

MISSION RULES

On their turn, a player must cut wires by doing either:

- **DUAL CUT:** Cut 2 matching wires, 1 from a teammate and 1 of their own. First, point to a teammate's wire and state the value, for example, "This wire is a 9."

→ **If correct, the action succeeds:**

The 2 wire tiles are revealed and placed faceup in front of their respective tile stands, without shifting position left or right.

→ **If incorrect, the action fails:**

- 1 The detonator dial advances 1 space.
(If the dial ever reaches the skull, the bomb explodes and the mission ends in failure!)
 - 2 Their teammate puts 1 **Info** token  in front of the chosen wire to show its true value.
-  : The active player **must never reveal** which wire in their hand they planned to cut.

- **SOLO CUT:** The player has **all the remaining** wires of the same value in their hand, either:
 - Cut ALL 4 wires of a single value,
 - Or, if 2 wires of a value have already been cut, the remaining 2 wires of that value.Reveal and place all these wires faceup in front of their tile stands, without shifting position.

MISSION RULES

On their turn, a player must cut wires by doing either:

- **DUAL CUT:** Cut 2 identical wires (1 from a teammate and 1 of their own).
- **SOLO CUT:** Cut and reveal **ALL** the remaining wires of the same value in their hand.
- **NEW: CUT YELLOW Wires!**

YELLOW wires are cut the same way as blue wires (DUAL cut or SOLO cut).

During cutting, yellow wires are considered to have the same value.

So, to cut a **YELLOW** wire, the active bomb disposal expert must first have one in their hand, then point to a teammate's wire and state, "This wire is yellow."

Take the same steps as before, according to whether the action **succeeds** or **fails**.

NOTE: If ever a **YELLOW** wire is cut by mistake during the game, use a "yellow" **Info** token  to indicate its value.

MISSION RULES

- **NEW: RED Wires**

What happens if you cut a **RED** wire?

→ **The bomb immediately explodes, and the mission ends in failure!**

NEW ACTION: Reveal RED Wires

If a bomb disposal expert has only **RED** wires remaining in hand at the start of their turn, they must reveal them. Afterwards, they will not take any more actions that mission, but their teammates continue. This is the only way to reveal **RED** wires without setting off the bomb.

- **NEW: EQUIPMENT Cards**

- **EQUIPMENT** is not useable at the start of a mission.
- Cut 2 wires that match the value displayed on an **EQUIPMENT** card to bring it into play; slide the card up in its slot to show it is now useable.
- **EQUIPMENT** can only be used once. After using it, flip the card facedown.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!

MISSION RULES

This mission utilizes everything you have learned so far. Some things to remember:

- **EQUIPMENT** becomes useable after first cutting 2 wires that match the value shown on the card.
- There are 2 **YELLOW** wires that must be cut together (or, if playing with 2 players, there are a total of 4, to be cut 2 by 2).
- There is 1 **RED** wire that **must be avoided and not cut** during the mission. It must be revealed only when it is the last wire left in a player's hand.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!

MISSION RULES

- NEW: "2 out of 3"

2 **YELLOW** wires have to be cut together, but those 2 wires could have 3 possible values.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!

MISSION RULES

- **NEW: 4 YELLOW Wires**

The 4 **YELLOW** wires are considered to be of the value "yellow." Therefore, they can be cut like any other 4 wires of matching value:

- Most often, they will be cut 2 at a time by doing a **DUAL CUT**.
- Occasionally, they can be cut by doing a **SOLO CUT**, but only if a player has ALL remaining **YELLOW** wires in play—either all 4 **YELLOW**, or the last 2 **YELLOW** after the first 2 have already been cut.

Reminder:

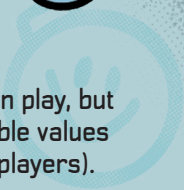
As soon as you feel ready to pass the test with your team, move on to Mission #8!



MISSION RULES

- **NEW:** "1 out of 2"

There is only one **RED** wire in play, but that wire could have 2 possible values (or 3 possible values with 2 players).



MISSION RULES

No Special Rules: Apply everything you have learned so far, and good luck!

 **FAILURE:** Luckily, it was a fake bomb...study some more and retake the test!

 **SUCCESS:** Well done! You are now official members of the BOMB BUSTERS brigade!



Stay vigilant! Your skills may be needed at any time. In fact, here's your first mission, should you choose to accept it:
Open the box titled "Missions 9-19."