


1



Label ≠

Put the  token in front of 2 adjacent wires of different values.

- One of the 2 can be cut.
- Reminder: 2 yellow wires or 2 red wires are always considered identical. Therefore, they cannot be "different".



Can be used at any time

2



Walkies-talkies



Swap 2 wires:

1. Take one of your uncut wires and put it face down in front of a teammate.
 2. This teammate does the same thing to you.
 3. Each player takes their new wire and places it on their tile stand.
- If a bomb disposal expert has 2 tile stands, they put the new wire in the tile stand they took the wire from.
 - Any uncut wire can be swapped (red and yellow included).
 - Everyone sees where these wires were taken from and inserted.



Can be used at any time



Triple detector

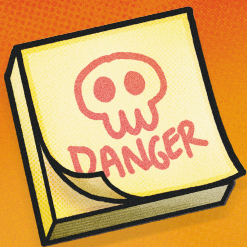
During a Duo cut action, you can state a value (but not a yellow one) and point to 3 wires on a teammate's tile stand.

- This equipment works like the Double detector, but with 3 wires.



To use on your turn

4



Post-it

Put an **Info** token  in front of one of your blue wires.



Can be used at any time

5



Super detector

During a Duo cut action, you can state a value (but not yellow) and point at your teammate's whole tile stand.

- This equipment works like the Double detector, but with all the wires in a tile stand.



To use on your turn

6



Retardator

Move the detonator arrow back a space.



Can be used at any time

7



Emergency batteries

Turn one or two **Character** cards which have already been used face up. Their personal equipment is now available for the mission again.



Can be used at any time

8



General radar

Say a number from 1 to 12. All the bomb disposal experts (yourself included) say "yes" if they have at least one blue uncut wire of that value on their tile stand.

- If a bomb disposal expert has 2 tile stands, they answer for each stand.



Can be used at any time

9



Stabilizer

Turn it over **BEFORE** a **Duo cut** action.

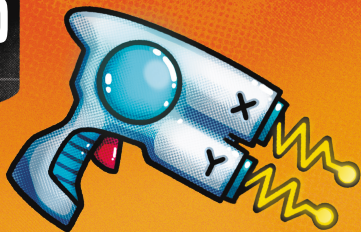
In all cases:

- The detonator does not move (if the action fails)
- The bomb does not explode (if a red wire is cut)
- Your teammate still puts an Info token in front of their hand if you have pointed to the wrong wire or a yellow wire.



To use at the start of your turn

10



X or Y ray

During a Duo cut action, you can state 2 values when pointing at a wire (including yellow wires).

- You must have both values in your hand.



To use on your turn

11



Coffee flask

Skip your turn and choose the next active bomb disposal expert without consulting your teammates.

- The game then continues clockwise from the designated bomb disposal expert.




To use on your turn

12



Label =

Put the  token in front of 2 of your adjacent wires of the same value.

- One of the 2 can be cut.
- 2 yellow wires or 2 red wires are considered identical.



Can be used at any time