On the Subject of Nailing Dates

DISCLAIMER: This does NOT work in real life. Do not attempt this with your date.

What to do in this cheat-sheet:

- Determine whether to act or gift first using table A.
- Get which table to use in the pages 2 to 5 depending on the time the module was activated.
- Use the row in the table that has the most conditions met.
- Determine if the activation time of the module is considered early, middle or late for the actions with table B.
- In the correct order, the defuser should then perform the sequence of actions and (if applicable) gift an item.

What to note:

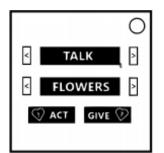
- "SN" means serial number in the conditions.
- A module name mentioned in the conditions (in *italics*) means that module is present on the bomb.
- If there are no met conditions, use the third row in the table.
- If there is a tie for the conditions, use the second row out of the rows that have the most conditions met.

TABLE A: Act or Gift First

Condition	Đo
"X" in serial number <u>OR</u> empty port plate	Just ACT.
More batteries than ports	GIFT, then ACT.
Otherwise	ACT, then GIFT.

TABLE B: Early, Middle or Late

Early	Middle	Late
• 5:00 AM - 6:59 AM	• 7:00 AM - 8:59 AM	• 9:00 AM - 10:59 AM
• 11:00 AM - 12:59 PM	• 1:00 PM - 2:59 PM	• 3:00 PM - 4:59 PM
• 5:00 PM - 6:59 PM	• 7:00 PM - 9:59 PM	• 10:00 PM - 11:59 PM
• 12:00 AM - 1:59 AM	• 2:00 AM - 2:59 AM	• 3:00 AM - 4:59 AM



If the module was activated between 5:00 AM and 10:59 AM

Conditions	How to ACT	What to GIFT
 SN is even Unlit CAR ≥ 1 PS/2 ≤ 2 batteries Simon Screams 	Early: Hug, Compliment, Cheek kiss, Talk, Hold hands, Smile, Lip kiss Middle: Lip kiss, Compliment, Hold hands, Talk, Cheek kiss, Cuddle Late: Smile, Lip kiss, Hold hands, Compliment, Talk	Sum of digits in serial number 0-7: Candy 8-11: Chocolates 12-14: Flowers 15+: Bracelet
 ≥ 1 Serial port Lit ≥ unlit = 2 batteries Ice Cream Cheap Checkout 	Early: Cheek kiss, Compliment, Hold hands, Talk, Smile, Lip kiss Middle: Lip kiss, Talk, Hold hands, Compliment, Smile Late: Smile, Compliment, Talk, Cheek kiss, Hold hands, Hug	Sum of digits in serial number 0-7: Flowers 8-11: Necklace 12-14: Book 15+: Ring
 Unlit CAR or TRN ≥ 4 batteries Mouse in the Maze Ice Cream Zoo 	Early: Hug, Compliment, Smile, Hold hands, Compliment, Talk, Lip kiss Middle: Cheek kiss, Talk, Compliment, Hold hands, Smile, Lip kiss Late: Compliment, Talk, Hold hands, Cheek kiss, Smile, Lip kiss	Sum of digits in serial number 0-7: Flowers 8-11: Plush Toy 12-14: Figurine 15+: Chocolates
 ≥ 1 PS/2 ≥ 1 Parallel ≤ 2 batteries Simon Screams Ice Cream 	Early: Hug, Compliment, Cheek kiss, Talk, Hold hands, Smile, Lip kiss Middle: Lip kiss, Compliment, Hold hands, Talk, Cheek kiss, Cuddle Late: Smile, Lip kiss, Hold hands, Compliment, Talk	Sum of digits in serial number 0-7: Figurine 8-11: Book 12-14: Flowers 15+: Bracelet

If the module was activated between 11:00 AM and 4:59 PM

Conditions	How to ACT	What to GIFT
 ≥ 2 Parallel SN contains 0 (zero) ≥ 2 batteries Lit CAR Ice Cream 	Early: Hug, Compliment, Smile, Hold hands, Compliment, Talk, Lip kiss Middle: Cheek kiss, Talk, Compliment, Hold hands, Smile, Lip kiss Late: Compliment, Talk, Hold hands, Cheek kiss, Smile, Lip kiss	Sum of digits in serial number 0-7: Dice 8-11: Figurine 12-14: Plush Toy 15+: Flowers
 Unlit FRK = 0 batteries ≥ 2 RJ-45 Adventure Game 3D Maze or Mouse in the Maze 	Early: Smile, Cheek kiss, Hold hands, Talk, Compliment, Lip kiss Middle: Compliment, Smile, Cheek kiss, Talk, Hold hands, Lip kiss Late: Compliment, Lip kiss, Talk, Hold hands, Talk, Compliment, Cheek kiss	Sum of digits in serial number 0-7: Flowers 8-11: Ring 12-14: Candy 15+: Plush Toy
 More letters than numbers in SN ≥ 4 batteries ≥ 1 RCA Murder Resolving Incidents 	Early: Compliment, Talk, Hold hands, Cheek kiss, Hold hands, Smile Middle: Talk, Lip kiss, Compliment, Smile, Hold hands, Lip kiss, Hold hands Late: Cheek kiss, Compliment, Hold hands, Smile, Talk, Compliment, Hold hands, Lip kiss	Sum of digits in serial number 0-7: Figurine 8-11: Bracelet 12-14: Necklace 15+: Ring
 ≥ 1 RJ-45 ≥ 1 Parallel ≥ 1 PS/2 Colored Squares Any Simon module 	Early: Hug, Compliment, Talk, Smile, Lip kiss Middle: Smile, Compliment, Talk, Hug Late: Compliment, Lip kiss, Talk, Smile	Sum of digits in serial number 0-7: Candy 8-11: Flowers 12-14: Chocolates 15+: Dice

If the module was activated between 5:00 PM and 11:59 PM

Conditions	How to ACT	What to GIFT
 = 1 Serial port ≥ 1 empty port plate ≤ 2 batteries Cheap Checkout Ice Cream 	Early: Cheek kiss, Compliment, Hold hands, Talk, Smile, Lip kiss Middle: Lip kiss, Talk, Hold hands, Compliment, Smile Late: Smile, Compliment, Talk, Cheek kiss, Hold hands, Hug	Sum of digits in serial number 0-7: Plush Toy 8-11: Ring 12-14: Flowers 15+: Book
 Lit ≥ 1 and unlit ≥ 1 ≥ 3 batteries holders Listening Chord Qualities Resolving Incidents 	Early: Compliment, Talk, Hold hands, Cheek kiss, Hold hands, Smile Middle: Talk, Lip kiss, Compliment, Smile, Hold hands, Lip kiss, Hold hands Late: Cheek kiss, Compliment, Hold hands, Smile, Talk, Compliment, Hold hands, Lip kiss	Sum of digits in serial number 0-7: Figurine 8-11: Necklace 12-14: Ring 15+: Bracelet
 Lit BOB ≥ 1 PS/2 Silly Slots Zoo X-Ray 	Early: Compliment, Talk, Hold hands, Cheek kiss, Hold hands, Smile Middle: Talk, Lip kiss, Compliment, Smile, Hold hands, Lip kiss, Hold hands Late: Cheek kiss, Compliment, Hold hands, Smile, Talk, Compliment, Hold hands, Lip kiss	Sum of digits in serial number 0-7: Necklace 8-11: Candy 12-14: Bracelet 15+: Flowers
 Lit > unlit ≥ 1 PS/2 ≥ 2 batteries Sea Shells Friendship 	Early: Hug, Talk, Compliment, Hold hands, Cuddle Middle: Cheek kiss, Compliment, Hold hands, Compliment, Hold hands, Smile, Hold hands, Cuddle, Talk Late: Lip kiss, Talk, Compliment, Hold hands, Cheek kiss	Sum of digits in serial number 0-7: Flowers 8-11: Plush Toy 12-14: Book 15+: Ring

If the module was activated between 12:00 AM and 4:59 AM

Conditions	How to ACT	What to GIFT
 ≥ 1 DVI-D ≥ 3 batteries Unlit SIG Rhythms Piano Keys 	Early: Cheek kiss, Smile, Talk, Dance, Smile, Hug, Cuddle Middle: Lip kiss, Compliment, Dance, Smile, Hold hands, Dance, Talk Late: Hug, Compliment, Dance, Hold hands, Talk, Dance, Cuddle	Sum of digits in serial number 0-7: Figurine 8-11: Necklace 12-14: Chocolates 15+: Ring
 Lit = 0 and unlit ≥ 1 ≥ 1 RCA ≥ 2 RJ-45 Light Cycle Modules Against Humanity 	Early: Compliment, Cheek kiss, Smile, Dance, Talk, Smile, Lip kiss, Hold hands Middle: Lip kiss, Compliment, Dance, Talk, Dance, Talk, Dance, Cuddle Late: Talk, Cuddle, Lip kiss, Dance, Compliment, Dance, Cheek kiss, Dance, Cuddle	Sum of digits in serial number 0-7: Necklace 8-11: Bracelet 12-14: Ring 15+: Figurine
 SN contains 7 Silly Slots Point of Order Yahtzee Foreign Exchange Rates 	Early: Hug, Talk, Smile Middle: Cheek kiss, Compliment, Talk, Smile Late: Smile, Lip kiss, Talk, Compliment, Cheek kiss	Dice
 Unlit > lit ≥ 1 RCA ≥ 3 batteries Astrology Friendship 	Early: Hug, Talk, Compliment, Hold hands, Cuddle Middle: Cheek kiss, Compliment, Hold hands, Compliment, Hold hands, Smile, Hold hands, Cuddle, Talk Late: Lip kiss, Talk, Compliment, Hold hands, Cheek kiss	Sum of digits in serial number 0-7: Ring 8-11: Plush Toy 12-14: Necklace 15+: Flowers