

# TRAINING, 1<sup>st</sup> day

# #1


## *Lesson 1: How to cut a wire?*

### SETUP

*Each Mission shows the required material, such as the wires to shuffle, deal to the players and then arrange on the tile stands:*



- x24 wires (only numbers 1 to 6)

- Do not put the **Equipment** cards on the board.
- For all future missions (and we will not say this again!):
  - Put the detonator on the number of players.
  - Each player takes a **Character** card. You will be able to use a **Double detector** once per game.
  - Starting with the Captain and going clockwise, each player puts an **Info** token  of their choice in front of one of their blue wires, of the corresponding value.
  - Finally, flip the **Mission** card over and put it in the bottom left hand corner of the board: it shows the specific rules for this mission.

# TRAINING, 2<sup>nd</sup> day

# #2

## Lesson 2: Cutting a YELLOW wire

### SETUP




- x32 wires (numbers 1 to 8 only)



- x2\*

*\*Draw the yellow wires from the values 1.1 to 7.1.*

- Do not put the **Equipment** cards on the board.
- Reminder: You can never use the "yellow" **Info** token  during setup.

# TRAINING, 3<sup>rd</sup> day

# #3

*Lesson 3: (DO NOT) cut a RED wire*

## SETUP



- x 40 (numbers 1 to 10 only)



- x1\*

*\*Draw a red wire from the values 1.5 to 9.5.*

- From this mission forward: draw at random and put the **Equipment** cards on the board, depending on the number of players.
- If you have drawn Equipment 11 (*Coffee flask*) or 12 (*Label =*), replace them.




# TRAINING:

## 1<sup>st</sup> day in the field


# #4

*Time to put theory into practice!*

### SETUP

-  x48 (ALL)
-  x1
-  x2

- From now on, you will always play with all the blue wires.
- In the frame below, you will now find all the possible adjustments for games with 2 players 🐰🐰.

- 🐰🐰 2 players: •  x48 •  x1 •  x4

# TRAINING:

## 2<sup>nd</sup> day in the field


# #5

*It's a minefield, not the yellow brick road...*

### SETUP

-  x1
-  x2 out of 3\*

\* Before dealing the tiles:

- Take 3 yellow tiles,
- Put the 3  pawns in the corresponding spaces on the board, "?" side up,
- Shuffle the 3 yellow tiles face down and put 2 face down among the blue tiles. Put the 3<sup>rd</sup> tile aside without revealing it.

 2 players: •  x2 •  x2 out of 3

# TRAINING:

## 3<sup>rd</sup> day in the field

# #6

*What is yellow and waiting for you?  
4 yellow wires to cut in time!*

### SETUP



•

x1



•

x4



2 players:



x2



x4

# TRAINING: Last day of learning lessons

#7


*There is a good red wire and a bad red wire...*

## SETUP




- x1 out of 2\*

\* Before dealing the tiles:

- Take 2 red tiles.
- Put the 2  pawns in the corresponding spots on the board, "?" side up.
- Shuffle the 2 red tiles face down and put 1 face down amongst the blue tiles. Put the other aside without revealing it.



2 players: •  x1 out of 3

# FINAL EXAM

# #8

*It's the big day! Are you ready to pass your bomb disposal test?*

## SETUP




• x1 out of 2



• x2 out of 3



2 players: •  x1 out of 3 •  x4