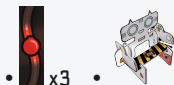


Nano the robot

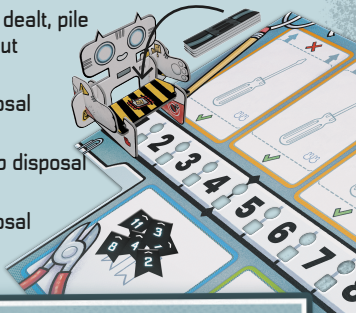
#43


*Nano has a message for you: "Bip bip bip Bip Bip!" **
** This robot is so crude we have to bleep out what it says.*

SETUP



- Put **Nano the robot** on space "1" on the board.
- When the wires are dealt, pile some on **Nano** without looking at them:
 - With 2 bomb disposal experts: 5 wires
 - With 3 and 4 bomb disposal experts: 4 wires
 - With 5 bomb disposal experts: 3 wires



 2 players: The captain draws their **Info** token randomly during setup.

Underwater pressure

#44

Rabbit the Red is all kinds of pirate. Of the seas and electronics. He will allow you to become more of an expert because you will need to dive deep this time. Manage your oxygen tanks... and the pressure!

SETUP



• x1 out of 3



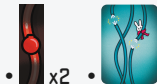
- Put 2 **Oxygen** tokens per bomb disposal expert on this card (on the Reserve zone on the back). (For example: 6 tokens for a 3-player mission).
- Replace the equipment 10 (X or Y ray) if it is drawn.
- Do not take the new character equipped with the X or Y ray.

My wire, my fight!

#45

Each to their own, your fate is in your hands, and don't spare the horses!

SETUP



• x2 •

- Shuffle the 12 **Number** cards and put them in a pile face down.
- Replace equipments 10 (*X or Y ray*) and 11 (*Coffee flask*) if they are drawn.
- Do not take the new character equipped with *X or Y ray*.



2 players: •



x3

Agent 007


#46

"My name is Bomb, James Bomb."

SETUP



- x4 (imposed numbers: 5,1 / 6,1 / 7,1 / 8,1)
- Replace equipment 7 (*Emergency batteries*) if it is drawn.



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

Bill please!

#47

Now more than ever, mental strength is of the essence (and not just sums), along with team spirit.



SETUP

-  x2 out of 3 • 

- Put the 12 **Number** cards face up side by side on the table.



- Replace equipment 10 (X or Y ray) if it is drawn.
- Do not take the new character equipped with X or Y ray.

 2 players: •  x3

Three's a crowd

#48

"- We go on 3.



- Wait! When we go on 3, do we go on 3? Or do we count to 3 and then go?"

SETUP



- Do not shuffle the 3 yellow wires with the other wires, but deal them one by one face down clockwise, starting with the captain. With 2 bomb disposal experts, the captain receives 2 and puts one on each tile stand. Then deal the other wires.



2 players: •  x3 •  x3

Message in a bottle



#49

Rabbit the Red is a pirate, he never shares his bottle of rum. But you have no choice but to share your bottles...of oxygen...wisely!

SETUP



- Take the **Oxygen** tokens and put them where they are visible in front of you:
 - For 2 bomb disposal experts: 7 each
 - For 3 bomb disposal experts: 6 each
 - For 4 bomb disposal experts: 5 each
 - For 5 bomb disposal experts: 4 each
- Replace equipment 10 (X or Y ray) if it is drawn.
- Do not take the new character equipped with X or Y ray.

 2 players: •  x3




The black sea



#50

It's nighttime in the middle of the ocean, you should have known that Rabbit the Red wouldn't leave you alone! He has hijacked your ship and turned all the lights off. Lucky you have a good memory, right?

SETUP



- Put the **Validation** tokens  , red pawns  and yellow pawns  away in the box: you will not use them during the mission!
- Remember the red and yellow wires in play before shuffling them with the blue ones!
- Instead of putting their **Info** token in front of their hand, everyone puts it beside their hand and points the relevant wire to inform their teammates. Yes, you are going to have to remember all of this information!

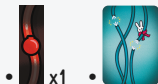
 2 players: •  x3 •  x4

It's your (un)lucky day!



#51

Sometimes being good at something isn't enough, you have to trust your instinct.

SETUP



- Shuffle the 12 **Number** cards and put them face down in a pile.
- Move the detonator back one space (as if you had an extra bomb disposal expert).
- Replace equipment 10 (X or Y ray) if it is drawn.
- Do not take the new character equipped with *X or Y ray*.

 2 players: •  x2

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

All a bunch of traitors!

#52



Paranoia is creeping into the team. Everyone is on their guard, lies are eating you up and the truth is nowhere to be found.

SETUP



- Replace equipments 1 (\neq Label) and 12 (= Label) if they are drawn.
- Instead of putting 1 **Info** token in front of their hand, each bomb disposal expert puts 2. These tokens must be FALSE: the 2 values must not correspond to the 2 designated wires. The designated wires can be blue or red.



2 players: •  x3 •  x4

Nano is back

#53

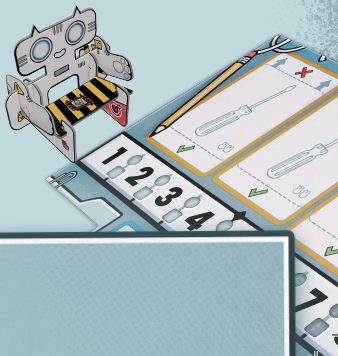
4th law of robotics: Sometimes a robot just does whatever it likes.


SETUP



• x2 •

- Put Nano just before the "1" space on the board.
- The detonator is not used for this mission.
- Replace equipment 6 (*Retardator*) and 9 (*Stabilizer*) if they are drawn.



2 players: •  x3

The attack of Rabbit the Red

#54

A nuclear submarine, a pirate, breaches, and of course a bomb...What could possibly go wrong?

SETUP



- Do not shuffle the 11 red wires with the others. Put them in a pile face down on this card (location on the back).
- Take the **Oxygen** tokens.
 - With 2 bomb disposal experts: 9 each
 - With 3 bomb disposal experts: 6 each
 - With 4 bomb disposal experts: 3 each
 - With 5 bomb disposal experts: 2 eachPut them in front of each player where they are visible (leave the rest in the middle of the table, they are the reserve).
- Replace equipment 10 (X or Y ray) if it is drawn.
- Do not take the new character equipped with X or Y ray.

