





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

- Each player must apply their constraint.
- When a bomb disposal expert cannot apply their constraint **at the start of their turn**, they flip the card over and play as usual for the rest of the game.

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

- All the bomb disposal experts must apply the visible constraint.
- At the start of each of their turns, the captain CAN, after consulting, replace the visible **Constraint** card with the next one.
- If an active bomb disposal expert **cannot** play due to the constraint, they say so and skip their turn (the detonator does not move).
- The constraints do not apply to the **Reveal the red wires action**.




## 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:

- When the **Character** cards are hidden, the bomb disposal experts have no personal equipment.
- The **weakest link**:
  - Must apply their **Constraint** card without talking about it.
  - If they cannot play on their turn because of the constraint:
    - The detonator moves forward 2 spaces.
    - All the bomb disposal experts discard their **Constraint** and **Character** cards.
- The other bomb disposal experts:
  - Play as usual, ignoring their **Constraint** card.
  - At the start of their turn, they can point out the **weakest link** and describe their constraint (without consulting the others):
    - If they are wrong (about the identity and/or the constraint): the detonator moves forward a space.
    - If they are right (about the identity and the constraint): all the **Character** cards are flipped over and can be used. So, the **weakest link** no longer needs to apply their constraint and the game continues as usual (**Constraint** cards are discarded).

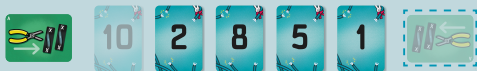
## RULES FOR THE MISSION:

- The wires indicated by the  tokens can be cut in the normal way (by a DUO or SOLO cut), but only when all 4 yellow wires have been cut.
- Use of equipment:
  - Equipment can never be used on the  wires.
  - The  wires are ignored by ALL the equipment, even by personal equipment, 5 (*Super detector*) and 8 (*General radar*).

## RULES FOR THE MISSION:

- The wires with the values of the visible **Number** cards have to be cut in the order shown by the arrow on the **Sequence** card. Each time a bomb disposal expert cuts 2 wires of the 1st number facing the **Sequence** card, they remove this **Number** card and can choose (WITHOUT consulting the others) to put the **Sequence** card at either end of the line of cards.

Example: 2 "10" wires have just been cut.



The **Sequence** card can remain there or be moved to the other end.

- The values of the wires other than the 5 **Number** cards can be cut at any time.



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

- You have to apply the visible constraint.
- Each time the 4 wires of a value are cut, replace the visible **Constraint** card with the next one.
- If an active bomb disposal expert cannot play due to the constraint, they say so and skip their turn. But if none of the bomb disposal experts can play during the whole round, the detonator moves forward a space and the constraint is replaced.
- When the deck is empty, there are no more constraints.
- The constraints do not apply to the **Reveal your red wires** action.



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
















- The captain has to cut the flipped-around wire **themselves** using a regular cut action, but without equipment or **Double detector**. The bomb explodes if they fail.
- No other bomb disposal expert can cut the captain's wire. If the captain has no other possibilities, they must skip their turn and the detonator moves forward a space.



## RULES FOR THE MISSION:

- The 4 wires corresponding to the **Number** card have to be cut at the same time.
- **SPECIAL ACTION FOR THIS MISSION:**  
Indicate and cut the 4 wires on the **Number** card (without using personal equipment), even if you don't have any in your hand. The bomb will explode if you fail.
- At the end of each round, before the captain's turn, discard one of the 8 **Number** cards until the new action has been performed.
- As soon as the **special action** has been performed: Deal any remaining **Number** cards left in the deck to all the bomb disposal experts, one by one, face down, going clockwise starting with the captain. Each bomb disposal expert then puts an **Info** token in their hand corresponding to the values of the **Number** cards they received. If they have no more **Info** tokens of this value, they ignore it.

## 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 yellow wires (called **TRIPWIRES**) are not cut in the regular way: they are cut **ONE** by **ONE**.
- **SPECIAL ACTION FOR THIS MISSION:**  
Point out **only one** of your teammates' **TRIPWIRES** (yellow wires).
  - If successful, only the wire that is pointed to is revealed and the detonator **moves back** a space.
  - If unsuccessful, a **Info** token is put there and the detonator **moves forward** a space!
- If a bomb disposal expert only has their own **TRIPWIRE** (yellow wire) in their hand (and any red wire), they skip their turn.

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

Make some space around you and let the show begin!

Before the first round, play the sound file:



**FAILURE:** The show got a cool reception... Stop clowning around and the show must go on (again)!

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**SUCCESS:** You pulled that number off in style! But beware, the next bad guy might not have a sense of humour... Open the "Missions 43-54" box.