

## RULES FOR THE MISSION:



- You cannot cut the **b** and **c** Number wires until you have cut at least 2 **a** wires.
- You cannot cut the **c** Number wires until you have cut at least 2 **b** Number wires.
- The other values can be cut at any time.

When 2 **a** Number wires have been cut, you can flip over the **a** card over and move the **Sequence** card over. Then do the same thing for **b**.



## ***RULES FOR THE MISSION:***

- Once the setup is complete, launch the timer: you have to defuse the bomb before it runs out!
- As an exception, you don't play clockwise, you can play in any order you like. As soon as a bomb disposal expert says "Snip!" they become the active player and take a turn.

**Important: wait until the end of the active player's turn before saying "Snip!" Don't panic, you are all on the same team!**

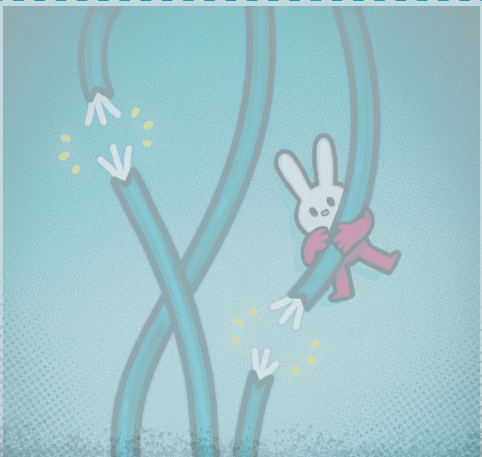
- The same bomb disposal expert cannot play several times in a row, except when there are 2 bomb disposal experts.



## RULES FOR THE MISSION:

The 4 wires of the value of the **Number** card below are considered **exactly** like red wires:

- Cutting wires of this value will detonate the bomb and the mission fails.
- To be able to reveal them, you must only have wires of this value in your hand on your turn.





## ***RULES FOR THE MISSION:***

- To be able to use equipment, you must have cut 2 wires of the values of the **Number** card which is placed over it (in addition to the usual 2 equipment wires).

## **RULES FOR THE MISSION:**

On their turn, a bomb disposal expert can perform a new action:

- **SPECIAL ACTION FOR THIS MISSION:**

Cut the 3 red wires at the same time.

The bomb disposal expert must indicate the 3 red wires amongst the wires which have not yet been cut.

- *If at least one of the wires is not red: the bomb explodes.*
- *With 4 and 5 bomb disposal experts, the action is possible even for a bomb disposal expert who has no red wires in their hand.*
- *BEWARE, if a bomb disposal expert only has red wires in their game, they MUST perform this special action.*



## ***RULES FOR THE MISSION:***

- If the rookie fails when attempting a **Duo Cut**, the bomb explodes immediately.

Note: the rookie can use equipment 9 (*Stabilizer*).

## RULES FOR THE MISSION:

- When the 4 wires corresponding to the 1<sup>st</sup> **Number** card have been cut, flip one of the **Equipment** cards over. It can be used immediately (regardless of its number, you slide it up). Then flip the following **Number** card over, etc.

Example with  
3 players:



*The last two "8" wires have just been cut: the first **Equipment** card is turned over and shifted upwards (available).*

- If a **Number** card is flipped over but the 4 wires have already been cut, replace it with the next one (without winning any equipment).

## RULES FOR THE MISSION:



- You cannot cut the **b** and **c** Number wires until you have cut ALL 4 **a** WIRES.
- You cannot cut the **c** Number wires until you have cut ALL 4 **b** WIRES.
- The other values can be cut at any time.

When the 4 **a** Number wires have been cut, you can flip the **a** card over and move the **Sequence** card. Then do the same with the **b** card.



## RULES FOR THE MISSION:

- All the Sergio el Mytho **Info** tokens in this mission are fake: when they put an **Info** token in front of his hand, it means "this wire is not of this value."
- When a bomb disposal expert's **DUO** cut on Sergio's hand is unsuccessful, Sergio puts an **Info** token of the stated value in front of their hand (which is therefore fake information).
- Sergio cannot use an **Equipment** card, but can participate in the effects of equipment 2 (*Walkies-talkies*) and 8 (*General radar*).

## RULES FOR THE MISSION:

For this mission, the *General radar* is always available.

On their turn, the active bomb disposal expert:

- 1 Reveals the 1<sup>st</sup> **Number** card from the deck.
  - 2 Uses equipment 8 (*General Radar*) on the value of the **Number** card.
  - 3 Indicates who (including themselves) must carry out a cut action with this value's wires.
- When the deck is empty, take and shuffle the **Number** cards.
  - A **Number** card is discarded as soon as the 4 corresponding wires are cut.

**Reminder:** As is the case for all missions, it is not permitted to recall the responses given to the previous rounds' radars. So pay attention!



### Radar général

Annoncez un numéro (1 à 12). Tous les démineurs (vous inclus) disent « oui » s'ils ont coupé les fils correspondants.



## RULES FOR THE MISSION:

You have finally arrived at the cave, ready to intervene... Play the sound file:



**FAILURE:** But wait! Maybe there's another grotto on the horizon? Play the sound file again and don't make the same mistake!

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**SUCCESS:** Great job! You have found the mad scientist's safe with the formulae and secret plans. Thank goodness the FBI, CIA and *(put here acronym with no link as a joke)* are already hot on his tail. New adventures await, open the "Missions 20-30" box.