

Discovery Mission


Don't panic, this is a fake bomb for training. Like the rules of Bomb Busters, it's simple and basic!

Good luck on this first mission.

SETUP:






• x1

- The detonator is placed according to the number of players.
- There are as many Equipment cards as there are players.
- The RED wooden token on the board indicates the red wire in play.
- Starting with the Captain and then clockwise, each player places an **Info** token  of their choice in front of one of their blue wires, matching the corresponding value.
- Flip this card over and place it in the slot at the bottom left of the board: it indicates the specific rules for this mission.

Rules for the mission:


Since you are beginners, here is a reminder of the standard rules:

On your turn, you must perform one of these three actions:

- **Dual Cut:** designate a value (that you have in your own hand) in a partner's hand.
 -  Correct value: both wires are revealed.
 -  Incorrect value: the detonator advances, and an Info token is placed in front of the designated wire.
 -  Red wire: the bomb explodes!
- **Solo Cut:** reveal all 4 wires of a value or 2 remaining wires (if the other two are cut already) and put them in front of your hand.
- **Reveal your red wires** (at the end of the mission): reveal your last wire if it is red.

→ Each player also has a DOUBLE DETECTOR 2000 that they can use once per game.

→ Equipment becomes usable as soon as 2 wires of its value are cut.

If the red wire is cut or the detonator reaches : boom!