

RULES FOR THE MISSION:

- **STAR** wires must be cut together and it must be the **FINAL** cut of the mission for that player (on the turn immediately before revealing any remaining red wires).
- If a **STAR** wire is designated with an incorrect value during a **Dual Cut**, **BOOM!** (it explodes like a red wire).
- If a bomb disposal expert has both **STAR** wires in their hand, they must cut them using a **Solo Cut**, and always as their **FINAL** action.

REMINDER:

★ = 0

★★ = 13



RULES FOR THE MISSION:

- **STAR** wires must be cut together and it must be the FINAL cut of the mission for that player (on the turn immediately before revealing any remaining red wires).
- If a **STAR** wire is designated with a different value during a **Dual Cut**, BOOM! (just like a red wire).
- No special rules apply; only the wire arrangement during setup is different. When cutting wires, be careful to keep the cut wires arranged in two "rows": EVEN and ODD.
- If a bomb disposal expert has both **STAR** wires in their hand, they must cut them using a **Solo Cut**, and always as their FINAL action.

REMINDER:



= 0

(even)



= 13

(odd)



RULES FOR THE MISSION:

- **STAR** wires must be cut together and it must be the FINAL cut of the mission for that player (on the turn immediately before revealing any remaining red wires).
- If a **STAR** wire is designated with an incorrect value during a **Dual Cut**, BOOM! (just like a red wire).

The bomb disposal experts who have the **STAR** wires will need to be clever to prevent others from cutting them!

RULES FOR THE MISSION:

- The  wire must be cut together with the orphan wire matching the value of the removed wire, and it must be the FINAL cut of the mission for that player (on the turn immediately before revealing any remaining red wires).

When this pair is cut, reveal the removed wire. If the values do not match: BOOM!

- Even when it is cut as a pair with a numbered blue wire, the  wire's value remains "STAR" for the purpose of using certain Equipment cards.

Expert Mode (3–5 players): The player who has the  wire cannot cut it. The player who has the corresponding orphan wire must cut it instead (unless the player has the  wire and the three other wires of that value).

RULES FOR THE MISSION:

- The overhead wire may be cut normally. It "blocks" the two wires beneath it:
 - Those two wires may be cut **ONLY** if they are "free" (that is, once the overhead wire above them has been cut). Once it is cut, separate the two wires underneath and place the former overhead wire lying flat between them.
 - It is not possible to perform a **Solo Cut** with the overhead wire and one of the two wires beneath it, as those wires are blocked.
- **CAPTAIN only:** their overhead wire may be cut **ONLY** by the other bomb disposal experts. If this is not possible (blocked wire, Solo Cut, etc.), then **BOOM!**
- There can **NEVER** be an **Info** token on any of the three wires (the overhead wire and the two wires beneath it) as long as the top wire has not been cut.
- **No Equipment** (personal or general) may ever be used on these three wires. However, they are not ignored by Equipment 8 (*General Radar*) if it is used.



RULES FOR THE MISSION:

- **STAR** wires must be cut together and it must be the FINAL cut of the mission for that player (on the turn immediately before revealing any remaining red wires).
- If a **STAR** wire is designated with an incorrect value during a Dual Cut, BOOM! (it explodes like a red wire).

RULES FOR THE MISSION:

- Within a column, the top wire is always cut first.
- **STAR** wires must be cut together and it must be the FINAL cut of the mission for that player (on the turn immediately before revealing any remaining red wires).

REMINDER:



= 0



= 13

RULES FOR THE MISSION:

- Wires in the bottom row may be cut only if they are free (that is, if there is no wire above them).
- If a red wire is the last wire remaining in the top row of the "stand", it may be revealed. On their turn, the bomb disposal expert performs the **Reveal a red wire action**, but only on that wire.
- The two **STAR** wires with value ZERO must be cut together (not necessarily as the FINAL cut though).
- If a **STAR** wire is designated with an incorrect value, BOOM! (just like a red wire).

REMINDER:



= 0



= 0

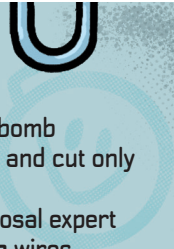
- *Advice: for the overhead tiles, put the Info tokens on top of them. For the tiles below, keep putting those right in front.*

RULES FOR THE MISSION:

- **STAR** wires must be cut together. Their values change over time: they take the value of the closest **UNCUT BLUE** wire.
 - The  takes the value of the closest uncut blue wire to its right.
 - The  takes the value of the closest uncut blue wire to its left.
- To cut them, you must wait until they have the **same value**. When a bomb disposal expert wants to cut them, they designate both **STAR** wires. The affected bomb disposal experts then announce their values. If the values are identical, the wires are cut. Otherwise, BOOM!
- If a **STAR** wire is designated at any other time, BOOM as well! :)
- If the  wire no longer has any uncut blue wire to its right, or the  wire no longer has any uncut blue wire to its left, BOOM as well!

Easier Mode: After setup, the two affected bomb disposal experts identify themselves and indicate which tile stand holds their special tile.

Heroic Mode (3–5 players): The players who have the **STAR** wires may not cut them. Another player must cut them together.



RULES FOR THE MISSION:

- IN OTHER PLAYERS' setups, a bomb disposal expert may designate and cut only **standing** wires.
- In their own setup, a bomb disposal expert may cut both **standing and lying** wires.
- When a standing wire in your setup is cut by another bomb disposal expert, you must set one adjacent uncut lying wire upright, if there is one.

This is the only way to set a wire upright.

- If the only wires that can be cut in other players' setups are lying wires, then **BOOM!**
- **Solo cut:** since it takes place in your own setup, you may cut both standing and lying wires.
- If a lying wire is designated by mistake (lack of attention), advance the detonator by 1 space.
- A bomb disposal expert may designate a lying wire within another bomb disposal expert's stand by advancing the detonator by 1 space.

Expert Mode: It is not possible to cut a lying wire by spending a detonator space.

RULES FOR THE MISSION:

- On their turn, when a bomb disposal expert performs a **Dual Cut**:
 - 1 They announce a value and designate one wire within **ANOTHER** bomb disposal expert's stand.
 - 2 Then they choose **ONE** of the following:
 - Either they cut a wire of that value in their own hand (standard **Dual Cut**),
 - Or they cut a wire from the top of one of the two towers. In this case:
 - The active bomb disposal expert does not need to have a wire of that value in their own hand.
 - This may be the first or second pair of that value that is cut.
 - The wire cut from the tower is then placed face up next to the board.
- If a bomb disposal expert has three wires of the same value in their setup, one of them must be cut by **ANOTHER** bomb disposal expert (paired with a wire from a tower), and they may **later** cut the other two with a **Solo Cut** (unless Equipment 9-9, the *Fast Pass Card*, is used).
- If a bomb disposal expert cannot play on their turn, then **BOOM!**
- When a bomb disposal expert is no longer in the game (all their wires have been cut or revealed), they can no longer cut any wires, including wires from the towers.