

1



Label $\neq$

Put the  token in front of 2 adjacent wires of different values.

- 1 of the 2 can already be cut.
- Reminder: Any 2 yellow wires or any 2 red wires are always considered identical. Therefore, they cannot be "different".

Can be used at any time

2



Walkie-Talkies

Swap 2 wires:

1. Take 1 of your uncut wires and put it facedown in front of a teammate.
 2. That teammate does the same to you.
 3. Each player takes their new wire and places it on their tile stand.
- If a bomb disposal expert has 2 tile stands, they put the new wire in the stand they took the wire from.
 - Any uncut wire can be swapped (even red/yellow).
 - Everyone sees where swapped wires come from and end up.

Can be used at any time

3



Triple Detector

During a **Dual Cut** action, you can state a value (but not a yellow one) and point to 3 wires on a teammate's tile stand.

- This equipment works like the "Double Detector," but with 3 wires.

To use on your turn

4



Post-It

Put 1 **Info** token  in front of 1 of your blue wires.

Can be used at any time

5



Super Detector

During a Dual Cut action, you can state a value (but not yellow) and point at your teammate's whole tile stand.

- This equipment works like the "Double Detector," but with ALL wires in a tile stand.

To use on your turn

6



Rewinder

Move the detonator dial back 1 space.

Can be used at any time

7



Emergency Batteries

Choose 1 or 2 character cards which have already been used and flip them faceup. Their personal equipment is once again useable this mission.

Can be used at any time



General Radar

State a number between 1 and 12. All bomb disposal experts (including you) say "Yes!" if they have 1 or more uncut blue wires of that value on their stand.

- If a bomb disposal expert has 2 tile stands, they answer separately for each stand.

Can be used at any time

9



Stabilizer

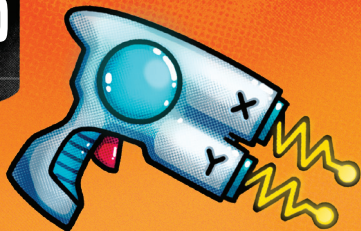
Flip it facedown **BEFORE** a **Dual Cut** action.

During your turn:

- If the action fails, the detonator dial does not move.
- If a red wire is cut, the bomb does not explode.
- If you pointed to a wrong wire, your teammate still puts an Info token (number or yellow) in front of their hand.

To use at the start of your turn

10



X or Y ray

During a **Dual Cut** action, you can state 2 values when pointing at 1 wire (including yellow wires).

- You must have both values in your hand.

To use on your turn

11



Coffee Mug

Skip your turn and choose who the next active bomb disposal expert will be (without consulting teammates).

- The game then continues clockwise from the chosen bomb disposal expert.

To use on your turn

12



Label =

Put the  token in front of 2 of your adjacent wires of the same value.

- 1 of the 2 can already be cut.
- Any 2 yellow wires or any 2 red wires are considered identical.

Can be used at any time