, non comunicano in alcun modo con i giocatori presenti nell'altra stanza. Solo gli ostaggi si muoveranno tra le stanze.
- Ogni giocatore deve tenere la carta ruolo assegnata, non può scambiarla.

LEADER E OSTAGGI

- Il leader della stanza viene nominato "indicando" un giocatore, se più della metà dei giocatori indica la stessa persona questa diventa Leader (si può auto indicarsi).
- Il leader decide i giocatori che saranno ostaggi e alla fine del round andranno nell'altra stanza. Il numero di ostaggi varia in base al numero di giocatori. Il leader non può indicare sé stesso.
- Il leader può "abdicare" e decidere di consegnare la carta leader ad un altro giocatore, se questi accetta.
- Per "usurpare" un leader si procede allo stesso modo, qualsiasi giocatore può avviare una votazione durante il round indicando un altro giocatore. Se più della metà dei giocatori indicano un altro giocatore si cambia leader.

| LEADER CARD | | | | | |
|---|---|---|---|---|---|
| ONLY 3 ROUNDS & NO COLOR REVEALS WITHOUT 11 PLAYERS | | | | | |
| 6-10 PLAYERS | 5 | 4 | 3 | 2 | 1 |
| 11-13 PLAYERS | 2 | 2 | 1 | 1 | 1 |
| 14-17 PLAYERS | 3 | 2 | 2 | 1 | 1 |
| 18-21 PLAYERS | 4 | 3 | 2 | 1 | 1 |
| 22+ PLAYERS | 5 | 4 | 3 | 2 | 1 |
| NUMBER OF HOSTAGES FOR EACH ROUND | | | | | |
| ONLY 3 ROUNDS | | | | | |

FINE DEL ROUND

- Il leader sceglie gli ostaggi (prima che scada il tempo)
- I leader si riuniscono (senza ostaggi) col capogioco
- Il capogioco avvia il timer del prossimo round
- Gli ostaggi vengono scambiati
- Tutti tornano nelle stanze e si prosegue a giocare

FINE DEL GIOCO

- Dopo l'ultimo scambio di ostaggi il gioco termina
- Riunire i giocatori tutti assieme, tenendo separati i due gruppi delle diverse stanze.
- Se è presente lo scommettitore deve rivelarsi e dire se secondo lui vinceranno i blu o i rossi.
- Si rivelano Presidente e Bombarolo e si vede chi ha vinto.
- I personaggi speciali vedono se hanno vinto.

REGOLE AVANZATE

- Mostrare il colore della carta: ogni giocatore può decidere di mostrare (ad un altro giocatore o a tutti) il colore della sua carta (coprendo con la mano l'illustrazione e lasciando visibile la scritta sotto).
- Scambio colore: due giocatori possono accordarsi per uno scambio colore, in questo caso sono entrambi obbligati a mostrarsi il colore della carta simultaneamente.
- Mostrare il ruolo: ogni giocatore può mostrare (a un giocatore o a tutti) il suo ruolo.
- Scambio ruolo: come per lo scambio colore i giocatori si accordano per mostrarsi a vicenda l'intera carta ruolo.
- Nuovi personaggi.

ELENCO PERSONAGGI (consigliati da me per 20 giocatori circa)

- Presidente
- Bombarolo
- 5 Membri squadra blu
- 5 Membri squadra rossa
- Spia blu
- Spia rossa
- Cameriera e maggiordomo
- Giulietta e Romeo
- Sopravvissuto
- Stagista
- Scommettitore (se dispari)

RUOLI EXTRA

- Ambasciatore blu e rosso (l'ambasciatore è libero di muoversi tra le stanze, non vota e non può essere scelto nelle stanze)
- Medico (per vincere i blu devono fare uno "scambio ruolo" tra medico e presidente oltre ad evitare il bombarolo)
- Ingegnere (per vincere i rossi devono fare uno "scambio ruolo" tra ingegnere e bombarolo oltre a beccare il presidente)
- Usurpatore blu e rosso (membro di una delle due squadre che rivelandosi a tutti può diventare il leader di una stanza, solo 1 volta per partita. Se entrambi gli usurpatori si rivelano il secondo a farlo diventa leader. Non possono farlo nell'ultimo round)