

### Room Leader

- First person appointed Room Leader by anyone instantly becomes Room Leader.
- You stay Room Leader, until you are usurped (a majority votes for someone else) or until you give your card away to someone.
- At the end of each round, select the required number of hostages BEFORE the time is up.
- Meet for parlay and exchange hostages.
- You CANNOT be a hostage yourself

### Number of hostages per round

Time >	5m	4m	3m	2m	1m
6-10 P.	-	-	1	1	1
11-13 P.	2	2	2	1	1
14-17 P.	3	2	2	1	1
18-21 P.	4	3	2	1	1
22+ P.	5	4	3	2	1

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## Two Rooms and A Boom

Players are equally split into two rooms. Every player then receives a secret, random role card. This role card has two features: A colour, showing the team alliance, and a role, showing the player's special ability.

In standard play, there are two teams: The government (blue), represented by the role of the **President**, and the anarchists (red), represented by the role of the **Bomber**.

Throughout the game, players ("hostages") are exchanged between rooms. If the Bomber ends up in the same room as the President at the end of the game, the anarchists win. It is therefore essential for both teams to find out who their allies are and to get control over who becomes a hostage.

### Sharing Information

Players are free to talk to other room members and disclose or lie about all information they have. They may also share aspects of their role card (such as team alliance or full card) to support their claims.

Sharing can occur in two ways:

- **Colour Share:** Players share their team alliance with one another.
- **Card Share:** Players share their full card with one another.

When two players agree to a share, two rules must be followed:

1. If an agreement to share is made, it must be followed.
2. If you *offer* to share, you must follow through if it is accepted.

You can also Reveal your card without compensation:

- **Private Reveal:** A player secretly shows another player their card.
- **Public Reveal:** A players shows all others their card.

(1)

## Room Leaders and Hostage Exchange

Depending on the number of players, the game is usually played in 5 rounds, with each round getting shorter. Every round, a decreasing number of hostages is exchanged. The exact number depends on the player count:

# of Hos.	5m	4m	3m	2m	1m
<b>6-10 P.</b>	-	-	1	1	1
<b>11-13 P.</b>	2	2	2	1	1
<b>14-17 P.</b>	3	2	2	1	1
<b>18-21 P.</b>	4	3	2	1	1
<b>22+ P.</b>	5	4	3	2	1

At the beginning of the game in each room, the first person that is pointed on by someone else becomes Room Leader. Afterwards, the Room Leader can be usurped by a *majority* of votes: The vote can be started by anyone at any time (before the end of a round) by pointing at someone else; the Room Leader may participate in the vote. The Room Leader can also freely give the Room Leader card away to someone else.

The Room Leader chooses the hostages for each round that will be sent to the other room. This choice must happen *before* the round ends. The two Room Leaders then meet after each round to shake hands and exchange hostages.

### Additional Roles

Beside the red and blue team, the game can be extended by no-colour roles. These roles have alternative winning conditions that usually don't affect the rest of the game, but can also drastically change the game mode. Take care when adding them to the game.

(2)

## Special Role Considerations

- **Doctor / Engineer:** The President has fallen ill and needs a Doctor to survive. Similarly, the Bomber has forgotten to prime their bomb and needs to see an Engineer. If the Doctor doesn't Card Share with the President, the blue team loses and vice versa with the red team.
- **Ambassadors:** Ambassadors don't belong to a room and can travel between them freely. As such, they may never be Room Leaders or hostages and cannot participate in votes.
- **Nuclear Tyrant:** President and Bomber both need to share cards with tyrant. Otherwise, the Nuclear Tyrant *alone* wins.
- **Hot Potato:** The Hot Potato cannot be played with cards that have resolvable status effects (e.g. Coy Boy and Psychologist, Bomber and Engineer, Agent...). Alternatively, the status needs to be communicated to the new recipient of the role.
- **Role Pairs:** Some non-colour roles cannot exist on their own (e.g., Rock without Paper and Scissors). Other roles would create an unfair advantage to a team if included without additional roles (e.g., Romeo and Juliet). Roles that have such dependencies have been marked with the same role symbol.