

Extreme Ends



1

Alert at Bomb Busters HQ!

The Heartless Queen — eccentric, extravagant, and extremely evil — has been spotted at the last possible moment!

Get your expert equipment ready: an extremely explosive bomb awaits!

SETUP:

•  x1 •  x2 out of 3 •  x1 •  x1

• During setup and for the entire mission:

- The value of  = 0

- The value of  = 13



Even & Odd



2

The Heartless Queen is clearly a formidable adversary — one who shatters your routines to knock you flat. Don't lose hope; sometimes, in poker, a single pair in hand is all it takes to win..

SETUP:

-  x2 out of 3
-  x2 out of 3
-  x1
-  x1

- During setup and for the entire mission:

 = 0 (even)

 = 13 (odd)

- After sorting the wires, move all **EVEN**-numbered wires forward. For **RED** and **YELLOW** wires, only the number before the decimal point is considered: 2,1 is **EVEN**, 9,5 is **ODD**.



- For this mission:
 - Do not place any **Info** tokens during setup.
 - Do not place any **Equipment** cards on the board.
 - Do not take **Character** cards (therefore, no personal equipment).

Hidden Wires



You are searching for the Heartless Queen, who is hiding... But the wires are playing hide-and-seek too.

SETUP:

-  x1
-  x4
-  x1
-  x1

- Before dealing the wires: take one wire per player (the  wire + the  wire, then, if necessary, complete with random wires drawn FACEDOWN).

Shuffle these wires facedown and deal one to each bomb disposal expert.

Then distribute the remaining wires as usual: each player should shuffle their wires so the placement of the first wire is secret among their other wires.

- If a bomb disposal expert has a **STAR** wire, they do not announce it and place it **BETWEEN** two wires of their choice within their stand (that is, anywhere except at the ends), without indicating to the others that they have it.
- Instead of choosing an **Info** token, each player draws one at random and places it correctly in front of their hand, or next to their hand if they do not have that value. If a yellow **Info** token is drawn, replace it.

Chasing the Missing Wire



4

One wire is missing! And to track down this ghost wire, all it takes is a phone call! So, who are you gonna call? Bomb Busters!

SETUP:

-  x1
-  x2
-  x1

- Before dealing the wires, remove one **BLUE** wire at random without looking at it and place it facedown next to the board.
- The bomb disposal expert who has the  wire places it **BETWEEN two wires of their choice** within their tile stand (that is, anywhere except at the ends), without indicating to the others that they have it.

Off With Their Heads!



As the village falls asleep, some wires are sticking out of the line. Guilty as charged! So yes — off with their heads!

SETUP:

-  x1 out of 2
-  x2 out of 3

- Once the wires are set up, starting with the Captain and taking turns, each bomb disposal expert does the following on each of their **stands**:
 1. Removes one wire of their choice.
 2. Slides the remaining wires together to close the gap.
 3. Places the removed wire above the two wires that were next to it.As a result, each tile stand will have one "overhead" wire.
- During setup, **Info** tokens **cannot be placed** next to the overhead wires or the two wires directly beneath them.
- Replace Equipment 2 (*Walkie-Talkies*), 10-10 (*Disintegrator*), and 11-11 (*Grappling Hook*) if they are drawn.

Ally or Traitor?



6

You've followed the trail left by General Ketchup, the loyal right-hand man of the Heartless Queen. This colorful chameleon, disguised as Captain Mustard, is ready to make you see both yellow and red!

SETUP:

-  x2 out of 3
-  x disposal experts
-  x1
-  x1

- Before distributing the wires:
 1. Do not mix the **YELLOW** wires with the others. Each bomb disposal expert draws one **YELLOW** wire and places it face up next to their setup. This is not one of their wires; it only serves to indicate a value.
 2. Take a number of wires equal to the number of players (the  wire, the  wire, then complete if necessary with random wires drawn FACE DOWN). Shuffle them face down and deal one to each bomb disposal expert.Then distribute the remaining wires as usual: each player should shuffle their wires so the placement of the first wire is secret among their other wires.
- Each bomb disposal expert who has a **STAR** wire places it on their tile stand as if its value were the value of the **YELLOW** wire next to their setup, without announcing it.
- Instead of choosing an **Info** token, each player draws one at random and places it correctly in front of their hand, or next to their hand if they do not have that value. If a yellow **Info** token is drawn, replace it.

No Room for Error!



You aren't going mad: those haphazardly placed wires really are playing tricks on you. Count the wires carefully—a mathematical error would be fatal to your chances of outmaneuvering the Heartless Queen.

SETUP:

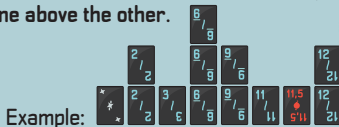
-  x2 out of 3 •  x2 out of 3 •  x1 •  x1

- During setup and for the entire mission:

$$\text{★} = 0$$

$$\text{★★} = 13$$

- Within each stand, after sorting the wires, each bomb disposal expert stacks the wires of the same value, placing them **one above the other**.



Note: Red and yellow wires have the value "red" or "yellow". As a result, they are often alone in their column, unless there are no other wires between the two.

- For this mission:
 - Do not place any **Info** tokens during setup.
 - Do not place any **Equipment** cards on the board.
 - Do not take **Character** cards (therefore, no personal equipment!).

Two Rows Deep



As you continue to tail the Heartless Queen, the wires split into two paths!

No backing out now — get your wire cutters ready!

SETUP:



2, 3, 4
players:



5
players:

No **STAR**
wires

- During setup and for the entire mission:



- Each bomb disposal expert places their wires in two rows: one on the table, and one placed ON TOP:

- **With 2 to 4 players:** After sorting your wires, place the 7 highest-numbered wires on the table, then place the 6 lowest-numbered wires on top, with each top wire



- **With 5 players:** Same principle, but place the 5 highest-numbered wires on the table and the 5 lowest-numbered wires on top, with each top wire standing on a single wire beneath it.



- Replace Equipment 2 (Walkie-Talkies), 10-10 (Disintegrator), and 11-11 (Grappling Hook) if they are drawn.

Hit... or Miss



As the final battle looms, the wires crisscross in chaos. One wrong call and it's a miss — double-check your coordinates and make every cut count!

SETUP:

•  x1 •  x2 •  x1 •  x1

- Before distributing the wires: take a number of wires equal to the number of players (the ) , + the  and, if necessary, complete with random wires drawn FACE DOWN). Then, shuffle them face down and deal one to each bomb disposal expert.

Then distribute the remaining wires as usual: each player should shuffle their wires so the placement of the first wire is secret among their other wires..

- The bomb disposal expert who has the  tile places it to the left of their stand, without announcing it.
- The bomb disposal expert who has the  tile places it to the right of their stand, without announcing it.
- Replace Equipment 2 (Walkie-Talkies) and 10-10 (Disintegrator) if they are drawn.

Don't Miss Your Opening!



10

*You finally reach the Heartless Queen's fortress!
But it's a mess — like the city of Carcassonne, a wall
stands in your way.
No time to complain when you're staring at a barrier
like this!*

SETUP:

-  x2 •  x2

- Each bomb disposal expert places their wires within their stand(s) so that: the 1st wire is standing upright, the 2nd is lying flat, and so on, alternating.



The Infernal Tower

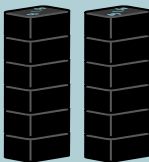


You stand at the base of the tallest tower in the castle, the Heartless Queen reigning at its summit. Don't lose your nerve—climb up and knock her off her pedestal... straight into the dungeon!

SETUP:

-  x1 •  x2

- Before distributing the wires:
Take one wire of each number (1 to 12), shuffle them, and stack them face up in the center of the table, forming two towers of six levels as shown below:



- The bomb disposal experts then distribute the remaining wires (three of each number + one red + two yellow) as usual.
- Replace Equipment 10-10 (*Disintegrator*) if it is drawn.