

TIME BOMB™

Moriarty
vs Sherlock



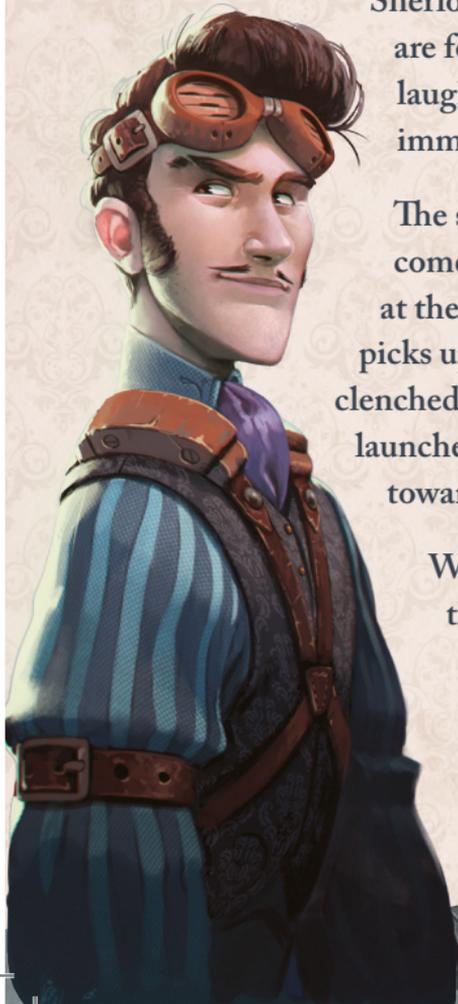


London, 1890. Big Ben proudly keeps time at the top of the Elizabeth Tower, and the first tolling of its bell sounds, echoing in the streets of this big Victorian city. The passerby peacefully enjoy the few rays of sunshine while strolling nonchalantly.

Sherlock and his companions are found in the middle of the laughter surrounding this scene, immobile and silent.

The sound of two quick rings comes from the telephone booth at the street corner. Sherlock picks up the telephone, his heart clenched. His face tenses as he launches himself into a crazy sprint towards London's Great Bell.

When the twelfth strike of the clock signaled noon, Moriarty and his acolytes would activate a bomb that would explode Big Ben.



Contents



8 Role cards



5 Sherlock team members (blue)



3 Moriarty team members (red)



40 Wire cards



31 Secured Wires



8 Defusing Wires



1 Bomb



1 articulated Wire Cutter token

1 Wire Cutter card

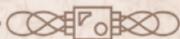


8 Round markers

Overview and Goal of the Game

Moriarty placed a bomb in the heart of Big Ben which he wants to explode, while Sherlock is attempting to deactivate it. At the start of the game, you secretly discover on which team you're playing, Sherlock's or Moriarty's, and try to identify your partners without being discovered by your enemies. Every turn, choose to cut another player's wire to try to deactivate or explode the bomb, according to your team.

Sherlock's team wins the game if they successfully deactivate the bomb. Moriarty's team wins the game if they successfully explode the bomb and destroy Big Ben.



Game Elements



Role Cards

Role cards determine to which team each player belongs during the game. They have two types: members of **Sherlock's** team and members of **Moriarty's** team.

Members of Sherlock's Team

Members of Sherlock's team are represented by Role cards with a **blue background**. These players' objective is to **deactivate the Bomb** before Moriarty can explode Big Ben.



Members of Moriarty's Team

Members of Moriarty's Team are represented by Role cards with a **red background**. These players' objective is to **explode the Bomb** and destroy Big Ben.





Wire Cards

Wire cards represent Wires to cut to try to deactivate or explode the Bomb. They have three different types.



Secured Wire

Cutting a Secured Wire has no effect.



Defusing Wire

Cutting an Defusing Wire brings you closer to victory if you're on Sherlock's team. If all Defusing Wires in play are found, Big Ben is saved.



Bomb

Cutting the Bomb Wire makes it explode. It destroys Big Ben and brings Moriarty's team to victory.





Wire Cutter token *(or card)*

The Wire Cutter token represents the tool used by players to cut Wires and also to try to deactivate or explode the Bomb (you can use either the token or the card as you wish).



Round markers *(see page 12)*

These markers are optional.



Setup

- 1 Prepare Role cards according to your preferences and the number of players. Put the extra Role cards back in the box. They will not be used for this game.



Number of players	Sherlock's Team	Moriarty's Team
4* - 5	3	2
6	4	2
7* - 8	5	3

- 2 Shuffle the Role cards and deal one face down to each player who looks at it secretly.

** Note: In games with 4 or 7 players, one of the Role cards will not be dealt out. Set it aside without looking at it. This way, you are not absolutely certain how many members of Moriarty's team are in play.*



- 3 Prepare Wire cards according to the number of players. Put the extra Wire cards back in the box. They will not be used for this game.



Number of players			
4	15	4	1
5	19	5	1
6	23	6	1
7	27	7	1
8	31	8	1

- 4 Shuffle the Wire cards and deal five to each player, face down.
- 5 Each player secretly looks at their Wire cards, **then shuffles** and places them, face down, in front of them (without knowing the new order of their cards).
- 6 The player who visited London most recently is the first player and receives the Wire Cutter, which they put in front of them.



Gameplay

The game plays over four rounds maximum during which you will use the Wire Cutter to cut other players' Wires hoping to reach your objective.



Round Overview

Starting with the first player, **take the Wire Cutter token and put it in front of another player's Wire card** you would like to cut. You are allowed to discuss with and listen to other players' arguments before choosing which Wire to cut. You cannot cut one of your own Wires. Then, reveal the Wire card you cut and put it in the middle of the table.



If it was a **Secured Wire**, nothing happens.



If it was an **Defusing Wire**, set it apart from the other revealed cards to keep track of the Defusing Wires you already found. If it is the last Defusing Wire you need to find, members of Sherlock's team immediately win the game. If not, the game continues.



If it was the **Bomb**, members of Moriarty's team immediately win the game.

Then, the player who was forced to reveal one of their Wire cards takes the Wire Cutter token and repeats these steps.

End of the Round

The round ends when the number of Wire cards revealed during the round is equal to the number of players.

Example: With 5 players, the round ends after the fifth Wire card of the round is revealed.

Gather all the uncut (i.e. face-down) Wire cards and shuffle them without looking at them. Deal the Wire cards face down until all players have the same number. Then repeat step  of setup.

At the start of each new round, each player therefore has one less card than the last round.

A new round begins and the player who had the Wire Cutter last becomes first player.

End of the Game

The game ends immediately if you meet one of these three conditions:

- 1 All Defusing Wires are revealed.** Members of **Sherlock's** team immediately win the game.
- 2 The Bomb is revealed.** Members of **Moriarty's** team immediately win the game.
- 3 At the end of four rounds, you haven't met either of the above conditions.** Members of **Moriarty's** team win the game.



Optional: If you want, you can use the Round markers to help keep track of the current round and how many Wire cards you revealed before shuffling them again.

Credits

Designer: Yusuke Sato • **Illustrator:** Biboun

Project and line manager: Ludovic Papaïs

Editor: Virginie Gilson • **Translator:** Danni Loe-Sterphone

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IELLO - 9, avenue des Érables, lot 341, 54180 Heillecourt, France

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