

Everybody hurts

#31

Some constraints we choose, others we don't... And don't even mention your teammates!

SETUP



• x2 out of 3



• x5 (A to E cards)

- Put the 5 **Constraint** cards A to E face up on the table. Before taking the **Info** tokens, starting with the captain and going clockwise, each player chooses a card and puts it face up in front of themselves.
- With fewer than 5 bomb disposal experts, the extra **Constraint** cards are discarded.



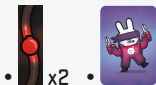
2 players: We advise against choosing the A+B or C+D constraints.

Prankster attack!



#32

You have seen some bad guys in your time, but the evil Clown has to be the scariest... Enough to make you coulrophobic! You will have to adapt to his new rules in every round!

SETUP



- Shuffle the 12 **Constraint** cards and put them face down in a pile. Then flip over the 1st card.




 2 players: •  x3





What happens in Vegas...




#33

One clown is not enough, now Clooney and his 11 friends have put a bomb on the casino safe! Game on!

SETUP

-  x2 out of 3 •  / 

- Replace all the **Info** tokens  with **even/odd** tokens  . Put the **Info** tokens back in the box.
- During setup, put an **even/odd** token instead of an **Info** token .

  2 players: •  x3

The weakest link

#34

Yes, they are among you! It might even be you!

SETUP



• x1



• x5 (A to E cards)

- After selecting the captain, take the **Character** cards, shuffle them, and deal them to each player face down. The captain does not necessarily have the "Captain" card.
- Shuffle the A to E **Constraint** cards and deal one face down to each player. Do not look at any undealt cards.
- Each bomb disposal expert looks at their 2 cards in secret. The one with the "Captain" card is the **weakest link**. They do not let anyone know and **only they** can apply their constraint (the other players still read their card so the weakest link will not be revealed).



2 players: MISSION IMPOSSIBLE




Cannot be played with 2 bomb disposal experts.


No link, single wire

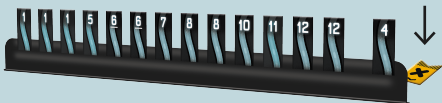
#35

This lonely wire is hardwired!




SETUP

-  x2 out of 3
-  x4
- 

- BEFORE shuffling the red and yellow wires with the blue ones, give each bomb disposal expert 1 blue wire face down per tile stand. This wire will not be put into their hand, it must be placed to the right of the tile stand, regardless of value, and a token  is placed in front of it. You can then shuffle the other wires and deal them as usual.



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

 2 players: •  x3 •  x4

Panic under the palm trees

#36

*Welcome to Bora Bora. It's paradise... But not today!
Today there will be no cannonballing into the pool...*

SETUP

-  x1 out of 3 •  x2 •  • 

- Shuffle the **Number** cards, draw 5 and put them side by side, face up on the table.
- The captain chooses (without consulting) to put the **Sequence** card (A side) at either end, with the arrow pointing to the line.



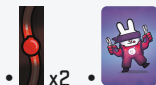
-  2 players: •  x2 out of 3 •  x4

The Joker!



#37

He has a loose wire! Every time you progress, he moves the goalposts! This clown is really getting up your nose.

SETUP



- Shuffle the 12 **Constraint** cards, put them face down in a pile and then turn over the 1st card.

 2 players: •  x3

Knit a wire, purl a wire...

#38

The captain will have to get in under the wire to cut the wild wire!


SETUP



• x2

- When the wires are dealt, the captain flips one of their wires around (value facing their teammates) without looking at it, and places it at the end of their hand.






2 players: •  x3

The 4 noble wires




#39

According to Dr Strangewire, cutting the correct 4 wires will give you lots of information!

SETUP

-  x2 out of 3
-  x4
- 

- Do not put the **Equipment** cards on the board.
- Put any **Number** card face up on the first "equipment space" of the board.
- Put a deck of 8 **Number** cards face down beside the board.
- Instead of choosing their **Info** token, each player takes one at random and puts it correctly in front of their hand, or beside it if they do not have that value. Replace a "yellow" **Info** token if it is drawn.

 2 players: •  x3 •  x4





Die hard


#40

You came to celebrate Christmas as a team in the Nakatomi Plaza tower... But it got out of hand! It's hard to communicate when you find yourselves in an air duct trying to defuse a hostage taker's bomb! Fun times!

SETUP



- Replace all the **Info** tokens with "x1", "x2", "x3" tokens   . Put the **Info** tokens back in the box.
- During Setup, put a "x1, x2, x3" token instead of an **Info** token .
- These tokens show that you have the indicated value once, twice or three times in your tile stand, including the wires which have already been cut. For the x2 and x3, they can be placed on any wire of the value (on the left or right, or in the middle for the x3).

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

Latin bombshell

#41

"Para bailar la Bamba...", which means "Shoot, another bomb" in Spanish (well, kind of, it loses a little in translation...). This bomb is a hot one, so keep a cool head!

SETUP



• x1 out of 3



• x number of players (max 4)

- Do not shuffle the yellow wires with the other wires. They are **TRIPWIRES**: deal one face down to each bomb disposal expert. With 5 bomb disposal experts, give the red wire to the captain and a yellow one to every other player.
- Put the detonator on the following space:
- Instead of choosing an **Info** token, each player takes one at random and puts it in the correct place in front of their hand, or beside it if they do not have this value.
- Replace the *Double bottom* equipment "■" if it is drawn.



2 players: •



x2 out of 3



x2

What kind of circus is this?

#42

You should have known, the Joker has invited you over to his place! Just a heads up, this mission will be clownish. One thing is for sure: you are not ready for this.

SETUP

