


# The big bad wolf

# #20

*This is how the serial bomber signs his work. But who's afraid of the big bad wolf? Not you! Not you!*

## SETUP



- The last wire dealt for each tile stand is not put into the hand, it must be placed to the right of the tile stand, regardless of its value, and a  token is placed in front.



- Replace equipment 2 (Walkies-talkies) if it is drawn.




 2 players: •  x2 out of 3 •  x4



# Death by haggis



# #21

*Unheard of in Scotland: a bomb hidden inside a haggis!  
Watch out, you have to be gentle for this bomb disposal,  
don't get caught in the rain in a gaberdine in Aberdeen  
or you will lose!*

## SETUP

-  x1 out of 2 •  2/4/6  
8/10/12 /  1/3/5  
7/9/11

- Replace all the **Info** tokens  with even/odd tokens . You can put the **Info** tokens back in the box.
- During setup, put an even/odd token instead of an **Info** token. So the information you're giving is no longer the wire number, but just whether it's odd or even.

 2 players: •  x2

# Not on my watch!


# #22

*"Once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth."*

*Sherlock Holmes*

## SETUP



- Instead of choosing an **Info** token  as usual, each player takes 2 tokens of values they do NOT have in their hand at once and puts them beside their hand.
  - Taking a "yellow" token is allowed.
  - The bomb disposal experts with 2 tile stands choose and put 2 tokens: one beside each tile stand.
  - If a bomb disposal expert has fewer than 2 values missing from their hand, they place fewer tokens.

# Mission in Fordwich

(381 inhabitants, 64 miles from London).

#23

*It's not a movie, not all dangerous missions take place in New York! Even the post office can't find it...Your equipment will be a bit late.*

## SETUP




• x1 out of 3



- Do not take any **Equipment** cards, but put a pile of 7 **Equipment** cards at random face down on the board.
- Put any **Number** card face up beside the Mission card.



2 players: •  x2 out of 3






# Present and correct!



# #24

*We are counting on you to count the wires, the countdown is on...*

## SETUP



- Replace the **Info** tokens with the "x1", "x2", "x3" tokens   . These tokens will be used for this mission, for setup, and during the game.
- These tokens show the indicated value is present once, twice, or three time on the **tile stand**, including the wires that have already been cut. The x2 and x3 can be placed on any wire of the value (on the left, right or in the middle for x3).

 2 players: •  x3




The better to hear  
you with...

#25

*Big ears or not, you know the big bad wolf is listening!  
Anything you say out loud can be fatal during this  
bomb disposal!*

## SETUP



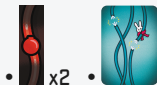
  2 players: •  x3

# Talking of the wolf...

# #26

*You ended up in the wolf's mouth again. This time only solid teamwork will get you out of there.*

## SETUP



- Put all the **Number** cards face up on the table.



- Replace equipment 10 (X or Y ray) if it is drawn.

# Playing with wire


# #27

*This grey play-doh is a plastic dough, called plasticine in certain parts of the world. But this is no time for word games because it is highly explosive!*

## SETUP

-  x1
-  x4

- Deal the **Character cards** as usual to determine the captain. Then flip them over! Thus, there is no **Double detector** for this mission!
- Replace equipment 7 (*Emergency batteries*) if it is drawn.

 **2 players:** The captain does not put an **Info** token during setup.

# Captain Laziness




# #28

*Captain Laziness is not the smartest tool in the shed.  
He forgot his tools.  
And the game is up if he makes the slightest mistake!*

## SETUP



- After the **Character** cards have been dealt, the captain, who will be called "Captain Laziness", puts their **Character** card back in the box. They do not have a **Double detector**.

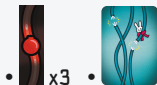
 2 players: •  x3 •  x4

# Wrong number

#29


*"Beware of this trapped number!"*

## SETUP



• x3 •

- Shuffle and deal 2 **Number** cards face down to each player (3 cards to the player on the captain's right), then put the rest face down in a pile on the table. Each player picks up the cards discreetly.

 **2 players:** The captain does not place an **Info** token during setup.

# Speed mission!

# #30

*The big bad wolf is back and just as nasty. Buckle up, he has a fast and furious mission for you!*

## SETUP

-  x1 out of 2
-  x4
- 
- 

- Shuffle and put a deck of the 12 **Number** cards face down at the side of the board.

