

Two-Player Variant for Mission #65

Mission-Specific Setup

1. Add **3 red wires**.
2. Remove both the **Character card “X or Y ray”** and the **Equipment card “X or Y ray” (10)**.
3. Both players **populate** their stands.
4. Shuffle the **12 Number cards** and **randomly** assign **3 cards face up** to each stand so that each player has **6 Number cards**, arranged as **two groups of 3**, one group per stand.
5. Only now both players mark **1 wire**.

Special Rules for this Mission

On your turn:

1. Choose **one of your stands**.
2. Make a **legal cut involving that stand**.
 - A cut is legal if one of the **Number cards assigned to that stand matches the wire** you cut.
 - If **no legal cut** is possible with either stand, **advance the detonator 1 step**.
3. **End of your turn** by passing **one of your Number cards** to the other player.
 - The card must come from **either** of your two stands.
 - **You** assign the card to **either of the other player's stands**.
 - **Discussions are prohibited**.

Notes

- Special rules do not apply to **Red wires**.
- Once all **4 wires of a Number card** are cut, you may flip the card for clarity. Flipped cards may still be passed at the end of your turn.
- **Equipment card Coffee Mug (11)**: Skip your **entire** turn (no cut, no detonator advance, and no card passed).
- For a solo cut spanning both stands, it is sufficient if **either stand** has the matching **Number card**.