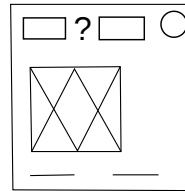


On the Subject of Boolean Wires

Also known as Creative Wires

- This module contains two displays with letters on them, 8 input wires, a submit wire (green) and a reset wire (red).
- To solve the module cut the wires so the wires you didn't cut form the symbol of a logical operator which makes the statement true (Letter reference on page 2).
- Valid operators are: OR; XOR; AND; NAND; NOR (Operators on page 3).
- You can only use the OR and the NAND operator once per module!
- After 5 correct answers the module will disarm.
- Entering an incorrect or invalid symbol will result in a strike and the module'll reset (And you can use the OR and NAND operators again).



Letter reference

. An "!" on the module means NOT (True becomes false and vice versa.)

Letter	True if...	Letter	True if...
A	there's a vowel in the serial #.	N	there's a duplicate port on the bomb.
B	more than 1 D battery.	O	unlit MSA indicator present.
C	last digit of the serial # is even.	P	lit FRQ indicator present.
D	even number of modules on the bomb.	Q	<u>true</u>
E	there's a Forget Me Not on the bomb.	R	number of modules is divisible by 3.
F	lit BOB indicator present.	S	more modules than starting time in minutes.
G	unlit CAR indicator present.	T	more than 71 modules.
H	no batteries present.	U	solved modules > unsolved modules
I	exactly 1 pair of AA batteries on the bomb.	V	number of solved modules is even.
J	number of modules on the bomb is prime.	W	PS/2 port present.
K	less than half of the bomb's original time left.	X	RCA port present.
L	Parallel port present.	Y	number of lit indicators = number of unlit indicators
M	Serial port present.	Z	no indicators present.

Operator reference

- There are symbols you can enter. If there are more operators that make the statement true, either can be used.
- `bt1` refers to byte 1; `bt2` refers to byte 2. (A.K.A. First and second letter)
- In the table if a byte is in "**not()**" that means that byte is false. Otherwise the byte is true.
- **Reminder:** You can only submit OR and NAND once!

Symbol and name	Makes statement true if...
\vee (OR)	<ul style="list-style-type: none">• <code>bt1 v not(bt2)</code>• <code>not(bt1) v bt2</code>• <code>bt1 v bt2</code>
$\underline{\vee}$ (XOR)	<ul style="list-style-type: none">• <code>bt1 v not(bt2)</code>• <code>not(bt1) v bt2</code>
\wedge (AND)	<code>bt1 ^ bt2</code>
$ $ (NAND)	<ul style="list-style-type: none">• <code>bt1 v not(bt2)</code>• <code>not(bt1) v bt2</code>• <code>not(bt1) not(bt2)</code>
\downarrow (NOR)	<code>not(bt1) ↓ not(bt2)</code>