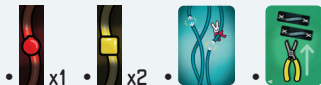


A Sense of Priorities

#9

Today's bomb comes with unusual instructions: a formidable mad scientist has tinkered with the device, and several of its wires must be cut in a specific order. Just remember your training and everything will be OK!

SETUP



- Shuffle the **Number** cards, draw 3 of them, and set them faceup in a line on the table. Place the **Sequence** card (side A) above the leftmost card.



2 players: • x2 • x4

A Rough Patch

#10

Another exciting day in the life of a bomb disposal expert. Unfortunately, today's going to be tough—someone forgot to pick up coffee and now everyone's feeling the pressure. Keep up the team spirit, work together, and then remember to buy coffee before the next mission!

SETUP



- Prepare a 15-minute timer.
- If equipment 11 (*Coffee Mug*) is drawn, discard it and replace it with a new card.

 2 players: •  12 min

Blue on Red, Looks Like We Are Dead

#11

"You're asking me to cut the blue wire, Captain, but remember: I'm colorblind."

SETUP



- Draw a random **Number** card and set it faceup on the back of this mission card.

 2 players: •  x4. During Setup, the Captain does not put an **Info** token in front of their tile stand.

Wrapped in Red Tape

#12

"A 27BStroke6 form? Never heard of it. Uh oh, what do you mean we can't check out any bomb disposal equipment without that form? What do we do now?!"

SETUP



- Place 1 **Number** card faceup on each **Equipment** card in play. Be sure to leave the equipment numbers visible along the top edge (see example image below).



 2 players: •  x2 •  x4

Red Alert!

#13

*The formidable mad scientist strikes again! Ever since you foiled his earlier plans, he's been seeing red...so much so that his latest destructive device is stuffed with a total of 3 **RED** wires. RED ALERT!*

SETUP



• x3

- Do not shuffle the 3 **RED** wires with the other wires. Deal one to each player facedown, starting with the Captain and continuing clockwise. (With 2 bomb disposal experts, the Captain receives 2 and puts 1 on each tile stand.) Then, deal out blue wires as usual.
- Instead of **choosing** their **Info** token, everyone takes 1 at random and places it in front of their tile stand pointing at a matching tile, as usual. If they don't have a wire matching the value of the token, set it faceup next to their hand. If a "yellow" **Info** token is drawn, return it to the supply and draw a replacement **Info** token.



2 players: During Setup, the Captain does not put an **Info** token in front of their tile stand.

High-Risk Bomb Disposal Expert (aka. NOOB)

#14

We all remember having sweaty palms during our first mission: it was a real challenge. So let's make sure to help the rookie. If possible, leave the easy cuts to them...as always, the slightest error could prove fatal!

SETUP

-  x2
-  x2 out of 3

- Shuffle the **character** cards facedown and deal 1 to each player. Everyone reveals their card. The player with the **Captain** card will be referred to as "the rookie" during this mission.

 2 players: •  x3 •  x4

Mission in НОВОСИБИРСК

(Don't worry, we can't pronounce it either...)

#15

Due to a shipping mixup, these new tool boxes are labeled in Russian (which is terrible because we all learned either French or Spanish in High School). Get ready to be surprised every time you grab a tool!

SETUP



• x1 out of 3 •



- Shuffle and draw the standard number of **Equipment** cards, but set them facedown on the board, without looking at them.
- Shuffle and put the deck of 12 **Number** cards facedown next to the board, then flip over the top card.



2 players: •  x2 out of 3

Time to Reprioritize (Is this déjà vu?)

#16

Days blur into the next, and sometimes it feels like living in the moment...but it's the same exact moment. Do we blame it on science or a certain mad scientist?

SETUP

-  x1
-  x2 out of 3
- 
- 

- Shuffle the **Number** cards, draw 3 of them, and put them face up in a line on the table. Put the **Sequence** card (side B) above the leftmost card.



2 players: •  x2 •  x4

Rhett Herrings

#17

The truth? You can't handle the truth!

SETUP



-  x2 out of 3

- Shuffle the **character** cards and deal 1 face-down to each player. Each player reveals their card. The player with the **Captain** card will be referred to as "Rhett Herrings" during this mission.
- Instead of putting 1 **Info** token in front of their hand at the start of the mission, Rhett Herrings will choose and place 2. These **Info** tokens must be **FAKE**, meaning the two token values must not match the 2 wires they point to. They also cannot be placed in front of a **RED** wire.



2 players: •  x3

BAT-Helping-Hand

#18

*For this mission, there is no **Equipment**! Luckily our favorite vigilante and cowled crusader has loaned us his hi-tech BAT-RADAR.*

SETUP



• x2 •

- Shuffle and put the deck of 12 **Number** cards facedown.
- Put equipment 8 (*General Radar*) faceup on the board, but do not put any other **Equipment** cards on the board.
- During Setup, do not put any **Info** tokens in front of tile stands.

🐰🐰 2 players: •  x3

In the Belly of the Beast

#19

After tremendous effort, you have tracked the mad scientist to his secret base of operations—a remote and ominous cave where he has concocted all of his devious plans. There's no telling what you will find inside, but there is only one way to find out...

SETUP

