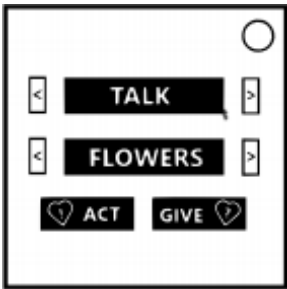# On the Subject of Dating Simulator

Dating can be tricky. Will you make a good first impression, or will you blow up the whole thing?

You are about to go on a date with the person of your dreams.

With the help of this manual, you will learn everything you need to know about how to make the date perfect.

Remember, it's always best to plan out the date in advance.

Step 1: Agree on the time of the date

Before you plan out your date, you need to schedule it.

The date starts at the local time listed on the bomb's computer when the module is activated. Use that time to determine the time of day.

Time of Day	Stage of Time of Day		
	Early	Middle	Late
Morning	5:00 AM – 6:59 AM	7:00 AM – 8:59 AM	9:00 AM – 10:59 AM
Day	11:00 AM – 12:59 PM	1:00 PM – 2:59 PM	3:00 PM – 4:59 PM
Evening	5:00 PM – 6:59 PM	7:00 PM – 9:59 PM	10:00 PM – 11:59 PM
Night	12:00 AM – 1:59 AM	2:00 AM – 2:59 AM	3:00 AM – 4:59 AM

Step 2: Pick a location for your date

After scheduling your date, you will need to pick a location. Each time of day is good for certain locations. Use the table below to determine the location of the date.

Location	Time of Day	Cond. 1	Cond. 2	Cond. 3	Cond. 4	Cond. 5
Garden	Morning	Simon Screams	Unlit CAR	≥ 1 PS/2	SN is even	≤ 2 bat.
Karaoke	Night	Rhythms	Pian Keys	≥ 1 DVI-D	≥ 3 bat.	Unlit SIG
Theme Park	Day	Ice Cream	Lit CAR	≥ 2 Parallel	SN contains 0 (zero)	≥ 2 bat.
Restaurant	Evening	Cheap Checkout	Ice Cream	= 1 Serial	≥ 1 Empty port plate	≤ 2 bat.
Opera	Evening	Listening	Chord Qualities	Resolving Incidents	Lit ≥ 1 and unlit ≥ 1	≥3 bat. holders
Café	Morning	Cheap Checkout	Ice Cream	≥ 1 Serial	Lit ≥ unlit	= 2 bat.
Mountains	Day	Adventure Game	3D Maze or Mouse in the Maze	Unit FRK	= 0 bat.	≥ 2 RJ-45
Night Club	Night	Light Cycle	Modules Against Humanity	Lit = 0 and unlit ≥ 1	≥ 1 Stereo RCA	≥ 2 RJ-45
Auditorium	Day	Resolving Incidents	Murder	Letters > Numbers in SN	≥ 4 bat.	≥ 1 Stereo RCA
Painting Class	Day	Colored Squares	Any Simon module	≥ 1 RJ-45	≥ 1 Parallel	≥ 1 PS/2
Zoo	Morning	Zoo	Ice Cream	Mouse in the Maze	Unlit CAR or TRN	≥ 4 bat.
Casino	Night	Silly Slots	Point of Order	Yahtzee	Foreign Exchange Rates	SN contains 7
Picnic	Morning	Simon Screams	Ice Cream	≥ 1 PS/2	≥ 1 Parallel	≤ 2 bat.
Circus	Evening	Silly Slots	Zoo	X-Ray	Lit BOB	≥ 1 PS/2
Sunset	Evening	Sea Shells	Friendship	Lit > unlit	≥ 1 PS/2	≥ 2 bat.

- The location is determined byt he current time of day, and the number of true conditions. Out of all the possible lcoations for the current time of day, pick the location that has the most true conditions met.
- In the evenf ot a tie, pick the second location out of the tiers.
- However, if all the locations for the current time of day have 0 true conditions, pick the third location out of them.
- A condition showing a module means "this module is present on the bonb".
- "Serial" refers to a serial port.
- "SN" refers to the serial number.
- "Bat." refers to batteries.
- "Lit" and "unlit" without mentioning an indiccator name refer to the total amount of lit or unlit indicators.

Step 3: What to do during the date

Any good date needs requires to do the right actions with your date. They need to match up with the location and the stage of the time of day.

Use the tables below to determine the correct order of actions you need to do.

To perform an action, use the "<" and ">" buttons to scroll through the actions on the top screen, then press the "ACT" button to do an action.

Inputting a wrong action will cause a strike, but will not reset the sequence of correctly inputted actions.

Location	Stage of current Time of Day		
	Early	Middle	Late
Garden, Picnic	CDBAEGF	FDEABH	GFEDA
Theme Park, Zoo	CDGEDAF	BADEGF	DAEBGF
Mountains	GBEADF	DGBAEF	DFAEADB
Restaurant, Café	BDEAGF	FAEDG	GDABEC
Karaoke	BGAJGCH	FDJGEJA	CDJEAJH
Night Club	DBGJAGFE	FDJAJAJH	AHFJDJBJH
Opera, Circus, Auditorium	DAEBEG	AFDGEFE	BDEGADEF
Casino	CAG	BDAG	GFADB
Painting Class	CDAGF	GDAC	DFAG
Stargazing, Sunset	CADEH	BDEDEGEHA	FADEB

A: Talk	D: Compliment	G: Smile
B: Cheek Kiss	E: Hold hands	H: Cuddle
C: Hug	F: Lip kiss	J: Dance

Step 4: Giving a gift

Another thing for a good date is being able to give a gift. It's important to pick the right gift, and give it at the right time.

If the bomb has more batteries than ports, the gift must be given at the start of the date (before doing any actions), otherwise, it must be given at the end of the date (after all actions).

To give a gift, use the "<" and ">" buttons to scroll through the gifts on the bottom screen, then press the "Give" button to give your date a gift.

Giving the wrong gift, or failing to give a gift at the right time will cause a strike, but will not reset the sequence of correctly inputted actions.

Location	Sum of digits in serial number			
	0-7	8-11	12-14	15+
Night Club	Necklace	Bracelet	Ring	Figurine
Café	Flowers	Necklace	Book	Ring
Zoo	Flowers	Plush Toy	Figurine	Chocolates
Auditorium	Figurine	Bracelet	Necklace	Ring
Garden	Candy	Chocolates	Flowers	Bracelet
Circus	Necklace	Candy	Bracelet	Flowers
Mountains	Flowers	Ring	Candy	Plush Toy
Painting class	Candy	Flowers	Chocolates	Dice
Karaoke	Figurine	Necklace	Chocolates	Ring
Theme park	Dice	Figurine	Plush Toy	Flowers
Opera	Figurine	Necklace	Ring	Bracelet
Sunset	Flowers	Plush Toy	Book	Ring
Restaurant	Plush Toy	Ring	Flowers	Book
Picnic	Figurine	Book	Flowers	Bracelet
Casino	Dice	Dice	Dice	Dice
Stargazing	Ring	Plush Toy	Necklace	Flowers

Remember, you should not give a gift if the bomb has either an empty port plate, or the letter X in the serial number.