TEACHING SCRIPT for
Two Rooms and a Boom

Written by Bill Pzedpelski – Version 4.0 - last updated March 26, 2025

INTRODUCTION w/ FLAVOR TEXT HOOK

Two Rooms and a Boom is a large group game of cooperation, deduction, and decision-making.

In this social game of hidden roles and deduction, players are divided into 2 different rooms. Find your teammates, establish trust, and exchange hostages before time runs out and the bomb explodes! It's the party game that's always a blast.

We'll play for 3-5 rounds switching people between rooms in an orderly fashion and the outcome of the game will be determined by two key VIPs.

There are two teams: the Red Team and the Blue Team.

The Red Team has a Bomber. Red Team as a whole wins if the Bomber ends up in the same room as Blue Team's President at the end of the game. The Red Team must blow up the President to win.

The Blue Team has a President. The Blue Team wins as a whole if the President is not in the room with the Bomber at the end of the game. The Blue Team must save the President from the Bomber to win.

Everyone starts on equal footing, your role is a secret known only to you and to win the game you must share information carefully with other players to help your team succeed.

There will always be an equal number of Red Team and Blue Team cards in play in every round.

The Gray Team is neutral. They have their own individual win conditions printed on their card that they are trying to fulfill.

This game consists of 3-5 timed rounds. Each round is shorter than the previous round.

At the end of each round, we will have a hostage exchange where both room leaders will simultaneously send hostages to the other room and change the composition of the room.

Room leaders serve at the pleasure of the rest of their room and may be replaced by majority vote of the room at any point during any round.

At the end of the game, we'll all come together and see which ROOM goes BOOM!

LEADER RESPONSIBILITIES & GAME FLOW

Here's what's going to happen, We're going to split you up into two teams and then we're going to deal the cards.

No speaking or card sharing until I say "GO" and start the timer.

Rooms will then select their first leader. The first leader in a room is the first person nominated by someone else.

The leader has a hat which they will wear while in the role.

The leader is the person who unilaterally decides who gets sent to the other room at the end of each round and they cannot send themselves to the other room.

If the room wants a new leader, then the room may call a vote at any time during the round and force change with a majority vote. The vote must be a majority of the room. All ties fail.

Anyone may start a vote by raising one hand and voting with the other. You can vote for yourself during a leadership change. *[Demonstrate]*

A leader can also abdicate by handing the crown over. You must give up or lose leader status to move between rooms.

When a round ends, the leader will select who is moving and move to the meeting point Once both leaders are ready they'll send their hostages to the other room at the same time. After the last exchange, we'll all come together and find out who won at the same time.

CARD SHARING

Everyone will start the game with no information and you will need to figure out who is on your team by sharing information. You can do this in a few ways.

1) You can ask for someone to share a corner of their card to determine the color. *[Demonstrate]*

2) You can ask to share the entire card. *[Demonstrate]*

3) You can just show your card to someone – some characters have a required reveal to use their powers. Otherwise it's not recommended. *[Demonstrate]*

If you ask for a share and the other person says yes – that is a binding contract. You now must share to the agreed level.

Do not ask to share if you are not willing to share.

Say "no" if you don't want to share.

MAJOR RULES

This game has three major rules that must be followed to keep this fair and fun for everyone:

1.) You have to stay in your room (designated play area). Don't wander into the other room unless you're sent there, or a card tells you otherwise.

2.) There is absolutely no communicating between rooms. You may not yell things to players in other rooms, eavesdrop, signal, or text with cell phones – even if you can see the players in the other room.

3.) You can't trade character cards (unless you are forced to do it by a special card). Please take care of the cards so we can keep playing.

CUTOFF POINT

It's at this point of the explanation that I need to build the deck to have an exact amount of cards as players – so this is the last call for players. If you're in, raise your hand and put it down after I count you. *[Count players out loud]*

Everyone please take an index card and I'm going to go build the deck.

BREW THE DECK

ANNOUNCE GAME VARIANT AND SPECIAL RULES

[Explain Doctor/Engineer if variant includes it]
[Explain card swapping rules if variant includes it]

ROUND TIMING

Rounds will proceed like this:

- 6-10: Three rounds / 3-2-1 minutes / sending 1-1-1
- 11-13: Five rounds / 5-4-3-2-1 minutes / sending 2-2-1-1-1
- 14-17: Five rounds / 5-4-3-2-1 minutes / sending 3-2-2-1-1
- 18-21: Five rounds / 5-4-3-2-1 minutes / sending 4-3-2-1-1
- 22-25: Five rounds / 5-4-3-2-1 minutes / sending 5-4-3-2-1
- 30-34: Five rounds / 5-4-3-2-1 minutes / sending 6-4-3-2-1
- 35-40: Five rounds / 5-4-3-2-1 minutes / sending 7-4-3-2-1
- 45-50: Five rounds / 5-4-3-2-1 minutes / sending 9-5-4-3-1
- 55-60: Five rounds / 5-4-3-2-1 minutes / sending 11-6-4-2-1
- 65-70: Five rounds / 5-4-3-2-1 minutes / sending 13-6-4-2-1
- 75-80: Five rounds / 5-4-3-2-1 minutes / sending 15-7-5-3-1
- 85-90: Five rounds / 5-4-3-2-1 minutes / sending 17-8-5-3-1
- 95-100: Five rounds / 5-4-3-2-1 minutes / sending 19-9-5-3-1

SPLIT ROOMS & BEGIN THE GAME

AT FIRST PARLAY

The round has ended, leaders please tell your room the [X] players who will be changing rooms and meet in the middle when you're done.

After you meet in the middle, go back to the room and send your hostages.

The next round is [X] minutes sending [X] people. Time starts now.

REVEAL PARTY

[Bring everyone together, keep separated on opposite side of joint meeting area

Reveal in this order so EVERYONE knows the states of the gray players and save the bomber until the end:

- *Check Robot/Clone – Find out secretly, reveal if not relevant*
- *Check Gambler*
- *Check Sniper – Sniper shoots first, then target and decoy reveal*
- *Check MI6/Tyrant - Optionally do an eyes-closed check*
- *Recognize Drunk*
- *Check Leprechaun/Hot Potato*
- *Check rest of Grays for win conditions*

Grays roles raise your hands to make sure I don't forget to check any win states.

Check team special roles (Optional)]

[Identify the Engineer, did you card share with the Bomber? - Optionally do an eyes-closed check]

[Identify the Doctor, did you card share with the President? - Optionally do an eyes-closed check]

Everyone hands up, on the count of three, if you are NOT THE PRESIDENT OR BOMBER put your hands down. President and Bomber KEEP YOUR HANDS UP. 3-2-1-BOOM

[Crescendo reveal]

THANKS FOR PLAYING, IT WAS GREAT TO HAVE YOU ALL PLAY

Please give your role cards and index cards back to me. *[Take Inventory]*

INVENTORY BY CALL PRIORITY

Basics
24x Blue Team (1x spare in white sleeves)
24x Red Team (1x spare in white sleeves)

Primaries & Buries
President/Bomber
Doctor/Engineer
Daughter/Martyr
Nurse/Tinker

Gray Pairs/Quads
Intern/Rival/Survivor/Victim
Butler/Maid/Romeo/Juliet
Wife/Mistress/Moby/Ahab
Bomb-Bot/Queen

Major Roles
Blue Ambassador/Red Ambassador
Blue Spy/Red Spy

Vote Tilt Roles
Blue Mayor/Red Mayor
Blue Usurper/Red Usurper

Minor Roles
Blue Angel/Red Angel
Blue Demon/Red Demon

Gray Tilts
Gambler
Rock/Paper/Scissors **[HOMEBREW]**
Sniper/Target/Decoy

Wilds/Modifiers
Robot/Clone
Tyrant/MI6
Drunk
Leprechaun
Hot Potato

GAME VARIANTS

Basic First Game ***(Always do this for game #1)***
President/Bomber/Doctor/Engineer
Balanced Basics
Balanced Gray Pairs/Quads
Use Gray Tilts, use a gray a single or triad to resolve odd player counts

Bury Game
Hold back 1 card; include all bury cards.
Recommend non-random card removal before handing out to prevent auto-loss for cards that will never be known.

Drunk Game
Never include Doctor/Engineer in a Drunk card game. Combo causes auto-losses.
Make the change subtlety on the final round.

Recommend non-random card removal before handing out the cards to prevent auto-loss for cards that become known at the last second.

Leprechaun Game / Hot Potato
Never include Doctor/Engineer/Buries in a card swapping game. If you must include them, rule that any President/Doctor or Bomber/Engineer reveal at any point in the game is acceptable. Otherwise, just don't include the Doctor or Engineer (or buries).

Leprechaun House Rule #1: No ask backs, do not speak, follow, or out the person who took it away.
Leprechaun House Rule #2: Hold once rule. You can take it if you've held it and given it away.

Hot Potato: Full card share required for a hand-off, you must AGREE to a card share. Free reveal will not cause an exchange.

Ambassador Game
Emphasize that Ambassadors MUST publicly reveal and MAY FREELY TRAVEL BETWEEN ROOMS. Their votes can't count.

Spy Game
Tell participants to read their whole card carefully.

DO NOT USE THESE CARDS AT CONVENTIONS

These cards are either not fun to play at all, or work very poorly with a group of new players out of the convention population.

I sleeve my cards and intentionally cover these roles up with a generic “Blue Team” / “Red Team” when I run the game.

- Agoraphobe
- Blind
- Bouncer
- Clown
- Conman
- Coyboy
- Criminal
- Cupid
- Dealer
- Dr. Boom
- Enforcer
- Eris
- Invincible
- Mastermind
- Medic
- Mime
- Minion
- Mummy
- Negotiator
- Paparazzo
- Private Eye
- Psychologist
- Security
- Shy Guy
- Thug
- Traveler
- Tuesday Knight
- Zombie