



RULES FOR THE MISSION:

- At the end of a bomb disposal expert's turn, **Nano** moves forward one space. When it gets to space "12", it turns around and goes back to 11, etc.
- When an active bomb disposal expert cuts the wires corresponding to the number where **Nano** is, they take a wire from the robot, without showing it, and put it in the correct place in their hand (on the tile stand of their choice if they have 2).
- To defuse the bomb and win, all the wires have to be cut (or revealed for the red ones), even **Nano's**.
- Equipment 11 (*Coffee flask*) does not prevent **Nano** from moving forward.

RULES FOR THE MISSION:

- To perform a cutting action, a bomb disposal expert must first take from the reserve the number of **Oxygen** tokens corresponding to the appropriate zone: 1 token (wires 1 to 4), 2 tokens (wires 5 to 8) or 3 tokens (wires 9 to 12).
- At the start of the captain's round, all the tokens are put back in the reserve.
- If a bomb disposal expert cannot play because they do not have enough **Oxygen** tokens, they skip their turn and the detonator moves forward one space.
- **Communication:** as you are under water, you cannot speak. One sign is allowed: give a thumbs up if you need more oxygen.

Reserve:



RULES FOR THE MISSION:

- The bomb disposal experts no longer play in turn clockwise:
 - On each turn, the captain takes a **Number** card.
 - The 1st bomb disposal expert (including the captain) to say "Snip!" must cut this value.
- A **Number** card is discarded as soon as the 4 wires are cut. When the deck is empty, pick up and shuffle the **Number** cards.
- If a bomb disposal expert says "Snip!" but does not have the correct value or gives a clue (for example "I hesitate to do it"), the detonator moves forward one space.
- If nobody volunteers, the captain picks a bomb disposal expert (themselves included). If this bomb disposal expert does not have the value, they put an **Info** token of their choice in front of their hand and the detonator moves forward one space.



RULES FOR THE MISSION:

- The 4 (00)7 wires must be cut last.
- **SPECIAL ACTION FOR THIS MISSION:**
When a bomb disposal expert only has 7s left in their hand at the start of their turn, they must cut all four 7 wires at the same time. The bomb will explode if they fail.
- If a "7" wire is discovered earlier in the mission, it is a failure which is handled as usual (Info token placed and +1 detonator space).

RULES FOR THE MISSION:

- To cut a wire, you must choose 2 **Number** cards and add or subtract them to determine a wire to cut, then discard them.

Examples:



and



to cut a 12 ($3+9$)



and



to cut a 7 ($10-3$)

- When no more cards are visible on the table, take the discard pile and spread the 12 cards out again.
- If a bomb disposal expert cannot or does not want to play, move the detonator forward one space.



RULES FOR THE MISSION:

- The yellow wires are not cut as usual.
- **SPECIAL ACTION FOR THIS MISSION:**
Cut the 3 yellow wires at the same time.
With 4 and 5 bomb disposal experts, the action is possible even for a bomb disposal expert who does not have a yellow wire in their hand.
- If the action fails, all the indicated wires receive an **Info** token, but the detonator only moves forward one space.

RULES FOR THE MISSION:

- To perform a cutting action, a bomb disposal expert must first give a teammate as many **Oxygen** tokens as the value of the wires they want to cut.

Example: to try to cut the "5" wire, you must give away 5 tokens (not necessarily to the person whose wires you are cutting).

- If a bomb disposal expert cannot play because they do not have enough **Oxygen** tokens, they skip their turn and the detonator moves forward one space.
- **Communication:** as you are under water, you cannot speak. One sign is allowed: give a thumbs up if you need more oxygen.



RULES FOR THE MISSION:

- If the cut is unsuccessful, the **Info** token is put beside the tile stand concerned (instead of in front of the chosen wire).
- It goes without saying that the bomb disposal experts cannot share information they each memorised.
- All the equipment is used normally.

RULES FOR THE MISSION:

- On their turn, the active bomb disposal expert becomes "Sir".
 - 1 They flip over the 1st **Number** card in the deck.
 - 2 They decide, without consulting, who has to perform a cutting action with this value's wires (themselves included).
 - 3 The designated player must say: "Sir, yes Sir" and perform their cutting action. Then the player to the left of Sir becomes the new Sir, etc.
- If the designated bomb disposal expert does not have the value, they put an **Info** token of their choice in front of their hand and the detonator moves forward one space.
- A **Number** card is discarded as soon as the 4 corresponding wires have been cut. When the deck is empty, pick up and shuffle the **Number** cards.

RULES FOR THE MISSION:

- All the **Info** tokens in this mission are false: when you put an Info token in front of your hand, it means "this wire does not have this value."
- When a bomb disposal expert's **DUO** cut is unsuccessful, the owner of the wire that was pointed to puts an **Info** token of the stated value in front of their hand (which is therefore fake information).

RULES FOR THE MISSION:

- At the end of a bomb disposal expert's turn, Nano moves:

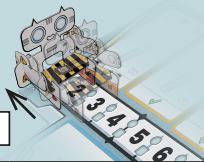
Successful cut:

+1 space



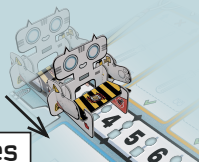
Successful cut of the wires corresponding to the number where Nano is:

-1 space



Unsuccessful cut:

+2 spaces



**Beware, if Nano gets to space 12, boom!
The bomb explodes!**

RULES FOR THE MISSION:

- To perform a cutting action, a bomb disposal expert must first of all spend the number of **Oxygen** tokens corresponding to the designated zone (by putting them in the reserve in the middle of the table):
 - 1 token (wires from 1 to 4)
 - 2 tokens (wires from 5 to 8)
 - or - 3 tokens (wires from 9 to 12)
- At the start of their turn, if a bomb disposal expert cannot play due to a lack of oxygen, they skip their turn and the detonator moves forward one space.
- Each time you put a **Validation** token on the board, each bomb disposal expert picks up an **Oxygen** token.
- Play the sound file before starting the first round:
- If you get out of this tin can alive, open the «Missions 55-66» box.



Put the 11 red wires here:

