




RULES FOR THE MISSION:

- There are no special rules: play as usual remembering that the wires designated by "X" tokens  are not in order.
- * Use of equipment:
 - **Equipment** cards can never be used on "X" wires.
 - The "X" wires are ignored by ALL equipment, even personal equipment, *Super detector* (5) and *General radar* (8).

RULES FOR THE MISSION:

- During the whole mission, always use the even/odd tokens  instead of the Info tokens (). This applies when you make a mistake and for equipment 4 (*Post-it*).


















RULES FOR THE MISSION:

- As soon as the first 2 yellow wires are cut, each bomb disposal expert (starting with the captain and going clockwise) chooses an **Info** token from the board and gives it to the player on their left. Each player puts the token they received correctly in front of their hand (or beside their hand if they do not have that value).

RULES FOR THE MISSION:

- The 4 wires corresponding to the **Number** card must be cut at the same time.
- **SPECIAL ACTION FOR THIS MISSION:**
Indicate the 4 wires of the **Number** card value (without using equipment or the **Double detector**).
 - If it is successful, they are cut.
 - If it is unsuccessful, the bomb explodes!
- At the end of each round, before the captain's turn, discard one of the 7 equipments until the special action has been performed. At that time, any remaining equipment becomes available to use (regardless of which wires have been cut).

RULES FOR THE MISSION:

- During the whole mission, always use the x1, x2, x3 tokens (, , ) instead of the Info tokens (, , , , , , , , , , , ). This applies when you make a mistake and for equipment 4 (*Post-it*).
- With equipment 4 (*Post-it*), a token can be placed in front of a cut wire.

RULES FOR THE MISSION:

- The bomb disposal experts are no longer allowed to say the wire number. Everything can be done to infer it: spelling, noises, showing the number of fingers, saying "the number of days in a week," etc.
- If a bomb disposal expert forgets this rule and says a number out loud, the detonator moves forward a space! Watch your language!

RULES FOR THE MISSION:

- On their turn, a bomb disposal expert must flip one of the **Number** cards which are still face up, and then perform a cut (**DUO CUT** or **SOLO CUT**) on the wires of that number. For the following turns, the active bomb disposal expert can only cut wires of the still visible numbers, etc.
- When no more numbers are visible, the cards are all flipped face up.
- When all 4 wires of a number are cut, the corresponding **Number** card is pulled from the game.
- If an active bomb disposal expert has no wires in their hand corresponding to the remaining visible numbers, they skip a turn and the detonator remains in the same place. Otherwise they **HAVE** to cut the wires of the visible numbers.

RULES FOR THE MISSION:

- As soon as the first 2 yellow wires are cut:
 - 1 Randomly take the same number of **Info** tokens (📄) as there are bomb disposal experts and put them in a line face up.
 - 2 Each bomb disposal expert (the captain first and then go clockwise) chooses one of these tokens and puts it correctly in front of their hand (or to the side of their hand if they do not have that value).

RULES FOR THE MISSION:

- Captain Laziness cannot use an **Equipment** card, or their personal equipment.
- If Captain Laziness fails by performing a **DUO** cut, the bomb explodes immediately.
- Captain Laziness can take part in the effects of equipments 2 (*Walkies-talkies*) and 8 (*General radar*).

RULES FOR THE MISSION:

- At the start of a player's turn:
 - 1 The player to the right of the active bomb disposal expert puts one of their **Number** cards face down on the table.
 - 2 The active bomb disposal expert plays their turn as usual.
 - 3 The hidden **Number** card is revealed: if the active bomb disposal expert has cut this value's wires, the detonator moves forward a space.
 - 4 The active bomb disposal expert picks up this **Number** card.
- As soon as 4 wires of the same value have been cut, the corresponding **Number** card is discarded.
- As soon as a bomb disposal expert only has one card left, they take another from the pile (and take another if this number's wires have already been cut).
- When only one value is left to cut, the last **Number** card is discarded immediately.

RULES FOR THE MISSION:

Before the first turn, play the sound file:



FAILURE: Boom! You earned a free 2nd chance! Play the sound clip again and speed up!



SUCCESS: Congratulations! The police caught up with the big bad wolf, they arrested him and got all the proof they need. Things are not looking good for him. Your adventure continues: open the "Missions 31-42" box.