TIME BOMB EVOLUTION ™

Game Rules

London, 1890. As night falls on the city, a carriage dashes through the fog, pushing bystanders aside in a thunder of hooves and screams.
Inside, Sherlock Holmes nervously taps her pocket watch and looks at the high silhouette of Big Ben over the Thames. "I'm getting you out of here, my friend," she says, speaking to herself, concerned.

This time, Moriarty's diabolical mind designed an evil machination. She's going to destroy all of the city's prestigious monuments: Buckingham Palace, Westminster Abbey, The British Museum… All of them are rigged with explosives that will go off at midnight. Big Ben will sing its swan song and collapse as well.

Moriarty challenged her nemesis Sherlock Holmes: the brilliant detective must defuse each bomb before it goes off – otherwise, Moriarty will be free to wreak havoc on all of England.

Contents

6 Role Cards

4 members
of Sherlock's Team (blue)

2 members
of Moriarty's Team (red)

36 Wire Cards

6 Defusing
Wires

30 Bombs
(5 per color)

6 Numbered Cards

6 Turn Marker Tokens

1 Wire Cutter (hinged)

1 Wire Cutter Card

1 "Evolution" Variant Rule Leaflet

Overview and Objective of the Game

Moriarty planted bombs in the prestigious monuments of London and they are about to go off!

Sherlock must defuse all bombs before midnight. At the beginning of the game, you secretly discover which team you are on: Sherlock's or Moriarty's.

Your objective is to try to identify your teammates (as well as your opponents) without being exposed.

On each turn, each player chooses a wire in front of any other player and cuts it – either to help to defuse a bomb or to try and detonate one. If you're on Sherlock's Team, your objective is to defuse all the bombs; on the other hand, if you're on Moriarty's Team, you win as soon as one bomb goes off.
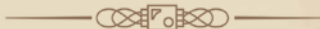
If you already played Time Bomb – Moriarty vs. Sherlock, you already know the basics of Time Bomb Evolution. Only the setup and the end game conditions are slightly different.

Game Elements

Role Cards

Your Role Card determines your team. There are two types of Role Cards: you're either with Sherlock or with Moriarty:

Sherlock's Team

Members of the Sherlock Team are characters with a blue background. Blue players must defuse the bombs to prevent Moriarty from detonating them.

Moriarty's Team

Members of the Moriarty Team are characters with a red background. Red players must detonate one bomb before Sherlock can defuse them all.

Wire Cards

Wire Cards represent the wires that you'll have to cut to defuse (or detonate) bombs. There are two types of Wire Cards:

✿ Bombs

There are 6 different Bombs. Each has its own shape and color. In the Evolution Variant, cutting this type of Wire Card triggers a special effect. It may even detonate one of the bombs, which means an immediate victory for Moriarty.

✿ Defusing Wire

Cutting a Defusing Wire brings you one step closer to victory if you're on Sherlock's Team. As soon as all Defusing Wires in the game have been cut, all bombs are defused, and Sherlock (and his Team) wins.

Numbered Cards

These cards are only used with the Red Bombs in the Evolution Variant.
When you are required to cut a wire in front of another player because of a Red Bomb, use these cards to draw a player at random.

Wire Cutter *(or Wire Cutter Card)*

Players cut wires with this Wire Cutter, thus defusing (or detonating) bombs.
Use the Wire Cutter itself, or its card, whichever you prefer.

Turn Marker Tokens
(see p.12)

These tokens are optional. They allow you to keep track of the number of turns that you already played.

Setup

1 Prepare the Role Cards according to the table below. Put the unused Role Cards back in the box – they won't be used.

Number of Players	Sherlock's Team	Moriarty's Team
4* - 5	3	2
6	4	2

2 Shuffle the Role Cards and deal one card to each player, face down. Each player secretly looks at their card.

*Note: In a 4-player game, there is one extra card. Set it aside without looking at it. There may be only one member on Moriarty's Team, but you don't know for sure…

3 Prepare the Wire Cards deck as follows:

- Choose as many colors of bombs as there are players. Take the 5 Bomb Cards for each of these colors. Colors don't matter, unless you play with the Evolution Variant (see leaflet).
- Shuffle them all, then randomly remove as many cards as there are players. Set these aside without looking at them.
- Lastly, add as many Defusing Wire Cards as there are players.

*Example: In a 6-player game, take all 5 Bomb Cards for each of the 6 colors (30 cards), shuffle them, then remove 6 cards at random. Finally, add the 6 Defusing Wire Cards. The Wire Cards deck is ready.

4 Shuffle the Wire Cards deck and deal 5 cards (face down) to each player.

5 Each player secretly looks at their cards, shuffles them, then lines them up face down in front of them (without knowing the card order).

6 The last person to visit London becomes the first player and receives the Wire Cutter.

Optional: You may use the Time Marker Tokens to keep track of the number of rounds that you played, and/or to keep track of how many Wire Cards have been revealed during a round.

Gameplay

The game lasts 4 rounds (maximum). In each round, you'll use the Wire Cutter to cut other players' wires, hoping to complete your objective.

✳ How to play

As the first player, take the Wire Cutter and place it on **any other** player's Wire Card to cut that wire. Feel free to discuss and listen to the other players' arguments before choosing a Wire Card. You **cannot** cut one of your own wires. Then, reveal the card that you cut and place it in the middle of the table.

If the card is the **1st, 2nd** or **3rd** bomb of a given color, nothing happens. Place it with the other revealed Bomb Cards to keep track of how many bombs have been revealed in that color.

If the card is the 4th bomb of a given color, it explodes! Moriarty's Team members may reveal their cards and enjoy their victory. Otherwise, the game continues.

If the card is a **Defusing Wire**, place it with the other revealed Defusing Wire Cards to keep track of how many Defusing Wire Cards have been revealed.

If the card is the last Defusing Wire Card, London is saved! Sherlock's Team members may reveal their cards and celebrate their victory. Otherwise, the game continues.

The owner of the card whose wire was cut recovers the Wire Cutter and places it on any other player's Wire Card to cut that wire, and so on.

✳ End of the Round

The round ends when you have revealed as many cards (in this round) as there are players.

> *Example: In a 5-player game, each round ends after you reveal the fifth Wire Card in that round.*

Take all players' unrevealed (face down) Wire Cards and shuffle them all together without looking at them. Then, deal 4 cards to each player (3 on the third round, 2 on the last round). Repeat Step ⑤ of the Setup (see p.9).

On each round, each player receives one less card than in the previous round.

A new round starts. The last player to receive the Wire Cutter (the last player who got their card revealed) becomes the new first player.

End of the Game

The game immediately ends once one of the following conditions is fulfilled:

1 **All Defusing Wire Cards have been revealed.** Sherlock's Team wins.

2 **4 Bombs in a single color have been revealed:** the bomb explodes. Moriarty's Team wins.

3 There are still **unrevealed Defusing Wire Cards** at the end of the fourth round. Time runs out, the clock strikes midnight, and the bombs explode! Moriarty's Team wins.

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