

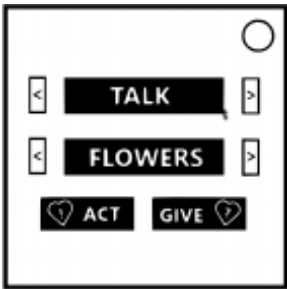
On the Subject of Dating Simulator

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 <u>and</u> unlit ≥ 1 | ≥ 3 bat. holders |
| Café | Morning | Cheap Checkout | Ice Cream | ≥ 1 Serial | Lit \geq unlit | = 2 bat. |
| Mountains | Day | Adventure Game | 3D Maze <u>or</u> Mouse in the Maze | Unit FRK | = 0 bat. | ≥ 2 RJ-45 |
| Night Club | Night | Light Cycle | Modules Against Humanity | Lit = 0 <u>and</u> 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 <u>or</u> 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 by the current time of day, and the number of true conditions. Out of all the possible locations for the current time of day, pick the location that has the most true conditions met.
- In the event of 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 bomb".
- "Serial" refers to a serial port.
- "SN" refers to the serial number.
- "Bat." refers to batteries.
- "Lit" and "unlit" without mentioning an indicator 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 | FDJAJAH | AHFJDBJH |
| 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.