

BOMB[★]BUSTERS

FAQ

July 11, 2025

(Recent changes are magenta.)

Do you have a question about a rule, an item of equipment, a mission or anything else? You've come to the right place!

SOLO CUT

When you have 2 stands, can you make a solo cut with wires from both stands?

YES, as long as it's a Solo Cut, i.e. the 2 or 4 wires cut are the ONLY ones left in play.

Can I make a solo cut if I have 3 wires of the same number?

NO, the wires are always cut as 2 or 4-of-a-kind. You'll have to wait until one of your wires of that value is cut with a teammate's wire, before you can cut the remaining pair of wires in your stand.

DUO CUT

Is it possible to intentionally say an incorrect number? For example, point at a wire adjacent to a wire of value 2 and a wire of value 4, and ask «is that a 10?»

YES, it is possible to intentionally make an incorrect guess. This might be done to avoid accidentally pointing at a more detrimental wire—a RED wire, for example—or to send a message about a wire that remains in your possession. While this strategy may save you from an explosion, it will still cost you a notch on your detonator!

MISTAKE

What do you do if a player makes a mistake and gives a value that is not in their own hand?

Ouch! It's up to you how lenient you are. Our advice is to cut another wire that the player has in their stand, AND to move the detonator up a notch (in exchange for this information).

INFO TOKENS

What do I do if the Info Token I need is no longer available in the reserve, i.e. the 2 existing tokens have already been used and are in play?

This is very rare, but if it happens:

- If one of the tokens you used is no longer useful, e.g., its wire is cut, you can take it.
- Otherwise, say the value out loud and point clearly to the wire. The other players will have to remember!

DOUBLE DETECTOR 2000

Do the 2 chosen wires have to be adjacent?

Logically, they very often are, but it is possible to choose 2 non-adjacent wires of the same stand, either as a strategy or to try and suggest information to the other players.

Can I choose 2 wires at different stands of a single player?

No, both chosen wires must be on the same stand.

What happens if both of the chosen wires are RED?

In this case, the bomb explodes.

What happens if only one of the 2 chosen wires is RED?

The bomb will only explode if the player chooses to reveal the RED wire. Instead, we hope that proper training will inspire the player to place an Info token revealing the value of the other, non-RED wire.

Can I say 'one of these 2 wires is YELLOW' with a Double Detector?

No, with the Double Detector, you can only announce a value between 1 and 12, and never 'YELLOW' (or 'RED,' for that matter).

EQUIPMENT CARDS

2: Walkie-Talkies

With the Walkie-Talkies, players can exchange any uncut Wire tiles, including a wire that has an info token placed in front of it. The info token will follow the wire and be moved along with it, to its new stand.

When exchanging wires, you cannot communicate or request a particular wire value. So, if you choose to swap a wire with a teammate controlling 2 stands, you cannot direct them to place the exchanged wire on a specific stand.

3: Triple Detector

The cut is successful if at least one of the chosen wires is of the announced value. Your teammate will cut a single wire with a matching value, without indicating whether they have several of this value.

If the cut is unsuccessful, your teammate places an Info token in front of one of the 3 wires of their choice.

5: Super Detector

The cut succeeds if at least one of the chosen wires is of the announced value. Your teammate will cut a single wire with a matching value, without indicating whether they have several of this value.

If the cut is unsuccessful, your teammate places an Info token in front of one of the wires.

8: General Radar

You only reveal if you have any wires of matching value, but you do not indicate the location or whether you have more than one wire of that value.

YELLOW and RED wires have NO value during the game, so a player never answers 'yes' to 'do you have a 7?' if he has a 7.5 RED wire, for example. The value of a RED or YELLOW wire is its color.

9: Stabilizer

If you have chosen a RED wire, do not place an Info token.



10: X or Y ray

The cut is successful if the wire has one of the 2 values: it is then revealed, along with your wire of the same value. In this way, your teammates have also learned the value of another of your wires! The values announced do not need to be consecutive values.

11-11: Grapple

If the player controls 2 stands, they choose on which stand to place the wire.

MISSIONS

Mission 9:

If a player only has wires left in their game that cannot be cut (for example, they only have C left and B hasn't been cut yet), then BOOM, the bomb explodes.

Mission 10:

The same player cannot play several rounds in a row, except during a 2-player game, or if they are the only player in the game with remaining wires to cut.

Mission 12:

Cutting 2 wires of a value will unlock BOTH the corresponding equipment card if it is in play AND the corresponding Number card if it is in play.

Mission 13:

You cannot use Equipment or Personal Equipment cards to cut RED wires. A RED wire, just like a YELLOW wire, has no numerical value once it is in place. Its value is the color: 'RED' (or 'YELLOW' if a YELLOW wire). RED wires therefore cannot be chosen when using a Double, Triple, or Super detector.

Mission 18:

The active bomb disposal expert designates only the player who will make the cut, not the player or stand where the cut will be made. Once the active bomb disposal expert's turn has completed, the next player will be the player to their left, not the player to the left of whoever was designated to make the cut.

Mission 24:

If Walkie-Talkies are used on a wire with an Info token, then the Info token is discarded.

Mission 29:

- Some pieces of Equipment, for example Double and Triple Detectors, will instruct a player to choose more than one wire on their turn. If more than one wire is chosen due to the use of a piece of equipment, only the cut wire can ever possibly advance the detonator dial, once the facedown Number card gets revealed. Any other chosen wires that were NOT cut will not advance the detonator even if they match the revealed Number card. If a bomb disposal expert has no more wires in front of them, they place their cards face down under the deck.
- If a neighbor to a player's right has no NUMBER cards left in their hand, then the next player to the right will play a NUMBER card, instead (and so on, until a NUMBER card is played).
- If the active player uses Coffee Mug, skip step 2 (because they are skipping their turn) and take the NUMBER card played by their right-hand neighbor. If they select the player to their left to be the next bomb disposal expert, they play a NUMBER card, as per this mission's rules, for their left-hand neighbor's turn.

Mission 31:

Once a player has turned over their Constraint card, they play normally, even if they later recover a wire that corresponds to the constraint of Walkie-Talkies.

Mission 32:

In the rare event that the pile of Restraint cards is empty, players may continue without restraint.

Mission 38:

If the Captain's flipped-around wire is RED, then that player will have to reveal it at a point during the game when all their remaining uncut wires are RED. (See pg. 6: "Reveal Your RED Wires Action.")

Mission 39:

If a player is dealt a Number card for a wire value they do not have, or is no longer in their game, they ignore it.

Mission 41:

If the special designated wire is a RED wire, the bomb explodes!

Mission 44:

- Equipment 9 (Stabilizer) can be used to pretend to cut in zone 1 when everything has already been cut.
- If a bomb disposal expert does not want to play (to save Oxygen tokens), they skip their turn and the detonator moves forward one step.
- Equipment 9 (Stabilizer) can be used to ignore the movement of the detonator when a bomb disposal expert passes their turn.

Mission 49:

- When a player has no more wires on their stand or reveals their RED wires, any Oxygen tokens that remain in their possession are removed from the game. Make sure to distribute your Oxygen tokens responsibly!
- If a player does not want to play—to save Oxygen tokens, for example—they can skip their turn and advance the detonator one notch.

Mission 54:

- As described in the Mission Rules, if the active bomb disposal expert is unable to cut one of the wires in their stand because they do not have enough Oxygen tokens to spend that match the required depth, then they skip their turn and the detonator dial advances 1 space.
- However, if it is possible for the active bomb disposal expert to take a turn—that is, they have enough Oxygen tokens to attempt to cut one of the wires currently in their stand—then they MUST play and cannot skip their turn.

Mission 56:

- If a bomb disposal expert's flipped-around wire is RED, then that player will have to reveal it at a point during the game when all their remaining uncut wires are RED. (See pg. 6: "Reveal Your RED Wires Action.")
- **ERRATUM: Contrary to what the set-up might indicate, Number cards are not used in this mission. Yet another trap set by Doctor No!**



Mission 63:

As described in the Mission Rules, a player must put as many Oxygen tokens in the reserve as the value of the selected wire. If it is possible for the active bomb disposal expert to take a turn—that is, they have enough Oxygen tokens to attempt to cut one of the wires currently in their stand—then they **MUST** play and cannot skip their turn.

Mission 64:

If a player has 2 stands, only 2 wires in total are flipped around. Following their teammates' instructions, move the lowest value wire to the far left of their 1st stand, and the highest value wire to the far right of their 2nd stand.

Mission 66:

- After a player performs a cut action, whether it is successful or not, they **MUST** then move the **Bomb Busters** standee 1 space towards the corresponding constraint card.
- **On the hash-marked squares, you must perform a **SUCCESSFUL** cut corresponding to the "ACTION" Constraint in order to perform an ACTION, which will be explained while playing the mission.** Whether the cut is successful or not, you do not move.

Missions 19, 30, 42, 54, 66:

These sound missions were produced by actors, and all of the sounds and music are credited here:
<https://www.cocktailgames.com/nos-jeux/bomb-busters-credits/>

