

A

В

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G H

I J

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0

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U V

X Y Z

# BOMB DEFUSAL MANUAL

# Version 1

Verification Code: 241

Welcome to the dangerous and challenging world of bomb defusing. Study this manual carefully; you are the expert. In these pages you will find everything you need to know to defuse even the most insidious of bombs. And remember — One small oversight and it could all be over!

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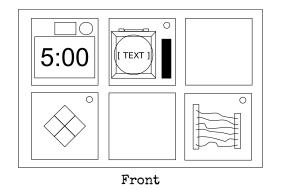
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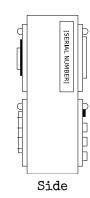
X Y Z

# 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 countdown timer expires.

Example Bomb





### Modules

Each bomb will include one or several modules that must be disarmed. Each module is discrete, 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.



### 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".

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# 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.

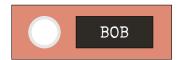
### Serial Number

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 0 does not.



### Indicator Lights

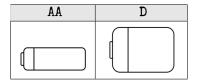
Indicator lights can be lit or unlit and are accompanied by a three-letter code. Common codes include:



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

### **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.



### 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
	000000000000000000000000000000000000000	0(0000)0

PS/2	RJ-45	Stereo RCA

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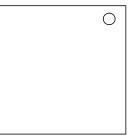
X Y

 $\mathbf{z}$ 

# Section 1: Modules

Modules can be identified by an LED in the top right corner. When this LED is lit green the module has been disarmed.

All modules must be disarmed to defuse the bomb.



В

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w x

Y Z

U

(A→B) | C

# On the Subject of Boolean Venn Diagrams

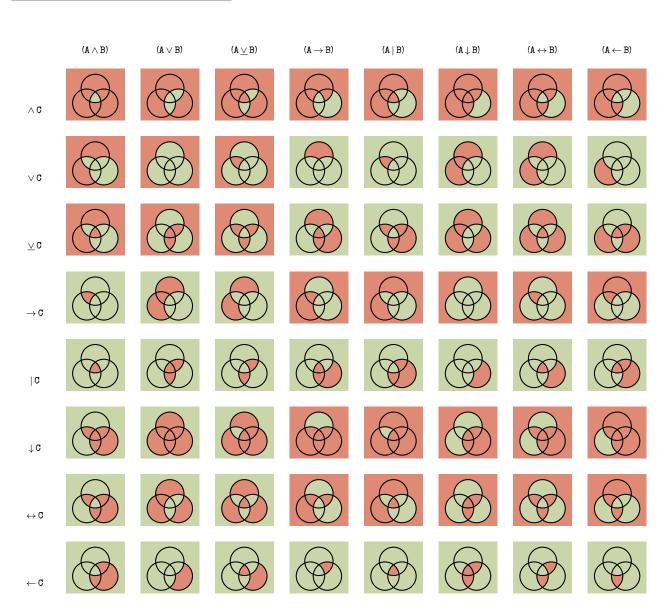
Why is there a big Venn diagram? Why are there some weird symbols? Oh no...

- This module has eight buttons, one for each enclosed section of the Venn diagram and one representing the area not enclosed in any section of the diagram.

• The three circles are referred to as "A" (top), "B" (bottom left), and

- "C" (bottom right). • Above the circles a boolean logic expression is displayed. The operators used in the
- expression are: AND ( $\wedge$ ), OR ( $\vee$ ), XOR ( $\underline{\vee}$ ), IMPLIES ( $\rightarrow$ ), NAND (|), NOR ( $\downarrow$ ), XNOR ( $\leftrightarrow$ ) and IMPLIED BY ( $\leftarrow$ ).
- Use the boolean logic expression to determine the correct solution given in the table below or in the one on the next page.
- Press all buttons that are marked green in the solution. If the background is green, then the small circular button in the top right on the module must be pressed.
- If an incorrect button is pressed, a strike will be recorded and the section will turn red.

### Table 1: (A \* B) \* C formulas



В

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D E

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G Η

Ι J K

L

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N 0

Ρ

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Τ

U V W

> X Y  $\mathbf{z}$

# Table 2: A \* (B \* C) formulas

	A ∧	AV	$\mathtt{A}\underline{\vee}$	$\mathtt{A} \to$	A	A \	${\tt A} \leftrightarrow$	${\tt A} \leftarrow$
(B ∧ C)								
(B∨C)								
(B <u>∨</u> C)								
$(\mathtt{B} \to \mathtt{C})$								
(B   C)								
(B ↓ C)								
$(\mathtt{B} \leftrightarrow \mathtt{C})$								
$(B \leftarrow \texttt{C})$								

# A

В

C

D E

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G H

I J K

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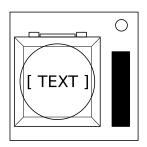
V V U

# On the Subject of The Button

You might think that a button telling you to press it is pretty straightforward. That's the kind of thinking that gets people exploded.

See the section on edgework for indicator and battery identification reference.

Use the edgework to identify which of the tables below should be used to disarm The Button. Use the first table whose condition in its top left cell matches the widgets present in the edgework.



0-1 Battery	BLUE	YELLOW	RED	WHITE
"Detonate"				
"Abort"			HOLD	
"Press"				
"Hold"			PRESS & RELEASE	

lit FRK and 3+ Batt	BLUE	YELLOW	RED	WHITE
"Detonate"				
"Abort"	HOLD		PRESS & RELEASE	lit CAR - HOLD
"Press"		•	THESE WILLIAM	otherwise PRESS &
"Hold"				RELEASE

Otherwise	BLUE	YELLOW	RED	WHITE
"Detonate"	PRESS & RELEASE			
"Abort"			HOLD	
"Press"	ПОПО			
"Hold"			PRESS & RELEASE	

### Releasing a Held Button:

If you start holding the button down, a colored strip will light up on the right side of the module. Based on its color you must release the button at a specific point in time:

HOLDING	BLUE	YELLOW	Otherwise
"Release when X in timer"	4	5	1

В

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Q R

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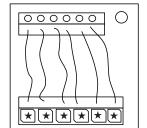
S

W W

Y Z

# On the Subject of Complicated Wires

These wires aren't like the others. Some have stripes! That makes them completely different. The good news is that we've found a concise set of instructions on what to do about it! Maybe too concise...



- Check the 4 sections one after another.
- If a section applies, cut all wires matching any of its conditions.

### Hints:

- PURPLE means that the wire has both RED and BLUE in it.
- Plain WHITE means that the wire has neither RED nor BLUE in it.
- RED means that the wire has no BLUE in it.
- BLUE means that the wire has no RED in it.

### Always:

- a. LED off, Plain WHITE
- b. LED off, RED with STAR

### If there are 2+ Batteries:

- a. LED on, Plain WHITE with STAR
- b. LED on, RED

### If there is a Parallel Port:

- a. LED on, BLUE
- b. LED off, PURPLE with STAR

### If the Last Digit of the Serial# is Even:

- c. LED off, no STAR
- d. PURPLE, no STAR

### Compact KV-Diagram

	No RED			Has		
LED on	Parall	el Port	*	Don't t	Serial# even	Has BLUE
LED OII	Don't Cut	0	Two or n	ore Batter	O ries	No BLUE
LED off		Cut	*	*	Serial#	NO DECE
PPD OII	Serial# even	Don't Cut	⋆ P	arallel *	even	Has BLUE
	No STAR		STAR		No STAR	

C

D E

F

G H

J K

Ι

L

M

N

Р

Q R

S

U

V W X Y

# On the Subject of Keypads

I'm not sure what these symbols are, but I suspect they have something to do with occult.

- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.
- The framed symbols on white occur only once each.
- The colored symbols each occur a second time in a distant position.
- The gray symbols each occur a second time in a nearby position.

Q	Ë	©	Ψ	б	б
А	Q	ش	ټ	¶	Ë
λ	Э	Q	ъ	ъ	*
4	Q	Ж	C	<b>₩</b>	æ
₩.	$\Rightarrow$	ૠ	¶	Ж	Ψ
¥	×	χ	3	5	Й
Э	5	$\Rightarrow$	*	ټ	Ω

L

A A

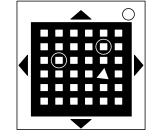
# On the Subject of Mazes

F3

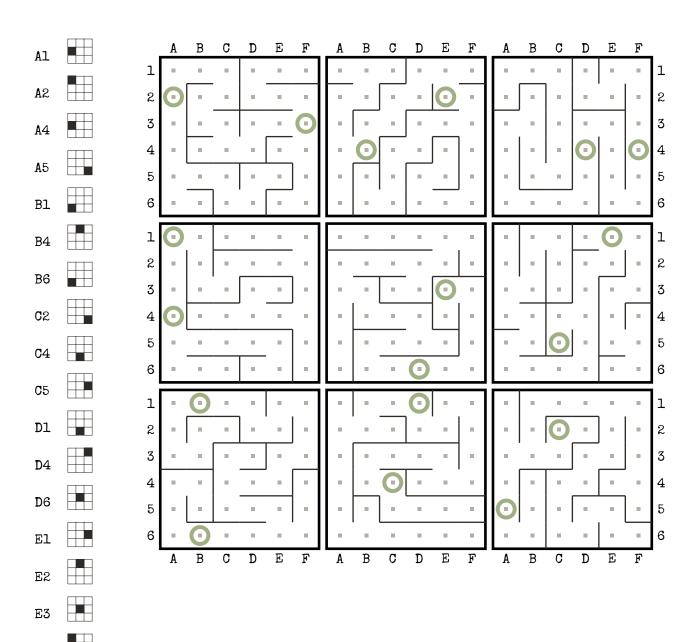
F4

This seems to be some kind of maze, probably stolen off a restaurant placemat.

- Have the defuser name any of the circular markings using a letter for columns and a number for lines.
- Find the matching maze using the helpful chart on the left below. The black square identifies which of the nine mazes matches the given circle coordinate.



- $\bullet$  The defuser must navigate the white light to the red triangle using the arrow buttons.
- WARNING: Do not cross the lines of the maze. These lines are invisible on the bomb.



M

N

0

P

Q R

S

U

T

V W X Y Z

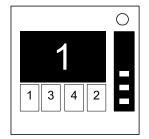
# On the Subject of Memory

Memory is a fragile thing but so is everything else when a bomb goes off, so pay attention!

- Press the correct button to progress the module to the next stage. Complete all stages A-E to disarm the module.
- Pressing an incorrect button will reset the module back to stage A and record a strike.
- Button positions are ordered from left to right.

Use the table to determine which button to press in which stage. As in the last two columns below, take note of the label and the position of the pressed button. If the instruction references a position, press the button in that position. If the instruction references a label, press the button with that label. The colors serve as a quick reference and do not appear in the module.

Stage	Display	Instruction	Label	Position
	1	Position 2		
A	2	105161011 &		
A	3	Position 3		
	4	Position 4		
	1	Label "4"		
В	2	Position from A		
Б	3	Position 1		
	4	Position from A		
	1	Label from B		
C	2	Label from A		
	3	Position 3		
	4	Label "4"		
	1	Position from A		
ת	2	Position 1		
	3	Position from B		
	4	TOSECTOIL ILOW D		
	1	Label from A		-
E	2	Label from B		
E.	3	Label from D		
	4	Label from C		



M

О

P

Q R

s

T

V V

W X Y Z

# On the Subject of Morse Code

An antiquated form of naval communication? What next? At least it's genuine Morse Code, so pay attention and you might just learn something.

- Interpret the signal from the flashing light using the Morse Code chart on the next page.
- The signal will loop, with a long gap between repetitions.
- Identify the word that is being signaled.
- Once the word is identified, adjust the response frequency of the module as indicated in the table on the last page and press the transmit (TX) button.
- Refer to the next double-page for defusing the module.

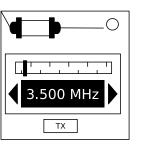
### Morse Code Mnemonic

### Ignore this if you aren't here to learn Morse Code.

The words below show each Morse Code letter in a graphic form. Letters deviating from the base line signify a dash, others a dot.

A — a t	J — <mark>e</mark> d g y (\ 'e-jē \)	S — s a x
B — b e a n	K — K i t (-Kat)	T — (Mr) T
C — C a t e	L-else	U — u m p (ire)
D — d a m	M — M M (Millenia)	V — v e a l
E — e	N-N	W — w h y
F-cafe	0 - 0 0 P (Object Oriented	X — f o x y
G — g y m	Programming)	Y — y e 1 1
H — e a r s (hear)	P—apps	
I — i n	Q — p 1 a q (ue)	Z — Z h o u (Province in China)

R - r y e



M

0

Ρ

Q R

S

T

U W

Y Z

### Morse Code Alphabet Tree

A

В

C

D

F

G H

I J

L

M

N

P

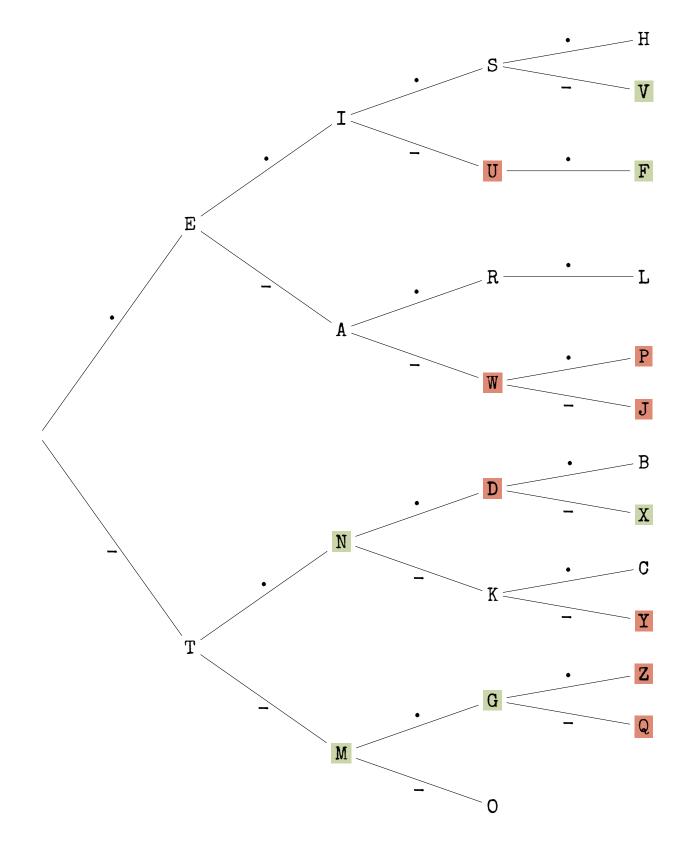
S

T

U

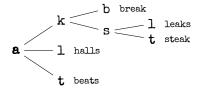
X Y Z This tree shows the complete morse alphabet. Navigate it as the defuser tells you individual Morse symbols. Letters marked in red do not appear in any of the solution words. Letters marked in green are unique to a single solution word.

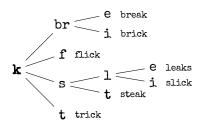
- If the defuser sees a short flash (dot / •), move up and to the right.
- If the defuser sees a long flash (dash / -), move down and to the right.
- If the defuser sees a gap, read the letter at the current position.

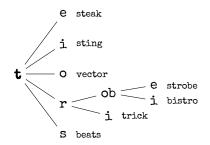


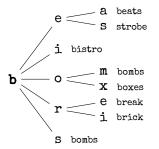
### Word Recognition Trees

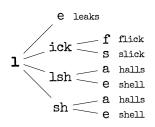
If you identify any letter in the signal, start at the corresponding tree below. It shows the possible continuations after the identified letter, thereby allowing to identify the target word as quickly as possible. The trees are built such that the long gap between signal repetitions can be ignored.



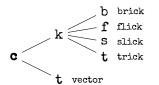








- V vector
- X boxes



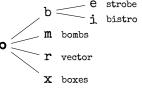


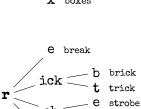
# n sting

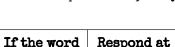
### Response Frequencies

Each word corresponds to a specific response frequency:

a k t c vector	b break s 1	leaks steak
e l shell s t	boxes strobe	







M

N 0

R

S

T

U V W

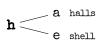
X Y  $\mathbf{z}$ 

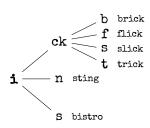
e break	
/ b	brick
$\frac{1}{t}$	trick
ob e	strobe
\ 00 - i	bistro
V vector	

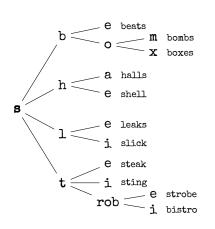
is:	frequency:
beats	3.600 MHz
bistro	3.552 MHz
bombs	3.565 MHz
boxes	3.535 MHz
break	3.572 MHz
brick	3.575 MHz
flick	3.555 MHz
halls	3.515 MHz
leaks	3.542 MHz
shell	3.505 MHz
slick	3.522 MHz
steak	3.582 MHz
sting	3.592 MHz
strobe	3.545 MHz
trick	3.532 MHz
vector	3.595 MHz



g sting

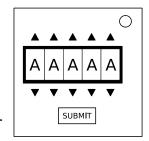






# On the Subject of Passwords

Fortunately this password doesn't seem to meet standard government security requirements: 22 characters, mixed case, numbers in random order without any palindromes above length 3.



- The buttons above and below each letter will cycle through the possibilities for that position.
- Only one combination of the available letters will match a password from the list.
- Press the submit button once the correct word has been set.

### Step 1

Ask the defuser to spell out the letters of the first and fourth position. Write them down as in the example below:

l.	4.
В	E
X	S
Α	$\mathbf{z}$
L	Q
U	V
787	т

### Step 2

Look for potential matches in the table on the right.

For the above examples:

AE — after
WE — water
WL — world
WL — would

### Step 3

If too many matches are found and the defuser does not have enough time to test them, ask them to spell out the second position as well.

There are only four words that need even further differentiation: thing, think, world and would.

Hint: It is helpful if the defuser does not report the letters J, K, Q, X, Y or Z to the expert, as they do not appear in the positions 1, 4 or 2 of any password.

1.	4.	2.	Password
-1.0	E	F	
A			after
	I	G	again
	U	В	about
В	0	E	below
O	L	0	could
E	R	V	every
F	N	0	found
	S	Ι	first
G	A	R	great
H	S	0	house
L	G	A	large
ינ	R	E	learn
N	E	E	never
0	E	Т	other
	C	_	place
P		L	plant
	N	0	point
R	H	I	right
	D	Т	study
		M	small
S	L	P	spell
		Т	still
	N	0	sound
	E		three
	I		their
_			thing
Т	N	H	think
	R		there
	S		<b>t</b> hese
	С	Н	which
W	E	A	water
			world
		0	would
	R	H	where
	T	R	write

P

Q R

S

Т

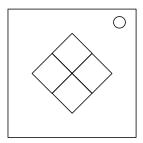
V V

W X Y

Z

# On the Subject of Simon Says &

This is like one of those toys you played with as a kid where you have to match the pattern that appears, except this one is a knockoff that was probably purchased at a dollar store.



- One of the four colored buttons on the module will flash.
- Using the correct scheme from below, transform the color to the corresponding button.
- After pressing that button, the flashing pattern will increase in length and start from the beginning.
- Enter the transformed color sequences of increasing length until the module is disarmed.

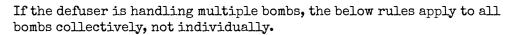
Strikes	Vowel in serial number (A, E, I, O, U, Y)	No vowel in serial number
0		
1		
2		

V

## On the Subject of Turn The Keys

Order is everything.

This module has two keys and a display. The display indicates the module's priority (higher is more important). Any other module affected by this module is marked with a key symbol ().



# 

### **WARNING:**

Do not disarm any of the following five modules before disarming all Turn The Keys modules:

- Complicated Wires
- Cryptography
- Maze

- Memory
- Wire Sequence

### 1. Step

Disarm all the following modules:

- The Button
- Colour Flash
- Morse Code

- Round Keypad (Not "Keypad")
- Two Bits
- Wires (Not "Complicated Wires" nor "Wire Sequence")

### 2. Step

Turn all right keys in order of their priority (highest to lowest).

### 3. Step

Disarm all the following modules:

- Astrology
- Combination Lock
- Crazy Talk
- Keypad (Not "Round Keypad")
- Listening
- Orientation Cube

- Password
- Plumbing
- Semaphore
- Simon Says
- Switches
- Who's On First

### 4. Step

Turn all left keys in reverse order of their priority (lowest to highest).

M A

# On the Subject of Who's On First &

This contraption is like something out of a sketch comedy routine, which might be funny if it wasn't connected to a bomb. I'll keep this brief, as words only complicate matters.

- [ DISPLAY ]

  [ TEXT ] [ TEXT ]

  [ TEXT ] [ TEXT ]
- Read the display content and use step 1 to determine which button label to read.
- Using this button label, use step 2 to determine which button to push.
- Repeat until the module has been disarmed.

The following pages provide detailed information for the two steps.

### Step 1:

- Based on the display content, read the label of the correct button and proceed to step 2.
- The eye symbol (**②**) indicates which button label to read.
- The colors below do not appear on the module. They group words and expressions that could easily be confused with each other, in order to draw the expert's attention to potential misunderstandings.
- The colors in step 2 have no correlation to the colors in step 1 as new words and expressions appear.

	BLANK	C	CEE	DISPLAY	FIRST
		•			0
	•				
•			•	•	
HOLD ON	LED	LEAD	LEED	NO	NOTHING
	•				•
•		•	•	•	
OKAY	READ	RED	REED	SAYS	SEE
•					
	•	•			
			•	•	•
THEIR	THERE	THEY ARE	THEY'RE	UR	Yes
				•	
•		•			•
	•		•		
	YOU	YOU ARE	YOU'RE	YOUR	
	•		•	•	
		•			

В

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X Y Z

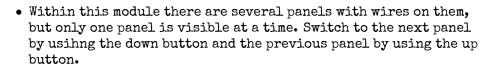
### Step 2:

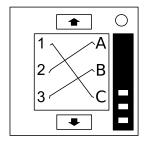
- Find the button label from step 1 in the first column of the table below.
- Read the words in the second column from left to right and press the first button that matches a word from this list.
- The match must be exact. Pay special attention to the question mark after "WHAT?", which may not be present.
- The colors are used to group words and expressions that could easily be confused with each other, in order to draw the expert's attention to potential misunderstandings.

BLANK	WAIT, RIGHT, OKAY, MIDDLE, BLANK		
DONE	SURE, UH HUH, NEXT, WHAT?, YOUR, UR, YOU'RE, HOLD, LIKE, YOU, U, YOU ARE, UH UH, DONE		
FIRST	LEFT, OKAY, YES, MIDDLE, NO, RIGHT, NOTHING, UHHH, WAIT, READY, BLANK, WHAT, PRESS, FIRST		
HOLD	YOU ARE, U, DONE, UH UH, YOU, UR, SURE, WHAT?, YOU'RE, NEXT, HOLD		
LEFT	RIGHT, LEFT		
LIKE	YOU'RE, NEXT, U, UR, HOLD, DONE, UH UH, WHAT?, UH HUH, YOU, LIKE		
MIDDLE	BLANK, READY, OKAY, WHAT, NOTHING, PRESS, NO, WAIT, LEFT, MIDDLE		
NEXT	WHAT?, UH HUH, UH UH, YOUR, HOLD, SURE, NEXT		
NO	BLANK, UHHH, WAIT, FIRST, WHAT, READY, RIGHT, YES, NOTHING, LEFT, PRESS, OKAY, NO		
NOTHING	UHHH, RIGHT, OKAY, MIDDLE, YES, BLANK, NO, PRESS, LEFT, WHAT, WAIT, FIRST, NOTHING		
OKAY	MIDDLE, NO, FIRST, YES, UHHH, NOTHING, WAIT, OKAY		
PRESS	RIGHT, MIDDLE, YES, READY, PRESS		
READY	YES, OKAY, WHAT, MIDDLE, LEFT, PRESS, RIGHT, BLANK		
RIGHT	YES, NOTHING, READY, PRESS, NO, WAIT, WHAT, RIGHT		
SURE	YOU ARE, DONE, LIKE, YOU'RE, YOU, HOLD, UH HUH, UR, SURE		
U	UH HUH, SURE, NEXT, WHAT?, YOU'RE, UR, UH UH, DONE, U		
ин нин	ИН НИН		
UH UH	UR, U, YOU ARE, YOU'RE, NEXT, UH UH		
UHHH	READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, UHHH		
UR	DONE, U, UR		
TIAW	UHHH, NO, BLANK, OKAY, YES, LEFT, FIRST, PRESS, WHAT, WAIT		
TAHW	UHHH, WHAT		
WHAT?	YOU, HOLD, YOU'RE, YOUR, U, DONE, UH UH, LIKE, YOU ARE, UH HUH, UR, NEXT, WHAT?		
YES	OKAY, RIGHT, UHHH, MIDDLE, FIRST, WHAT, PRESS, READY, NOTHING, YES		
YOU	SURE, YOU ARE, YOUR, YOU'RE, NEXT, UH HUH, UR, HOLD, WHAT?, YOU		
YOU ARE	YOUR, NEXT, LIKE, UH HUH, WHAT?, DONE, UH UH, HOLD, YOU, U, YOU'RE, SURE, UR, YOU ARE		
YOU'RE	YOU, YOU'RE		
YOUR	UH UH, YOU ARE, UH HUH, YOUR		

# On the Subject of Wire Sequences

It's hard to say how this mechanism works. The engineering is pretty impressive, but there must have been an easier way to manage nine wires.





- Do not switch to the next panel until you are sure that you have cut all necessary wires on the current panel.
- Cut the wires as directed by the following tables. Wire occurrences are cumulative over all panels within the module.
- Wire occurrences are counted per color, so the first red wire you encounter is the first red wire occurrence, even if there was a blue wire before it.
- The wires should be assessed from top to bottom when looking at the numbers on the left, regardless of whether the wire itself goes up or down.
- Hint: Walk through the module together with the defuser while keeping the position for each color with one finger in each table.

RED Wire Occurrences		
Wire Occurrence	Cut if connected to:	
lst	O	
2nd	В	
3rd	A	
4th	A or C	
5 <b>t</b> h	В	
6 <b>t</b> h	A or C	
7th	A, B or C	
8 <b>t</b> h	A or B	
9 <b>t</b> h	В	

BLUE Wire Occurrences		
Wire Occurrence	Cut if connected to:	
lst	В	
2nd	A or C	
3rd	В	
4th	A	
5 <b>t</b> h	В	
6 <b>t</b> h	B or C	
7th	C	
8th	A or C	
9 <b>t</b> h	A	

BLACK Wire Occurrences		
Wire Occurrence	Cut if connected to:	
lst	A, B or C	
2nd	A or C	
3rd	В	
4th	A or C	
5 <b>t</b> h	В	
6 <b>t</b> h	B or C	
<b>7t</b> h	A or B	
8 <b>t</b> h	С	
9 <b>t</b> h	С	

# On the Subject of Wires

Wires are the lifeblood of electronics! Wait, no, electricity is the lifeblood. Wires are more like arteries. The veins? No matter...

- Have the defuser count the wires.
- Select the correct instruction set from the table below.
- Follow the instructions from top to bottom and cut the corresponding wire of the first condition that applies.

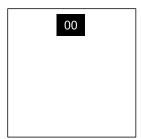
3 wires	a. BLUE, BLUE, RED - Cut 2nd wire b. No RED wires - Cut 2nd wire c. Otherwise - Cut last wire				
	Last digit of the serial# is				
	even	ODD			
4 wires	a. Last is YELLOW and no RED wires - Cut 1st wire  b. 1 BLUE wire - Cut 1st wire  c. 1+ YELLOW wires - Cut last wire  d. Otherwise - Cut 2nd wire	a. 2+ RED wires - Cut last RED wire  b. Last is YELLOW and no RED wires - Cut lst wire  c. 1 BLUE wire - Cut lst wire  d. 1+ YELLOW wires - Cut last wire  e. Otherwise - Cut 2nd wire			
5 wires	a. 1 RED wire and 2+ YELLOW wires - Cut 4th wire b. No BLACK wires - Cut 2nd wire c. Otherwise - Cut 1st wire	a. Last wire is BLACK - Cut 4th wire b. 1 RED wire and 2+ YELLOW wires - Cut 4th wire c. No BLACK wires - Cut 2nd wire d. Otherwise - Cut 1st wire			
6 wires	a. 1 YELLOW wire and 2+ WHITE wires - Cut 4th wire b. No RED wires - Cut last wire c. Otherwise - Cut 4th wire	a. No YELLOW wires - Cut 3rd wire b. 1 YELLOW wire and 2+ WHITE wires - Cut 4th wire c. No RED wires - Cut last wire d. Otherwise - Cut 4th wire			

# Section 2: Needy Modules

Needy modules cannot be disarmed, but pose a recurrent hazard.

Needy modules can be identified as a module with a small 2-digit timer in the top center. Interacting with the bomb may cause them to become activated. Once activated, these needy modules must be tended to regularly before their timer expires in order to prevent a strike.

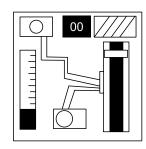
Stay observant: needy modules may reactivate at any time.



### On the Subject of Capacitor Discharge

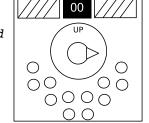
I'm going to guess that this is just meant to occupy your attention, because otherwise this is some shoddy electronics work.

• Discharge the capacitor before it overloads by holding down the lever.



# On the Subject of Knobs

Needlessly complicated and endlessly needy. Imagine if such expertise were used to make something other than diabolical puzzles.



- The knob can be turned to one of four different positions.
- The knob must be in the correct position when this module's timer hits zero.
- The correct position can be determined by looking at the left half of the LEDs on the module. The six LEDs on the right are not relevant for solving this module.
- Knob positions are relative to the "UP" label, which may be rotated differently every time the module activates.

### The left six LEDs:

a. 0 or 1 LEDs lit - Left

b. 3 LEDs lit - Down

c. 4 LEDs lit - Up

d. 5 LEDs lit in "U"-Shape - Right

e. Otherwise - Down

# On the Subject of Venting Gas

Computer hacking is hard work! Well, it usually is. This job could probably be performed by a simple drinking bird pressing the same key over and over again.

