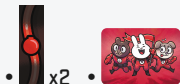


# Doctor Nope's challenge

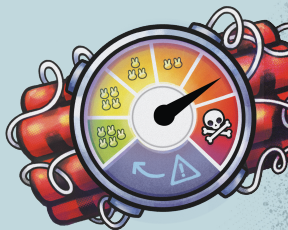
# #55



*"Ok Bomb Busters, it is time to stand up to someone bigger than you are!"*

## SETUP



- Take as many **Challenge** cards as there are bomb disposal experts and put them face up on the table.
- Put the detonator on the following space:



 2 players: •  x2 out of 3

# Tripwires

# #56

*They will send you haywire.*

## SETUP



• x2 out of 3 •



- When the wires are dealt, each player puts one of their wires **flipped-around** (value facing the team-mates) at one end of their hand, **without looking at it**.



2 players: •



x3

# Mission impossible

# #57

*A certain Ethan sent you a message:  
"I am on vacation, so your mission, if you choose to accept it, is to save the world. That's it. Again. This message will self-destruct in 10 seconds blablabla, good luck!"*



## SETUP



- Put all the **Number** cards face up on the table and put a random **Constraint** card face up beside each of them.



- Replace equipment 10-10 (*Disintegrator*) if it is drawn.

 2 players: •  x2

*Hard to defuse a bomb without communicating. Lucky for you, your friend Mike Gyver had gum and a paper clip on him and managed to fix your Double detector!*


## SETUP



• x2

- Put the **Info** tokens back in the box: you will not need them for this mission, not even for Setup.
- Replace equipment 4 (*Post-it*) and 7 (*Emergency batteries*) if they are drawn.
- Do not take the new characters (everyone has a **Double detector** and personal equipment).



2 players: •  x3



# Nano to the rescue

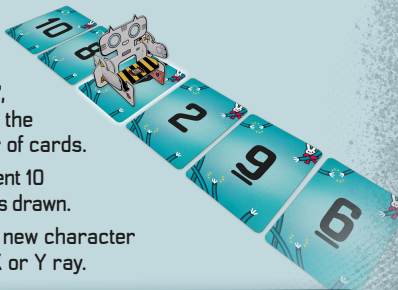
# #59



*"Life, don't talk to me about life." Nano is feeling a bit down, but always pushes through, you just have to deal with it!*

## SETUP

-  x2 out of 3
- 
- 

- Put the 12 **Number** cards face up randomly in a line side by side on the table.
- Put **Nano** the robot on card 7, turned towards the largest number of cards.
- 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

# Doctor Nope is back

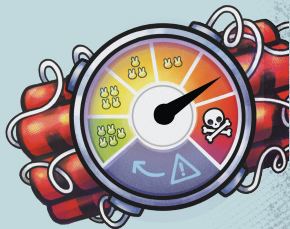
# #60



*"The world is split into two, those who make the world shake with a bomb and those who cut small wires."  
Don't succumb to Doctor Nope's provocation!*

## SETUP

-  x2 out of 3 • 

- Take as many **Challenge** cards as there are bomb disposal experts and put them face up on the table.
- Put the detonator on the following space:



 2 players: •  x3

# Silence, and action!

# #61

*It helps to share your problems with the team!*

## SETUP



• x1



• x5 (A to E cards)

- Each player receives a random **Constraint** card from A to E and puts it face up in front of themselves.
- With 2 bomb disposal experts, add 2 **Constraint** cards (from the A to E cards) on the table: one to the captain's left and the other to their right.
- With 3 bomb disposal experts, add a **Constraint** card (from the A to E cards) on the table to the captain's left.



2 players: •



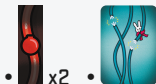
x2

# Armageddon Roulette

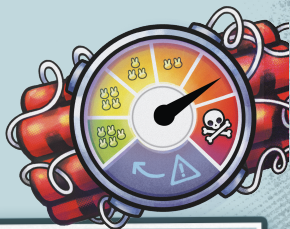
# #62



*Bruce Wallas and his team of space explorers must put a bomb on a meteorite before it hits earth. But wouldn't you know it, a clumsy fool set the bomb off in the training area. Hurry, get to the NASA ER to save the future saviours of the world!*

## SETUP:



- Take as many **Number** cards at random as there are bomb disposal experts and put them face up on the table.
- Put the detonator on the following space:



 2 players: •  x3

# Titanic II



# #63

*Strange name for this new, huge ship. Strange idea for a DiCaprio fan to put a bomb in the hull! Manage your oxygen to become kings of the world!*

## SETUP



- The captain takes the **Oxygen** tokens:
  - With 2 bomb disposal experts: 14
  - With 3 bomb disposal experts: 18
  - With 4 bomb disposal experts: 24
  - With 5 bomb disposal experts: 30
- 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

# Return of the tripwires

# #64


*And they are sensitive!*

## SETUP



- When the wires are dealt, each player puts 2 of their wires flipped-around (facing their teammate(s)), without looking at them. Following their teammate's instructions, the lowest value wire is put to the left of the hand and the highest value wire is put on the right.



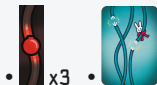
2 players: •  x2

# Pulling a few wires


# #65

*"Can I have your number?"*

## SETUP



- Deal the **Number** cards randomly to the bomb disposal experts. They are put face up in front of each player. With 5 bomb disposal experts, the captain and the player to their left each get one more card than the others.
- Replace equipment 10 (*X or Y ray*) if it is drawn.
- Do not take the new character equipped with *X or Y ray*.

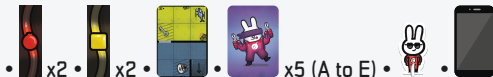
 2 players: MISSION IMPOSSIBLE  
Cannot be played with 2 bomb disposal experts.



# The big boss!

# #66

*You're in the helicopter, heading for Doctor Nope's bunker. The final duel approaches.*

## SETUP



- Place the **BUNKER** card  beside the board.
- Place the **Bomb Busters** pawn  on the helicopter square.
- Shuffle **Constraint** cards A to E and place 4 at random face up and adjacent to each side of the **BUNKER** card. Place the 5<sup>th</sup> card face up, this will be the "ACTION" **Constraint**.

