

RULES FOR THE MISSION:

On their turn, a player must cut wires by doing:

- **EITHER A DUO CUT:** 2 identical wires, 1 of one of their teammates and 1 of their own.


They point to a teammate's wire and state the value. For example: «this wire is a 9.»


→ **If they are correct, it is a success.**

The 2 wire tiles are placed face up in front of the tile stand, without being moved left or right.

→ **If they are incorrect, it is a failure:**

1 The detonator arrow moves forward one space (the bomb explodes when it reaches the skull and the mission fails).

2 Their teammate puts an **Info** token  in front of the designated wire to show its true value.

 : the active player does not show which wire in their hand they were going to cut.

- **OR A SOLO CUT:** in their hand, all the remaining wires of the same value.
 - Either all 4 wires.
 - Or the remaining 2 wires only if the other 2 have already been cut.

They then put them face up just in front of their tile stand.

RULES FOR THE MISSION:

On their turn, a player must cut wires by performing:


- **EITHER A DUO CUT:** 2 identical wires, 1 of one of their teammates' wires and 1 of their own.
- **EITHER A SOLO CUT:** all the remaining wires of the same value in their hand.

- **NEW: yellow wires!**

Yellow wires are cut the same way as blue wires (DUO cut and SOLO cut).

During cutting, they are considered to have the same value.

So to cut a yellow wire, the active bomb disposal expert must have one in their hand and say "this wire is yellow" pointing to their teammate's wire.

NOTE: If a yellow wire is cut by mistake during the game, a "yellow" **Info** token  is used.

RULES FOR THE MISSION:

- **NEW: Red wires**

What happens if you cut a red wire?

→ The bomb explodes immediately and the mission fails!

NEW ACTION: **Reveal red wires**

When a bomb disposal expert only has one or more red wires in their hand at the start of their turn, they must reveal them. They can no longer defuse this bomb but their teammates continue. This is the only way to reveal red wires without setting the bomb off.

- **NEW: Equipment** cards

- The equipment cannot be used at the start of the game.
- Cutting 2 wires of the value of the equipment brings it into play: slide the card towards the top of the board.
- An equipment can only be used once: flip the card over when it has been used.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!

RULES FOR THE MISSION:

This mission includes everything you have learned so far:

- You have **EQUIPMENT** available when you cut 2 wires of the corresponding number.
- There are 2 **YELLOW** wires to cut together (with 2 players, there are 4 to cut 2 by 2).
- There is 1 **RED** wire to not cut during the mission, it can only be revealed when it is the only one left in a player's hand.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!

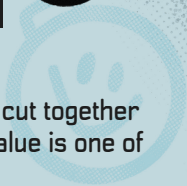
RULES FOR THE MISSION:

- **NEW: "2 out of 3"**

2 YELLOW wires have to be cut together and you only know that its value is one of two possibilities.

Reminder:

As soon as you feel ready to pass the test with your team, move on to mission #8!



RULES FOR THE MISSION:

- **NEW: 4 yellow wires**

The 4 yellow wires are considered to be of the same value. They are cut just like 4 wires of the same value:

- generally 2 at a time with a **DUO CUT**
- or 2 or 4 at a time with a **SOLO CUT** if a player has all the remaining yellow wires in play (all 4 or 2 when 2 have already been cut).

Reminder:

As soon as you feel ready to pass the test with your team, move on to Mission #8!



RULES FOR THE MISSION:

- **NEW : "1 out of 2"**

There is only one RED wire in play, and you only know that its value is one of two possibilities (and 3 possibilities with 2 players).

RULES FOR THE MISSION:

No special rules: apply what you have learned.



FAILURE: Luckily it was a fake bomb...
Do some revision and take the test again!



SUCCESS: Well done! You are now official members of the BOMB BUSTERS brigade!



You can be called into action at any time.
Your first mission, should you choose to accept it, is to open the "Missions 9-19" box.