

Time Bomb

A VIZ GAME IDEA

For more information go to: <http://viz.bd.psu.edu/viz/>

Description & Background:

In this game, four players try to defuse a “bomb” by “cutting” a set of wires while following instructions on drawn cards as to which wires to cut. However, if a wrong wire is cut, a player must place a notch in their “danger” thermometer; if a player reaches four notches on their thermometer, the bomb explodes and the game ends. This game builds on perspective taking skills.

Players: Two to eight.

Materials:

- One “bomb” board, with a hub in the center (bomb), four legs each displaying five different colored bomb wires and a thermometer for each player.
- Cards (Cut wire directions, Help, Reverse and Skip Turn)
- Thermometer cut into four pieces.
- If eight players are present, two share one thermometer.
- Ten bingo chips to place on cut wires.
- One Yes/No card distributed to the each player.
- Stopwatch (optional, see below).

Objective:

To successfully follow all directions on the drawn cards and cut an entire wire hub to defuse the bomb.

Optional:

To make the game more difficult, make each turn (from the time a card is drawn to the time a wire is cut) timed. Not cutting the wire within the time limit results in an addition to the player’s danger meter, just like cutting the wrong wire. Times are as follows:

- Difficulty Level 1: 45 seconds
- Difficulty Level 2: 30 seconds
- Difficulty Level 3: 15 seconds

Instructions

Setup:

The large board is placed in the middle of the playing table, with players sitting in front of one of the four legs. Each player receives one cut thermometer to fill their thermometer with. The oldest player goes first. Shuffle all cards together and place in middle of board.

How to Play/Rules:

At the beginning of a player’s turn, he/she draws a card and must follow the directions on it. The directions on the cards fall into three categories:

- Cut Wire: Player that draws this card must cut the described wire to help disarm the bomb.
- Skip Turn: Player that draws this card must forfeit his/her turn and proceed to the next player.
- Reverse Direction: Player that draws this card must reverse direction of game play.

Each card has a difficulty level on the bottom of it. The time values for each difficulty level can be found on the first page. A player must read the instructions out loud. The number of dots at the bottom of the card determines the number of times the card may be read. To select a wire to cut, the player places a bingo chip on the wire he/she suspects is the correct one. The player then opens their card to reveal the answer. If the wrong wire is cut or time runs out, the player removes the chip and adds a level to his/her thermometer.

If another player suspects the wrong wire has been cut, he/she may CHALLENGE the answer BEFORE the card is opened to reveal the answer. Other players must display Yes or No if they agree with the challenger. If the challenger is correct, he/she may take a level off of his/her thermometer. However, if the challenger is wrong, he/she must place a level on his/her thermometer. The game ends if a player fills their thermometer or if one wire leg is successfully completed.