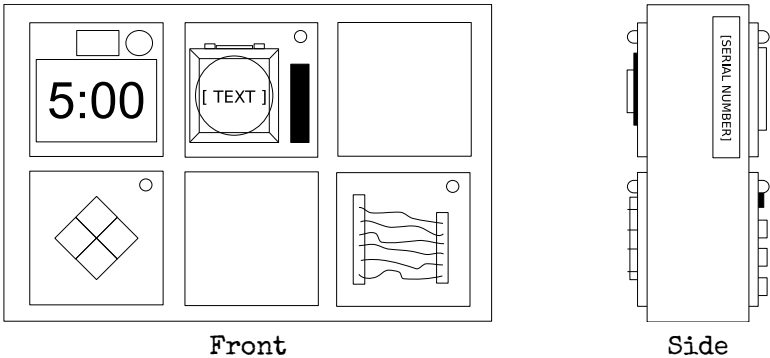# Defusing Bombs

A bomb will explode when its countdown timer reaches 0:00 or when too many strikes have been recorded. The only way to defuse a bomb is to disarm all of its modules before its count-down timer expires.

Example Bomb

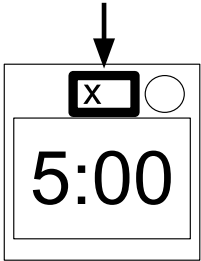Front   Side

Modules

Each bomb will include one or several modules that must be disarmed. Each module is dis-crete, but some modules must be solved before others.

Strikes

When the Defuser makes a mistake the bomb will record a strike which will be displayed on the indicator above the countdown timer. Bombs with a strike indicator will explode upon the third strike. The timer will begin to count down faster after a strike has been recorded.

If no strike indicator is present above the countdown timer, the bomb will explode upon the first strike, leaving no room for error.

Strike Indicator
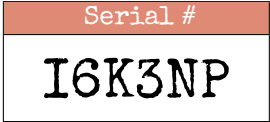

Gathering Information

Some disarming instructions will require specific information about the bomb, such as the serial number. For detailed descriptions see the next page "On the Subject of Edgework".

On the Subject of Edgework

The term edgework describes all kinds of widgets that can be found on the side casings of a bomb. The different kinds and their meanings are described in the following sections. Many modules ask for specific information about the edgework.

Serial Number

The serial number is a code of six symbols and is made up of uppercase letters and digits. There is always at least one digit in the serial number. A zero has a diagonal line crossing through it, while the letter O does not.
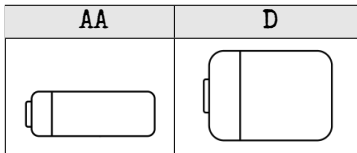
Serial #

I6K3NP

Indicator Lights

Indicator lights can be lit or unlit and are accompanied by a three-letter code. Common codes include:

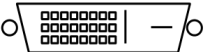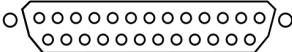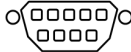BOB, CAR, CLR, FRK, FRQ, IND, MSA, NSA, SIG, SND, TRN

BOB

Batteries

There are two types of batteries that can occur on a bomb. They are always placed in battery holders. A holder contains two AA batteries or one D battery. For some modules the number of holders is relevant.

AA	D

Ports

There are six types of ports that can occur on a bomb. Note that the stereo RCA port consists of two individual sockets, one white and one red, but both together count as a single port only.

DVI-D	Parallel	Serial

PS/2	RJ-45	Stereo RCA