

Time Bomb Evolution

Objective: Sherlock's team are trying to disarm all the bombs before time runs out; Moriarty's team are trying to ensure the bombs detonate.

Setup

1. Prepared the Role cards () according to the number of players in the game:
 - Return any unused Role cards to the box without looking at them.

# of Players	Sherlock's Team (Blue)	Moriarty's Team (Red)
4 – 5	3	2
6	4	2

2. Shuffle the Role cards into a pile and deal one face-down Role card to each player; each player is to secretly look at their Role card without revealing it to the other players.
 - In a 4-player game there will be one Role card remaining; the card is to be set aside without any player looking at it.
3. Collectively decide whether to play the standard variant or the Evolution variant; the Evolution variant adds more complexity to the game with each bomb colour having a special effect.
 - In the following step the bomb colours can be chosen at random, or by collective agreement.
4. Prepare the Wire Cards deck () as follows:
 - i) Choose a number of bomb colours equal to the number of players in the game and take the 5 corresponding Bomb cards of each colour.
 - ii) Shuffle the cards from the previous step into a face-down pile to form the Wire Cards deck.
 - iii) Remove a number of Bomb cards equal to number of players and set them aside without looking at them.
 - iv) Add a number of Defusing Wire cards () equal to the number of players to the Wire Cards deck.
5. Shuffle the Wire Cards deck and deal 5 face-down cards to each player.
6. Each player secretly looks at their cards, shuffles them, and then places their cards into a face-down line in front of them.
7. Randomly select a player and give them the Wire Cutters or the Wire Cutters card; this player will take the first turn of the game.
8. **Evolution Variant Only:** If playing with the Red Bombs take the Numbered cards and place them in the middle of the table.

- In a 4 – 5 player game, return the '5' card to the box, and in a 4-player game, also return the '4' card to the box.

End of Game

The game immediately ends in the following situations:

All Defusing Wire cards () have been revealed: **Sherlock's team (blue)** successfully defuse the bombs and wins the game.

4 Bomb cards of a single colour have been revealed: The bomb explodes and **Moriarty's team (red)** wins the game.

There are unrevealed Defusing Wire cards in the Wire Cards deck at the end of the 4th round: Time runs out, the bombs explode and **Moriarty's team (red)** wins the game.

Time Marker Tokens



Time Marker tokens can be used to keep track of the number of rounds that have been played, and/or to keep track how many Wire cards have been revealed during the current round.

Wire Card () Effects (*Evolution Variant Only*)



Defusing Wires (**):** Each Defusing Wire card can be used to defuse a bomb of one specific colour; as long as a colour is defused it cannot explode (*exception: see Pink Bomb*). When revealed, place the Defusing Wire card on top of the stack of Bomb cards of one colour that has been revealed, the bomb colour has now been defused.

- Each colour of bomb cannot have more than one Defusing Wire card assigned to it.
- A Defusing Wire card cannot be assigned to a yellow bomb.
- If a valid bomb colour cannot be chosen, place the Defusing Wire card in the middle of the table by itself. The card has no defusing effect and is only used towards **Sherlock's team's (blue)** win condition.



Blue Bomb: Each Blue Bomb cancels a Defusing Wire () card. When revealed, choose any Defusing Wire card that has been assigned to a bomb colour in the middle of the table and set it aside; the colour the Defusing Wire card was assigned to is no longer defused.

- The no longer defused bomb immediately explodes if enough cards of that colour have already been revealed.
- If there are no Defusing Wire cards in the middle of the table to cancel, ignore the card's effect.

Green Bomb: The Green Bomb explodes sooner; as soon as the 3rd Green Bomb card has been revealed, the bomb explodes.

Orange Bomb: Each Orange Bomb reduces the number of turns in the final (4th) round of the game.

- At the beginning of the 4th round, count the number of Orange Bomb cards in the middle of the table, even if the colour has been defused; the number of turns for the round is equal to the number of players minus the number of Orange Bomb cards revealed throughout the game.

Pink Bomb: The Pink Bomb explodes if 2 Pink Bomb cards are revealed in row (one directly after the other).

- A Defusing Wire card prevents the bomb from exploding when a 4th or 5th Pink Bomb card is revealed, but does not prevent it from exploding if 2 Pink Bomb cards are revealed in a row.

Red Bomb: The Red Bomb forces the next Wire card that is to be cut to be from a random player; when a Red Bomb card has been revealed, the owner of the Red Bomb card must proceed as follows:

1. The player takes the Numbered Cards deck, shuffles it, and then draws a card at random.
2. The player chooses a Wire card from in front of that player and cuts it.
 - '0' is the player with the Wire Cutters, '1' the first player to their left, '2' the second player to their left etc.
 - The '0' card is the only exception in which a player can cut one of their own Wire cards.
 - If the card designates a player with no Wire cards to cut, that player receive the Wire Cutter and become the next player.

Yellow Bomb: Yellow Bombs cannot be defused; when choosing a colour to defuse using a Defusing Wire card, yellow cannot be chosen.

Turn Order

The game is played over a maximum of 4 rounds.

- Each round starts with first player.
- The first player for the first round is determined during *Setup*; the first player for all subsequent rounds is player that received the Wire Cutter at the end of the previous round.

1. The player takes the Wire Cutters and places it on any other player's Wire card ().
 - The player can discuss and listen to other players' arguments before choosing which wire to cut.
 - The player cannot choose one of their own Wire cards.
2. The player reveals the Wire card they have chosen by turning it face-up and places it in the middle of the table.

Evolution Variant Only: If playing with the Evolution variant, the player that cuts the Wire card also applies the effects of the card when placing it in the middle of the table.



Bomb Card: The card is placed with the other revealed Bomb cards to keep track of how many bombs of that colour have been revealed.



Defusing Wire Card: The card is placed with the other revealed Defusing Wire cards to keep track of how many Defusing Wire cards have been revealed.

3. The player whose Wire card was cut receives the Wire Cutters.
 - If the number of Wire cards cut this round is less than the number of players, the player who just received the Wire Cutters repeats the process from step 1.

End of the Round: The round ends when a number of cards equal to the number of players have been revealed during the current round and the following steps are performed:

- i) Take the unrevealed Wire cards of all players and without looking at them, shuffle them together into a face-down pile.
- ii) Deal each player a number of Wire cards based on the upcoming round:

2nd Round: 4 Cards

3rd Round: 3 Cards

4th Round: 2 Cards

- iii) Each player secretly looks at their cards, shuffles them, and then places their cards into a face-down line in front of them.