

RULES FOR THE MISSION:

- As soon as a challenge in play is successful, it is discarded and the detonator moves back one space.




- A **Challenge** card shows a condition: the CHALLENGE is successful if this condition is satisfied. It can be for 1 bomb disposal expert (for example: arranging the wires on a tile stand), or for the whole team (for example: sequence of wires to cut).



RULES FOR THE MISSION:

- Each bomb disposal expert must cut their flipped-around wire **themseves** with a regular cut action, but without equipment or **Double detector**. The bomb explodes if they fail.
- A bomb disposal expert can (by choice or by obligation) perform the **DUO** cut action with a teammate's wire facing out, but if they do, the detonator moves forward one space.

RULES FOR THE MISSION:

- Each time you put a **Validation** token  on the board, put the corresponding **Constraint** card (associated with this number) on the board, on top of the previous one if there is already one. All the bomb disposal experts must apply this constraint.
- If an active bomb disposal expert cannot play due to the constraint, they say so and skip their turn (the detonator does not move). But if none of the bomb disposal experts can play during a round, the bomb explodes.
- The constraints do not apply to the **Reveal your red wires** action.



RULES FOR THE MISSION:

- Even if a cut fails, do not give any information about the designated wire.
- However, good news, each bomb disposal expert can use their **Double detector** on every turn! They never drain!

RULES FOR THE MISSION:

- To perform a cut action, the active bomb disposal expert must:
 - ➊ Move **Nano** forward or leave it on the spot (never move it backwards) to a card corresponding to one of the values in their hand.
 - ➋ Attempt a cutting action with the value where **Nano** is.
 - ➌ Turn **Nano** to whichever side they choose (leave it where it is or turn it around).
- If the bomb disposal expert cannot play with their available values (the cards **below and in front of Nano**), they turn Nano around, move the detonator forward and play.
- When the 4 wires of one number have been cut, flip the card face down.
- Equipment 11 (*Coffee flask*) skips a whole turn.

RULES FOR THE MISSION:

- As soon as a challenge in play is successful, it is discarded and the detonator moves back one space.



- A **Challenge** shows a condition which allows the CHALLENGE to be successful, if the condition is satisfied. It can be for 1 bomb disposal expert (for example: arranging the wires on a tile stand), or for the whole team (for example: sequence of wires to cut).

RULES FOR THE MISSION:

- Each player must apply their constraint. If a bomb disposal expert cannot apply theirs, they skip their turn (the detonator does not move). But beware, if none of the bomb disposal experts can play for a whole round, the bomb explodes.
- On each round, before the captain's turn, the bomb disposal experts consult with each other and decide if they want to pass on all the **Constraint** cards. If they say yes, they then choose which way: clockwise or anti-clockwise.
- A bomb disposal expert can discard their **Constraint** card at any time and replace it with another that they select at random (from F to L), but they have to move the detonator forward one space.
- The constraints do not apply to the **Reveal red wires** action.



RULES FOR THE MISSION:

- Each time the 4 wires of one of the visible **Number** cards are cut, move the detonator back one space.

RULES FOR THE MISSION:

- To perform a cut action, a bomb disposal expert must put as many **Oxygen** tokens in the Reserve (see below) as the value of the designated wires.
For example: to attempt to cut the "5" wires, 5 tokens must be put down.
- At the end of their turn, the active bomb disposal expert gives all their remaining tokens to the player to their left.
- After each round, the captain begins their turn by taking all the tokens from 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:

- Each bomb disposal expert must cut their flipped-around wires **themselves** with a regular cut action, but without equipment, or **Double detector**. The bomb explodes if they fail.
- A bomb disposal expert can (by choice or by obligation) perform the **DUO** cut action with a teammate's wire facing out, but if they do, the detonator moves forward one space.

RULES FOR THE MISSION:


- To perform a cutting action, a bomb disposal expert must try to cut a value corresponding to one of their **Number** cards.
- If the active bomb disposal expert does not have a wire in their hand corresponding to their numbers, they skip their turn and the detonator moves forward a space.
- In all cases, at the end of their turn, the active bomb disposal expert must give one of their **Number** cards (of their choice) to any teammate.
- When the 4 wires of a number have been cut, flip the card face down. So you will have cards face up in front of you (the numbers to cut) and cards **face down**, that you can always give away.
- Equipment 11 (*Coffee flask*) lets you **skip your** turn.


RULES FOR THE MISSION:


- When a bomb disposal expert performs a cutting action (successful or not), they **MUST** then move the **Bomb Busters** pawn in the direction of a constraint met **AT THEIR CHOICE**.

Example: Wire 10 cut = move it to the "PAIR" condition OR to the "7" to "12" condition.

- If you can, you **MUST** move.
- A wall cannot be crossed. If **ALL** possible moves encounter a wall, the pawn stays where it is.
- On a striped square, making a cut that respects the "ACTION" constraint enables you to perform the corresponding action (this will be explained to you during the mission).
- If you cut 4 wires with a **SOLO cut**, this is equivalent to making 2 separate cuts of the number concerned (i.e. making 2 moves and/or actions, each corresponding to a constraint of the number cut).

-  = You must **SUCCESSFULLY** make a cut corresponding to the "ACTION" constraint (and you don't move).

-  = Flip the card over to change floors and place the pawn on the staircase square. Keep the orientation "N".

-  = + 1 detonator notch.
- Before the first round, play this sound file:



FAILURE: You're not going to give up with 1 mission to go! Storm that bunker again!



SUCCESS: What a feat! What panache! You can retire in peace....Finally... Maybe...