

MISSION RULES

- At the end of a bomb disposal expert's turn, **Nano** advances 1 space. When it gets to space "12," it turns around, and its next move goes to 11, etc.
- When an active bomb disposal expert cuts wires matching the number of **Nano's** current space, they take a wire from the robot and, without showing it, put it in the correct order in their hand (if they have 2 tile stands, they choose which stand receives the new wire).
- To defuse the bomb and win, all wires must be cut (or **RED** wires revealed), even **Nano's**.
- Equipment 11 (*Coffee Mug*) does not prevent **Nano** from advancing along the board.

MISSION RULES

- To do a cut action, a bomb disposal expert must first take from the reserve a number of **Oxygen** tokens matching the appropriate depth:
Wires 1-4 = 1 token; wires 5-8 = 2 tokens;
wires 9-12 = 3 tokens.
- At the start of the Captain's turn, return all oxygen tokens to the reserve.
- If a bomb disposal expert cannot play because they do not have enough **Oxygen** tokens, or they choose not to in order to save tokens, they skip their turn and the detonator dial advances 1 space.
- **Communication:** Since you are under water, you cannot speak. One sign is allowed: give a thumbs up if you need more oxygen.

Reserve:



MISSION RULES

- The bomb disposal experts don't play in typical clockwise turn order:
 - Each turn, the Captain reveals 1 **Number** card.
 - The first player (including the Captain) to say "Snip!" must cut this value.
- As soon as 4 wires of the same value are cut, discard the matching **Number** card. When the deck is empty, shuffle the remaining **Number** cards to create a new deck.
- If a bomb disposal expert says "Snip!" but does not have the correct value, or says anything else (for example "I don't want to do it"), the detonator dial advances 1 space.
- If nobody volunteers to "Snip!," the Captain picks a player (or themselves). If this player does not have the correct value wire, they choose 1 **Info** token to put in front of their tile stand, and the detonator dial advances 1 space.
- At any time, a player with only **RED** wires in their hand can say "Snip!" to do the **Reveal Your Red Wires** action.

MISSION RULES

- All the 7 wires (ahem, 007 wires) must be cut last.
- **SPECIAL ACTION FOR THIS MISSION:**
When a bomb disposal expert has only 7s left in their hand at the start of their turn, they must cut ALL (4) 7-wires at the same time. If the action fails, the bomb will explode.
- If a "7" wire is accidentally found earlier in the mission, it is handled as a usual failed action (Info token placed in front of tile stand and detonator dial advances 1 space).

MISSION RULES

- To cut a wire, a bomb disposal expert must choose 2 available **Number** cards, add or subtract them to determine a wire to cut, then discard them.

Examples:



and



to cut a $(3 + 9 =) 12$



and



to cut a $(10 - 3 =) 7$

- When no more cards are available, take all 12 cards and spread them out again.
- If a bomb disposal expert cannot (or does not want to play), advance the detonator dial 1 space.

MISSION RULES

- The **YELLOW** wires are not cut as usual.
- **SPECIAL ACTION FOR THIS MISSION:**
Cut the 3 **YELLOW** wires at the same time. With 4-5 bomb disposal experts, the action is possible even for a bomb disposal expert who does not have a **YELLOW** wire in their hand.
- If the action fails, all the indicated wires receive an **Info** token, but the detonator dial advances only 1 space.

MISSION RULES

- To perform a cut action, a bomb disposal expert must first give a teammate as many **Oxygen** tokens as the wire value they want to cut.

*Example: To try to cut a "5" wire, you must give 5 **Oxygen** tokens to a single teammate (not necessarily to the person whose wires you are going to cut).*

- If a bomb disposal expert cannot play because they do not have enough **Oxygen** tokens, or if a player does not want to play—to save **Oxygen** tokens, for example—they skip their turn, and the detonator dial advances 1 space.
- **Communication:** Since you are underwater, you cannot speak but you can give a thumbs up if you need more **Oxygen**.
- When a player has no more wires on their stand or reveals their RED wires, any **Oxygen** tokens that remain in their possession are removed from the game. Make sure to distribute your **Oxygen** tokens responsibly!

MISSION RULES

- If a cut action fails, instead of putting the **Info** token directly in front of the chosen wire, put it next to the tile stand.
- It goes without saying that the bomb disposal experts cannot share information they each memorized.
- All equipment is otherwise used normally.

MISSION RULES

- On their turn, the active bomb disposal expert becomes "Sir" or "Ma'am."

- 1 They flip over the top **Number** card.
- 2 Without consulting anyone else, they choose who must do a cut action with this value's wires (even themselves).
- 3 The chosen player must say: "Yes, Sir!" or "Yes, Ma'am!" and do the cut action.

Then the player to the left of Sir/Ma'am will become the new Sir/Ma'am, etc.

- If the chosen bomb disposal expert does not have the value, they choose 1 **Info** token to put in front of their tile stand, and the detonator dial advances 1 space.
- As soon as 4 wires of the same value are cut, discard the **Number** card. When the deck is empty, shuffle the **Number** cards to create a new deck.
- If a bomb disposal expert has only red wires in their hand at the beginning of their turn, they do the **Reveal Your Red Wires** action.

MISSION RULES

- All the **Info** tokens in this mission are false. When you put an **Info** token in front of your tile stand, it means "this wire does not match this value."
- When a bomb disposal expert's **DUAL Cut** action fails, the owner of the indicated wire puts an **Info** token matching the stated value in front of their tile stand (which, of course, is false information as the action was not successful).

MISSION RULES

- At the end of a bomb disposal expert's turn, Nano moves as follows:

If a cut action succeeds...

+1 space



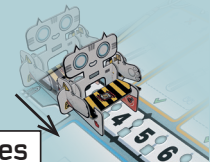
If a cut action succeeds and the wires' value matches the number of Nano's current space...

-1 space



If a cut action fails...

+2 spaces



Beware, if Nano ever moves PAST space 12, Kaboom—the bomb explodes!

MISSION RULES

- To do a cut action, a bomb disposal expert must first spend a number of **Oxygen** tokens matching the depth (returning them to the **Oxygen** reserve in the middle of the table):
 - Wires 1-4 (Depth 1) = 1 token
 - Wires 5-8 (Depth 2) = 2 tokens
 - Wires 9-12 (Depth 3)= 3 tokens
 - If a player cannot play because they do not have enough **Oxygen** tokens at the start of their turn, they skip their turn, and the detonator advances 1 space.
But, if it is possible for the active bomb disposal expert to take a turn, and they have enough **Oxygen** tokens to attempt to cut a wire in their stand, then they **MUST** play and cannot skip their turn.
 - Each time a **Validation**  token is put on the board, each bomb disposal expert gains 1 **Oxygen** token.
 - Play the sound file **Mission 54** before starting the first round:
 - If you make it out alive, open the "Missions 55-66" box.
- Put the 11 red wires here:

