

## Two-Player Variant for Mission #34

### Mission-Specific Setup

1. Add **1 red wire**.
2. Both players **populate** their stands and mark **1 wire**.
3. Deal **1 Constraint card (A–E)** and **1 Number card** to each player, face down.
4. Players secretly check their cards.

### Special Rules for this Mission

#### Constraints

Each player has **one constraint** that applies to **one stand only**:

- Odd **Number card** → left stand is constrained according to your **Constraint card**.
- Even **Number card** → right stand is constrained according to your **Constraint card**.

Constraints **must be kept secret** until correctly guessed by your partner.

#### Cutting Rules

A **Dual cut** is only permitted if:

- you use your **unconstrained stand**, or
- you use your **constrained stand** and **the cut obeys the constraint**.

A **Solo cut** is only permitted:

- if you use **both** of your stands, or
- if you use **only** your **unconstrained** stand, or
- if you use **only** your **constraint** stand and **obey the constraint**.

#### Guessing

**At the beginning of their turn**, a player may express a guess as to **which of their partner's stands** is constrained **and in what way**. Both cards of the partner are now revealed.

If the guess is:

- **correct**: the constraint is removed,
- **incorrect**: the bomb explodes.

#### Forced Loss

If **no legal cut** is possible due to the constraint on a player's turn, the **bomb explodes**.

### Notes

- **Red wires** are unaffected by constraints.
- The mission may be completed **without ever guessing** a constraint.