Two Rooms and a Boom – Basic Game

By Alan Gerding and Sean McCoy

6-30 players

7-20 minutes

ages 8+

INTRODUCTION to the basic game

What follows in this document are the very basic rules to the game *Two Rooms and a Boom*. These rules should be followed until all players are comfortable enough with the basics of play. Once enough players are comfortable with the basic game, check out the advanced game which changes the game with additional rounds and advanced character cards.

BASIC OVERVIEW and how to win

Two Rooms and a Boom is a social deduction, hidden roles game. There are two teams: the Red Team and the Blue Team. The Blue Team has a *President*. The Red Team has a *Bomber*. Players are equally distributed between 2 separate playing areas (usually two separate rooms) and then each player is randomly dealt a facedown character card.

Each room has a leader that is selected by the players in that 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. If the Red Team’s *Bomber* is in the same room as the *President* at the end of the game, then the Red Team wins. Otherwise the Blue Team wins.

COMPONENTS for the basic game

Rulebook
2 Leader cards (1 for each room)
Basic Character Cards
- *President*
- *Bomber*
- (up to 8 Red Team)
- (up to 8 Blue Team)
- Gambler

-Stopwatch needed, but not included-

SETUP

1st: Set up the character deck. The character deck consists of the Red *Bomber* card, the Blue *President* card, and an equal number of Red Team and Blue Team cards. There will be one character card in the game for each player in the game. If you are playing with an odd number of players, include the *Gambler*.

2nd: Randomly separate the players into two rooms. 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.

3rd: Deal every player one facedown character card. The character cards are secret but can be revealed during the game. Players should not show or discuss their character cards until the game begins.

4th: Start the timer to begin the game. The first round of the game lasts 3 minutes.

ROUNDS

The game is played in 3 rounds.

Start with the **3 minute round**
Then the **2 minute round**
Last is the **1 minute round**

Time for each round can be kept by any player with a stopwatch or a person not playing. At the end of each round, the room leader (see *Leaders* section) selects a number of hostages to change rooms. The game concludes at the end of the 1 minute round after the last hostage exchange.

3 BASIC RULES and what you can do during a round

In *Two Rooms and a* Boom, part of the fun is the lack of rules. Players can say whatever they want, do whatever they want, and come up with whatever strategy they want. However, there are 3 basic rules of play to keep in mind during the rounds. The 3 rules are:

1.) You have to stay in your room (designated play area). For instance, you can't just mosey into the other room.

2.) There is absolutely **no** communicating *between* rooms. You may not yell things to players in other rooms or try to eavesdrop. Even if you can see into the other room, there is no sign language permitted.

3.) You can't trade character cards. You can do pretty much anything you want with your character card. You can show it to someone. You can show it everyone. You can choose to leave it in your pocket and never show anyone. You can even choose to just show part of your card, like the color. However, you are not permitted to swap character cards with another player. That's your card - take care of it.

LEADERS

Leader – the player who chooses the hostages to leave the room at the end of the round.

Hostage - the player(s) who are chosen to leave the room at the end of a round.

Leader Responsibility and Hostages

At the end of the round the leader selects a certain number of hostages. Hostages are players that switch rooms. The number of hostages depends on the round and the number of players in the game. IMPORTANT: **a leader can never be a hostage.**

The number of hostages selected depends on the round and the number of players playing the game. The leader cards have a chart that shows how many hostages must sent to the other room. The number of hostages is listed on the chart below::

	3 minute round	2 minute round	1 minute 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.**

Nominating a Leader

The first player that is nominated by another player to be the leader becomes leader. That player should take the leader card as a visual identifier for others players to see. It is important that players in a room can easily identify their room leader. If other players are not happy with this leader, they may attempt to change leaders (see *Changing Leaders* below)

Changing Leaders

A leader remains the leader of a room until one of two events occur:

1. *Leader abdicates leadership to another player*

If the current leader no longer wants to be the leader (usually because the leader wants to be a hostage) then the leader simply hands the leader card to another player. The player receiving the leader card may accept or decline the leader card. If they decline leadership, the original leader remains leader. If they accept leadership, they become the room leader, receive the leader card, and they cannot abdicate the leadership card back to the previous leader until the next round (no givesy-backsies).

2. *Usurping the Leader*

Any time a player does not want the current leader to be leader, they simply raise one of their hands into the air (so that it is visually clear there is an attempt to usurp the current leader) and point their other hand towards the player they desire to be the new leader. **Note: a player is permitted to point to themselves.** Once the number of hands pointing to a single player equals more than half the number of players in the room (a majority of the room's players), that player becomes the new leader and receives the leader card.



END OF A ROUND

Remember, there are 3 rounds in a single game. There is the 3 minute round, the 2 minute round, and the last round is the 1 minute round. At the end of each round, the follow 3 steps should be made in order:

1st: **Hostage Selection**
Leaders publicly announces their hostage selection. They announce this only to THEIR room, not to both rooms. Once the announcement has been made, a room's leader may not change their minds. It is as if the choice has been written in stone. For the appropriate amount of hostages that should be chosen, see the chart in the *Leaders* section on the previous page.

2nd: **Parlay (**and time reset)
For now, hostages remain in their rooms. Leaders must meet one another in the area between the two rooms. Once both leaders have met, the timer begins for the next round. If it is the last round, see the *Winning* section below.

3rd: **Hostage Exchange**
Once both leaders have met in the middle and the timer for the next round has been set, leaders should call for their hostages. The selected hostages change rooms and leaders return to their rooms.

Hostage Exchange Etiquette – When a round is over hostages exchange rooms. Sometimes one room may not be ready, or perhaps one room is slightly slower than the other room. Because of this, it is never fair for a leader's hostag choices to be influenced by witnessing the opposing room's hostage selection. To prevent this, AFTER a leader publicly announces their hostage selection to th players in their room, the leader (not the selected hostages) should go to the "hallway." The hallway is the area between the two rooms. Once both leaders meet at the hallway, they then go back to their rooms to send their hostages.

WINNING

At the end of the 1 minute round, the hostage selection and exchange happens as usual (see *End of Round* section above). However, there is no need to reset any timers because time is up. Once the hostages exchange rooms, reveal their cards (unless playing with the *Gambler*, then see *Gambler* section on the next page). *Bomber's* bomb detonates, killing everyone in the same room as the *Bomber*. 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.

End of Game Meeting – After the last round and after the final hostage exchange, players reveal their character cards. However, sometimes players ma find it helpful to gather all players together in a single play area when everyone reveals their cards. No longer separated by rooms, players can hear and see all other players' reactions. It is fun!

However, it is very important that if players want to meet in a neutral play area fo "the big reveal", they must do their best to remain separated into 2 groups and not to mingle. Otherwise, the Bomber or President might be misconstrued as being in the wrong room.

GAMBLER

If you are playing with an odd number of players, it is impossible to have an equal number of Red Team players and Blue Team players. This is why the grey *Gambler* card is shuffled with the other cards. At the end of the last round (the 1 minute round), before all players reveal their cards (see *Winning* section on the previous page), the *Gambler* must publicly announce which team, the Red Team or Blue Team, they think won the game. If they are right, they win the game; if they are wrong, they lose the game. It doesn't matter where the *Gambler* ends the game, whether with or without the *Bomber*. The *Gambler* simply wins if their prediction is correct.

SUGGESTIONS

Advanced Games and Characters

Once players get comfortable with the basic mechanics of the game, try a 5 round game instead of a 3 round game. Even better, check out the *Advanced Game* found and the advance character cards found in the *Character Guide*. The game's basic mechanics remain the same, but advance character cards can greatly change the way the game is played. Advanced characters are specifically designed to greatly enhance the game and keep *Two Rooms and a Boom* a fresh experience.

Rule Disputes/Tie Votes

If there is a rules dispute and an answer can't be found within a timely manner, either a coin is flipped or the owner of the game decides. *Note: If you still can't resolve the difference, stop playing the game. You aren't a good person and shouldn't be playing with others.*

10 Players or Fewer

With 10 players or fewer, it is recommended that the game is always played with only 3 rounds instead of 5 (starting with the 3 minute round). We also recommend a 3 round game if you are teaching new players how to play the game, regardless of the number of players (that way they are spending about 6 minutes on a first game instead of 15).

When playing with 10 or fewer players, there should be no "color revealing." This means that players are no longer permitted to just show the color of their card. Revealing just the color with too few players may spoil the game due to the lack of risk and the amount of information available. Players can show all of it, or none of it. No more "just the tip" is allowed.

Two Rooms and a Boom – Advanced Game

By Alan Gerding and Sean McCoy

6-30 players

7-20 minutes

ages 8+

INTRODUCTION to the advanced game

The advanced rules should be only be followed once all players are comfortable enough with the basics of play. The advanced rules introduces **just 2 major changes**:

1.) Advanced Character Cards

Advanced character cards are all of the cards that aren't part of the basic game (the *President*, *Bomber*, *Gambler*, *Red* Team and *Blue* Team cards). Advanced character cards can modify the basic rules of the game. So if the power or rule introduced by an advanced character card contradicts a basic game rule, then the advanced character's rule should be followed. The advanced character cards are all described in the *Character Guide*.

2.) Additional Rounds

While the basic game always utilizes just 3 rounds (the 3 minute round, 2 minute round, and the 1 minute round), the advanced game can be played up to 5 rounds. This just adds in a 5 minute round and a 4 minute round. Notice the chart pictured is identical to the hostage chart in the basic game except for the addition of the 2 aforementioned rounds. However, when playing with 6 - 10 players (even in the advanced game), it is not recommended to play with 5 rounds or allow any form of color sharing/revealing.



ADVANCED TERMINOLOGY and how to do different reveals

Several of the advanced character cards introduce POWERS and “conditions” and other such terms. Memorizing all of these terms and their meanings after a single read can seem overwhelming. This is why it is recommended to go through the Tutorial Playsets as the following concepts are taught gradually.

Allegiance - the team a card is on (typically Red, Blue, Grey, or otherwise). All Red Team members share a common win objective, as do all Blue Team members. Grey characters have no allegiance, but have specified win objectives. Any other teams have specified win objectives defined by the details of their character card.

Backup Character - if the specified character is not in play, then the backup character assumes the powers of the specified character.

Buried - the 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.”



Card Share - a “consensual” form of card revealing where 2 players temporarily exchange character cards. The card exchange is traditionally done to see what character a player is. Once initiated, both involved players are expected to card share with one another. **If you don’t intend to share cards, don’t ask.**

Note: “consensual” means that it requires consent. Be sure both you and the other player have provided consent before initiating or receiving a card share.
Another Note: Knowing what “consensual” means is important in both gaming and life.

Cleanse - a player who is cleansed loses all acquired conditions (see Condition below). This means that 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.

Color - each character card has a specific color. This typically also indicates the character’s allegiance (see above definition of “allegiance”). The most common colors found on the cards are red, blue, grey, and purple. However, there are more possible colors than just these.



Color Reveal - any form of color revealing from one player to another. This includes revealing that does not require reciprocation (non-revealing player is not expected to reveal) or consensual revealing (such as in color sharing).
Note: in a game with 10 or fewer players, color revealing is not allowed.



Color Share - a “consensual” form of reveal where 2 players only reveals the color portion of their character cards to one another, thus only revealing the color of their card (and possibly their allegiance). Once initiated, both involved players are expected to color share with one another. **If you don’t intend to share cards, don’t ask.**

Condition - some character cards inflict a “condition” onto another character card. Specific conditions are described individually in the CHARACTERS section of the rules. In this rulebook and the Character Guide, conditions are placed within quotes for ease of reference.

“Dead”- at the end of the last round the *Bomber’s* bomb explodes. This causes everyone in the room to gain the “dead” condition. There may be other ways to gain the “dead” condition in the game.

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 the round.

Linked - some characters are linked. This means that they require another character to be in the game in order to be functional. For example, the *Moby* character’s win condition requires the presence of the *Ahab* character. These characters are linked to one another.

Power - any special ability given to a character. Note: powers can NOT be turned off unless specifically stated. This means that a player’s power affects BOTH teams without choice. In other words, there is no “off switch” for powers. Sharing powers occur simultaneously (card and color sharing powers). In this rulebook and the Character Guide, powers are written in all-caps for ease of reference.



Private Reveal - any form of card revealing from one player to another that does not require reciprocation (non-revealing player is not expected to reveal).



Public Reveal - any form of card revealing towards multiple players that does not require reciprocation (non-revealing players are not expected to reveal). If a player has to **permanently publicly reveal**, this means that they can no longer do any other form of sharing or revealing. To do so would mean ceasing the **permanent** public reveal, which shouldn’t be done.

Reveal - revealing is the term generically used when showing another player a character card without expectation of reciprocity. That is just a fancy way of saying that you're showing someone something and you don't expect them to show anything in return (see *Private Reveal*, *Public Reveal,* and *Color Reveal* on previous pages).

Sharing - sharing is the term generically used when 2 players consent to showing one another the same information about their own character cards. This is important, because during the game if someone offers to "share" their card or color, and you agree, you are now obligated to provide the same information they've offered to share with you (see *Card Share* and *Color Share* on the previous page).

Win Objective - to win the game, a player must successfully complete their win objective. When a player fails to meet their win objectives, they they lose at the end of the game. Yes, it is possible for players to have more than one win objective. There are **additional** win objectives, **alternative** win objectives, and **replacement** win objectives.

Additional Win Objective- it is possible for a player to have more than one win objective. If a player has an additional win objective, ALL objectives must be successfully completed in order to win. Failing to complete just one of the objectives means the player loses at the end of the game.

Alternate Win Objective- it is possible for a player to have more than one win objective. If a player has an additional win objective, just one of the alternate objectives must be successfully completed in order to win. Failing to complete all objectives means the player loses at the end of the game.

Replacement Win Objective- It is also possible that win objectives get replaced with a different win objectives. If a win objective gets replaced with another, a player need only to successfully complete the most recent (the replacement) win objective to win.

See the advanced character descriptions in the *Character Guide* for further details.

TUTORIAL PLAYSETS and how to gradually change the game

Moving from the basic game to the advance game can be daunting. This is why it is recommended that your group incrementally adds advanced character cards to the game. The goal is to eventually know and understand all of the new rule changes that the character cards introduce. To help players through this process, we suggest playing with the following playsets in order. If this process is too slow and your group is ready for all sorts of new characters, don't let this rulebook slow you down.

Most of the following playsets are designed for a minimum of 6 players. If playing with more than 6 players, simply add in more regular team cards (*Red Team* and *Blue Team*). When finished playing with the following playsets, all players should thoroughly understand the different types of card reveals, how to handle conditions, and even how powers work.

1) My First Bury (works with an even or odd number of players)

2 Primaries (*President* and *Bomber*)

2 Secondaries (*President's Daughter* and *Martyr*)

1* *Gambler* *ONLY WITH AN EVEN NUMBER OF PLAYERS

? Team Cards (*Red Team* and *Blue Team*)

-There should be 1 extra card after all cards are dealt. Deal it facedown to nobody. This is the "buried" card.

2) My First Card Share

2 Primaries (*President* and *Bomber*)

2 Negotiators

? Team Cards (*Red Team* and *Blue Team*)

-Now that players know how to play with buried cards and a Grey card, if there is an uneven number of players, either choose to bury a card or put in the *Gambler*.

-Up to this point, players could do anything they wanted with their cards. With this introductory roleset, players are taught how to formally "card share" cards.

-This also introduces players to "conditions" as the Negotiators start with the "savvy" condition.

-At this point in the tutorial playsets, all forms of color revealing should be forbidden (even if there are more than 10 players).

3) Fun with Card Sharing (requires at least 7 players if burying a card)

2 Primaries (*President* and *Bomber*)

2* Secondaries (*Daughter* and *Martyr*) *ONLY IF BURYING A CARD

2 Primary Helpers (*Doctor* and *Engineer*)

2* 2ndary Helpers (*Nurse* and *Tinkerer*) *ONLY IF BURYING A CARD

? Team Cards (*Red Team* and *Blue Team*)

-Players now learn how introducing characters can change gameplay.

-This playset also motivates players to card share as it is necessary in order to win.

-At this point in the tutorial playsets, all forms of color revealing should be forbidden (even if there are more than 10 players).

4) Sudden Death Card Sharing (requires at least 8 players if burying a card)

2 Primaries (*President* and *Bomber*)

2* Secondaries (*Daughter* and *Martyr*) *ONLY IF BURYING A CARD

2 Primary Helpers (*Doctor* and *Engineer*)

2* 2ndary Helpers (*Nurse* and *Tinkerer*) *ONLY IF BURYING A CARD

2 Instant Win/Lose (Tuesday Knight and Dr. Boom)

? Team Cards (*Red Team* and *Blue Team*)

-At this point, if players want a deeper experience and there are more than 10 players, try 5 rounds instead of 3.

-This playset also motivates players to hesitate with their card sharing as it is can cause an instant loss.

-At this point in the tutorial playsets, all forms of color revealing should be forbidden (even if there are more than 10 players).

5) My First Color Share

2 Primaries (*President* and *Bomber*)

2 CoyBoys

? Team Cards (*Red Team* and *Blue Team*)

-With this introductory roleset, players are taught how to formally "color share."

-The "Don't Ask, Don't Show" discussion should be explained. This is a game etiquette statement that suggests players shouldn't ask one another, "Do you want to color share?" if they don't intend to share the color of their card. Without the "Don't Ask, Don't Show" discussion, some players get upset when they show their color without it being reciprocated.

-At this point in the tutorial playsets, all forms of color revealing are permitted even if there are 10 or fewer players. This normally shouldn't be done with 10 or fewer players, but this is a learning exercise.

6) Fun with Color Sharing

2 Primaries (*President* and *Bomber*)

2 CoyBoys

2 Spies

? Team Cards (*Red Team* and *Blue Team*)

-With this introductory roleset, players become more familiar with color sharing.

-At this point in the tutorial playsets, all forms of color revealing are permitted even if there are 10 or fewer players. This normally shouldn't be done with 10 or fewer players, but this is a learning exercise.

7) My First Acting

2 Primaries (*President* and *Bomber*)

2 Paparazzi

2 Mimes

2 Angels (if playing with more 8 players or more)

? Team Cards (*Red Team* and *Blue Team*)

-Players are introduced to very simple characters that only change the way the player is to behave.

-At this point in the tutorial playsets, all forms of color revealing are permitted AS LONG AS THERE ARE 11 OR MORE PLAYERS.

8) My First Card Sharing Power (requires at least 11 players)

2 Primaries (*President* and *Bomber*)

2* Secondaries (*Daughter* and *Martyr*) *ONLY IF BURYING A CARD

2 Primary Helpers (*Doctor* and *Engineer*)

2* 2ndary Helpers (*Nurse* and *Tinkerer*) *ONLY IF BURYING A CARD

2 Professors

2 Spies

? Team Cards (*Red Team* and *Blue Team*)

-With this introductory roleset, players are taught the impact of character powers and acquiring conditions.

-The *Professor* characters have the power to provide the "savvy" condition when card sharing. Any player with this condition may never refuse to share their card or color if asked.

-At this point in the tutorial playsets and beyond, all forms of color revealing are permitted AS LONG AS THERE ARE 11 OR MORE PLAYERS.

9) My First Cleanse

2 Primaries (*President* and *Bomber*)

2 Professors

2 Medics

2 Mummies (if playing with 8 players or more)

? Team Cards (*Red Team* and *Blue Team*)

-With this introductory roleset, players are taught how they can get rid of all acquired conditions by getting cleansed.

-The *Medic* characters have the power to provide cleanse a character card on a card share. This means that a cleansed character is as it was at the very beginning of the game.

10) My First Private and Public Reveals (recommended 11 players or more)

2 Primaries (*President* and *Bomber*)

2 Agents

2 Security

2 Negotiators (if playing with 8 players or more)

2 Paranoids (if playing with 10 players or more)

? Team Cards (*Red Team* and *Blue Team*)

-With this introductory roleset, players are taught how to formally "private reveal" and “publicly reveal.”

-This roleset also introduces interesting combinations of characters, as the *Agent* and *Paranoid* have special rules only when in play together (due to the *Agent's* power not working on a *Paranoid* character that has already used their power).

-The *Agent* characters have the power, once per round, to force a player to card share with them after they privately reveal their card to their target player. However, the *Paranoid* characters are only permitted 1 card share the entire game. If an *Agent* attempts to use its power on a *Paranoid* character after they've already shared their card, then the power is wasted.

-The *Security* characters have the power to provide the “tackled” condition after they publicly reveal. They can only do this once per game as their card remains publicly revealed after using their power. “Tackled” players can't be selected as hostages during the round in which they received the “tackled” condition. The *Security* characters were designed to add more strategy to the game and to prevent the last round of the game being a guessing game of which hostage the other room is going to send.

11) Grey-duation (requires at least 7 players)

2 Primaries (*President* and *Bomber*)

1 Sniper

1 Target

1 Decoy

1 Victim

1 Intern

? Team Cards (*Red Team* and *Blue Team*)

-This roleset is designed to get players more familiar with how different grey characters can make the game.

-IMPORTANT: the *Sniper*, *Target*, and *Decoy* characters are linked. This means that you can't bury any of them. If you still want to bury a card, simply separate the *Sniper*, *Target*, and *Decoy* character cards from the rest of the cards. Shuffle these remaining cards and then randomly choose a single buried card from that deck. Afterwards, combine the *Sniper*, *Target*, and *Decoy* with the remaining deck, shuffle, deal, and then play as usual.

VARIANTS

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 is 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 a Card with 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 a Card with Even Numbers

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

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.

No Round Times

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 rooms for the opposing leader (as described in *Hostage Exchange Etiquette* in the *SPECIAL RULES* section of the rules).

Privacy Promise

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. This works really well when playing with any characters that might give away their identity when others witness consensual revealing (e.g. *Zombie*, *Hot Potato*, *Identity Thief*, *Body Snatcher*, *Werewolf*, etc.)

Premature Rejection

There are advanced characters that can lose during the first round (e.g. *Agoraphobe*, *Nuclear Tyrant*, etc.). Players can find this pretty demoralizing. The *Premature Rejection* 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.

DOCTOR/ENGINEER

The *Doctor* and *Engineer* are great characters that add a great emphasis on card sharing in the game. While highly enjoyed, players often are left with questions about specific scenarios with these 2 characters. This section is dedicated to answering those questions.

Additional Win Objective

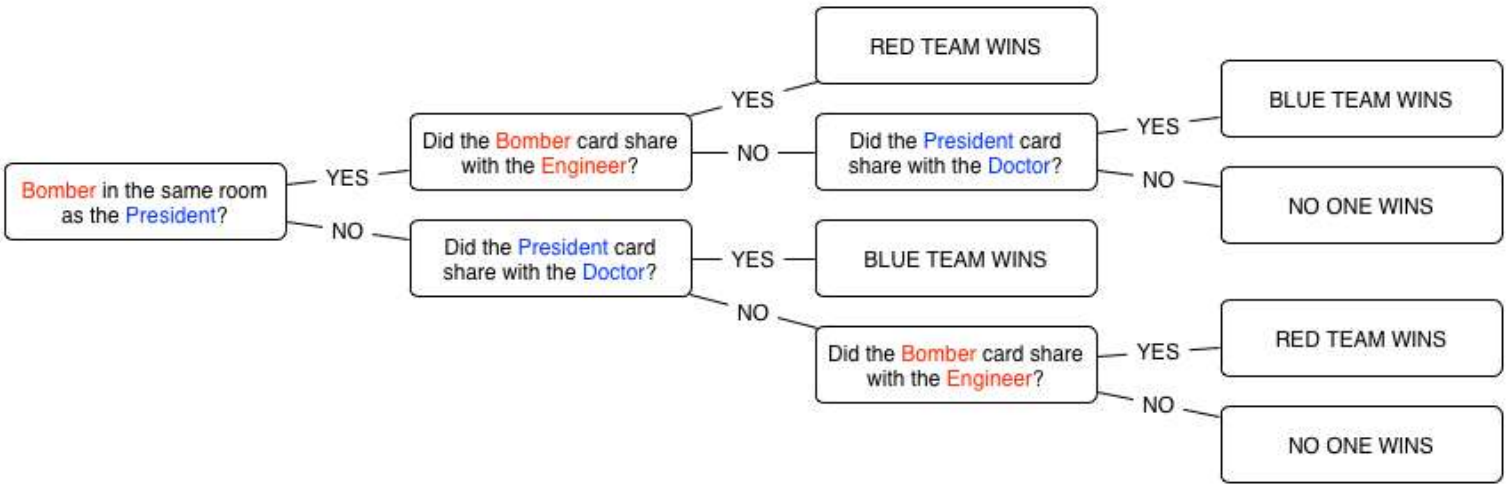
Both the *Doctor* and *Engineer* make it more difficult for their teams to win, because they add an additional objective that must be met. The Red Team's primary win objective is still to kill the *President* with the *Bomber*. The Blue Team's primary win objective is still to avoid being in the same room as the *Bomber*. However, with the *Doctor* and *Engineer*, the following win objectives are added to the original primary win objectives.

When playing with the *Doctor*, the *President* has a heart condition, and must meet with the *Doctor* before the end of the game. If the *President* and *Doctor* fail to card share with one another, then the *President* experiences heart failure and the Red Team wins!

When playing with the *Engineer*, the *Bomber* begins the game wearing the wrong bomb! The *Bomber* is wearing a bomb that makes flatulating noises while releasing confetti. The bomb is still lethal as it will cause witnesses to laugh to death, but it is humiliating. If the *Bomber* and the *Engineer* fail to card share with one another by the end of the game, the *Engineer* didn't change the bomb to be a serious explosive weapon of flaming destruction and the Blue Team wins!

Ending the Game

The best and simplest way to end the game when using the Doctor and Engineer is with a quick series of easy questions.



Trading Character Cards
Some characters force players to trade character cards (e.g. *Hot Potato*, *Mad Scientist*, etc.). At the end of the game, it is the **current** *President* and *Bomber* that need to have met with the *Doctor* and *Engineer* respectively. So, for example, if the *President* met the *Doctor*, but then color shared with the *Hot Potato*, the *Hot Potato* and *President* would have to swap character cards. Now the new *President* (formerly the *Hot Potato*) would have to card share with the *Doctor* by the end of the game. BOOM, suckas! Just remember, it is the *Bomber* and *President* that get asked if they ever met the *Engineer* and the *Doctor* (not the *Engineer*, not the *Doctor*, and certainly not the *Hot Potato*).

PLAYTESTER RECOMMENDED PLAYSETS

6 Player Mystery
President/*Bomber*
President's Daughter/*Martyr*
Blue Team/*Red Team*
Private Investigator or *Amnesiac*
(requires a buried card)

6 Player Instant Death
President/*Bomber*
Doctor/*Engineer*
Tuesday Knight/*Dr. Boom*

6 Players, At Least 1 Loser
President/*Bomber*
Rival
Intern
Survivor
Victim

6 Player Game of Love & Hate
President/*Bomber*
Ahab/*Moby*
Wife/*Mistress*

2 Rooms, 2 Booms, and a Gunshot (6 players)
President/Bomber
Sniper/Target/Decoy
Hot Potato

Love, Hate, and Mystery (8-9 players)
President/Bomber
President's Daughter/Martyr
Ahab/Moby
Wife/Mistress
Private Investigator
MI6 (remove if playing with 8)
(requires the ***Bury a Card with Non-Buries*** variant)

The Standard (at least 7 players)
President/Bomber
Blue Team/Red Team (optional)
President's Daughter/Martyr
Doctor/Engineer
Nurse/Tinkerer (if burying a card)
(consider burying a card)

The Paraphilias (at least 12 players)
President/Bomber
President's Daughter/Martyr
Blue Team/Red Team (optional)
Frotteur/Prude
r/b Exhibitionist
r/b Voyeur
(requires the ***Bury a Card with Non-Buries*** variant)

Murder Mystery (at least 12 players)
President/Bomber
President's Daughter/Martyr
Doctor/Engineer
Nurse/Tinkerer
Sniper
Target
Decoy
(requires the ***Bury a Card with Non-Buries*** variant)

Speak No Evil (at least 12 Players)
President/Bomber
Blue Team/Red Team (optional)
r/b Angel
r/b Devil
r/b Bodysnatcher
r/b Mime
r/b Mummy

Valentine's Day (at least 12 Players)
President/Bomber
Blue Team/Red Team (optional)
Cupid/Eris
Ahab/Moby
Wife/Mistress
Rival
Intern
Survivor
Victim

Bipolar (at least 12 Players)
President/Bomber
r/b Criminal
r/b Enforcer
r/b Psychologist
r/b Dealer
Nuclear Tyrant
Hot Potato

Antitrust (at least 13 Players)
President/Bomber
Blue Team/Red Team (optional)
r/b Criminal
r/b Immunologist
r/b Ambassador
r/b Spy
r/b Coy Boy
Hot Potato

Bashful Bash (at least 14 players)
President/Bomber
Blue Team/Red Team (optional)
r/b Shy Guy
r/b Coy Boy
r/b Spy
r/b Negotiator
r/b Criminal
r/b Thug
r/b Psychologist

Cold War (at least 15 players)
President/Bomber
Blue Team/Red Team (optional)
Capitalist/Socialist
r/b Agent
r/b Negotiator
r/b Coy Boy
r/b Spy
MI6

Monster Theme Party (at least 16 players)
President/Bomber
r/b Gargoyle
r/b Gorgon
r/b Hunter
r/b Mummy
r/b Vampire
r/b Werewolf
r/b Zombie

No Show and Tell (at least 16 players)
President/Bomber
Blue Team/Red Team (optional)
r/b Criminal
r/b Psychologist
r/b Immunologist
r/b Shy Guy
r/b Negotiator
r/b Fugitive
r/b Frotteur

"Angles" and Demons (at least 18 Players)
President/Bomber
Blue Team/Red Team (optional)
Doctor/Engineer
r/b Werewolf
r/b Vampire
r/b Shy Guy
r/b Negotiator
r/b Angel
r/b Demon

Arbitrary Infection (at least 11 Players)
President/Bomber
President's Daughter/Martyr
Doctor/Engineer
Nurse/Tinkerer
Blue Team/Red Team (optional)
Agoraphobe
Zombie
(requires a bury)

The Cover-up (at least 16 players)
President/Bomber
Doctor/Engineer
r/b Coy Boy
r/b Enforcer
r/b Gorgon (optional)
r/b Immunologist
r/b Mayor
r/b Medic (optional)
r/b Spy
r/b Usurper

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