

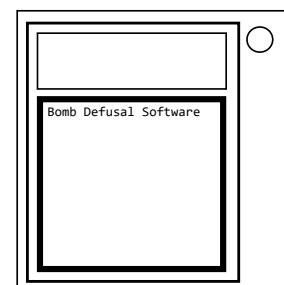
On the Subject of Bomb Diffusal

Remember kids: diffuse is to, "spread or cause to spread over a wide area or among a large number of people", and defuse is "to remove the fuse from (an explosive device) in order to prevent it from exploding." Learn the difference. Spread the truth. And don't make that mistake.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.



Congratulations, new employee! You have successfully fulfilled all the expectations of a worker here at Steel Crate Games, and are ready to begin delivering our entertaining explosives all across the globe! Read the instructions below on how to use the Bomb Diffusal Software™.

Remember: Failure will not be tolerated here at SCG, so making mistakes may lead to your termination. Steel Crate Games is not responsible for any fatalities caused by the Bomb Diffusal Software™.

Instructions for Destination Selection

The first part of your job will be to identify the delivery number of the bomb-package you are delivering. Take the software license number and compare it to the serial number on the bomb Bomb Diffusal Software Casing™. Go through the table below with all 6 characters of both numbers. You should have 6 digits by the time you are done.

Serial Number	License Number						
	A-E	F-J	K-O	P-T	U-Y	Z/O-4	5-9
A-E	3	9	6	3	3	1	4
F-J	5	6	8	5	9	5	0
K-O	6	2	7	3	8	6	7
P-T	1	4	6	9	8	9	1
U-Y	2	3	9	7	2	7	2
Z/O-4	5	1	8	2	8	4	4
5-9	0	1	0	7	5	4	0

Put the numbers together to make a 6-digit number. This is your delivery number. Find the numerical position of the highest, non-tied digit in the number. This digit refers to one of the 6 sectors* that the bombs will be dropped into, as shown in the table below.

* Australia is not included because it doesn't have countries. Antartica is not included because the only people who live there are scientists; and scientists are amazing at defusing bombs.

Digit	Sector
1	USA #1
2	USA #2
3	Rest of America

Digit	Sector
4	Eurasia
5	Africa
6	Space*

* If the delivery destination is in space, reverse the number you get from the next step, and the next step only.

Then, take the first and second most significant digits of the delivery number and modulo both by 5. Take the 2-digit number you have now to find the area you will deliver the package to.

#	USA #1	USA #2	America	Eurasia	Africa	Space
00	Alabama	Montana	Canada	China	South Africa	Mercury
01	Alaska	Nebraska	Mexico	Germany	Nigeria	Venus
02	Arizona	Nevada	Argentina	India	Morocco	Mars
03	Arkansas	New Hampshire	Brazil	France	Kenya	Jupiter
04	California	New Jersey	Bolivia	Indonesia	Senegal	Saturn
10	Colorado	New Mexico	Chile	Croatia	Ghana	Uranus
11	Connecticut	New York	Colombia	Pakistan	DRC	Neptune
12	Delaware	North Carolina	Ecuador	Spain	Ethiopia	The Moon
13	Florida	North Dakota	Guyana	Bangladesh	Algeria	Titan
14	Georgia	Ohio	Paraguay	Italy	Tanzania	Io
20	Hawaii	Oklahoma	Peru	Japan	Tunisia	Europa
21	Idaho	Oregon	Suriname	UK	Cameroon	Triton
22	Illinois	Pennsylvania	Uruguay	Philippines	Uganda	Callisto
23	Indiana	Rhode Island	Venezuela	Switzerland	Mali	Ganymede
24	Iowa	South Carolina	Belize	Vietnam	Zimbabwe	Rhea
30	Kansas	South Dakota	Costa Rica	Belgium	Madagascar	Umbriel
31	Kentucky	Tennessee	El Salvador	Iran	Angola	Oberon
32	Louisiana	Texas	Guatemala	Greece	Sudan	Phoebe
33	Maine	Utah	Honduras	South Korea	Namibia	The Sun
34	Maryland	Vermont	Nicaragua	Netherlands	Zambia	Asteroid Belt

#	USA #1	USA #2	America	Eurasia	Africa	Space
40	Massachusetts	Virginia	Panama	Laos	Somalia	Pluto
41	Michigan	Washington	Dominican Republic	Poland	Libya	Kepler-1638b
42	Minnesota	West Virginia	Bahamas	Thailand	Niger	The ISS
43	Mississippi	Wisconsin	Barbados	Sweden	Swaziland	Kepler-1229b
44	Missouri	Wyoming	Haiti	Russia	Egypt	Kepler-452b

This is your delivery destination. However, there is one last thing to do. There are also 4 bomb components: Batteries, Indicators, Bomb Diffusal, and Manuals. Follow the next set of instructions for what the amount of these components should be.

Instructions for the Components

Batteries


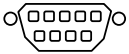
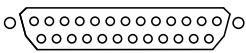
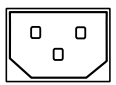
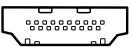


Take the number of batteries on your Bomb Diffusal Software Casing™. Add the number of battery holders. Add 1. Modulo 10. This is the number of batteries.


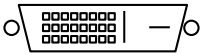



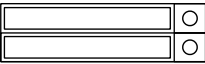
Indicators

If the Bomb Diffusal Software Casing™ serial number has 4 digits in it, submit the number of indicators on your Bomb Diffusal Software Casing™. If the Bomb Diffusal Software Casing™ serial number has 3 digits in it, submit double the number of lit indicators on your Bomb Diffusal Software Casing™. Otherwise, submit double the number of unlit indicators. Modulo 10 the number if it is at least 10.

Bomb Diffusal

The Bomb Diffusal Software™ module has 2 Bomb Diffusal on it. Set the port name to the name of port 1, and then move it left X times, where X is the number of port 2 in the table below.

Name	Nº	Port
PS/2	0	
Serial	1	
Parallel	2	
AC Power	3	
HDMI	4	
VGA	5	
USB	6	

Name	Nº	Port
RJ-45	7	
DVI-D	8	
Stereo RCA	9	
Component Video	10	
Composite Video	11	
PCMCIA	12	

Manuals

By default, only 1 manual needs to be delivered. However, if the location is in the USA or Eurasia, deliver 2 extra manuals for every port plate on the Bomb Diffusal Software Casing™. If the location is in Africa or another place in America, deliver 1 extra manual for every battery holder on the Bomb Diffusal Software Casing™. If the location is Mercury, Venus, or The Sun, send the maximum number of manuals, since the majority of them will burn on the way there. Finally, add an extra manual if the last digit of the Bomb Diffusal Software Casing™ serial number is even. If the required number of manuals is greater than the maximum possible, send the maximum number of manuals.

Instructions for Delivery

After the destination and the components have been properly inputted, you are ready to deliver the package! Press the "GO!" button.