The Basics

This game **requires:**

1. An **Oculus Rift** developer kit
2. A **Razer Hydra** motion controller
3. **Two** (or more) players

The objective of the game is for one player to defuse a bomb by describing it to other players and correctly following their instructions.

Each bomb is made up of up to six independent components. You must solve each one to defuse the bomb. The player who can see the bomb should describe each of these to his/her counter-part(s) who can then sift through their documents and determine the correct action.

The Player wearing the Oculus Rift

You will be faced with a randomly generated bomb which you must correctly defuse before the timer expires or you set off the device by making too many incorrect moves.

You must describe what you see to the other player(s) and follow their instructions to solve each of the components on the bomb. There are two types of components: **wires** and **keypads**. Each component has a single solution. Solving all components will defuse the bomb. Making an incorrect attempt at solving a component will result in a **strike**. Too many strikes and the bomb will explode.

To interact with the bomb, you can pick it up with your **left hand** by grabbing it with the **left trigger**. Your **right hand** will control one of two tools: the **wire snips** and the **dialing wand**. The wire snips can cut wires by highlighting them and pulling the **right trigger**. The dialing wand can press keys on the keypads by highlighting a button and pulling the **right trigger**. Switch between the two tools by pressing **button 1** on the **right controller**.

The Player(s) not wearing the Oculus Rift

One or more players will act as the “expert” on bomb defusal. They do **not** have access to the Oculus Rift player’s viewpoint and must rely only on his/her descriptions in order to determine how to solve each component and defuse the bomb.

The procedures to solve each type of component may be accessed any way the players see fit: on a computer, tablet, smartphone, etc. It is particularly effective to print out the instructions, scatter them on a table, and have half a dozen people try to reach a consensus.

Customization

You can edit “config.xml” in the executable’s directory in order to tweak several things, such as the time available to defuse the bomb, the number of strikes permitted, and the number of

individual components that must be solved.

On the Subject of Wires

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

Wires are grouped into sets of 3-6 wires and **one** wire in each group needs to be cut if you want to live. Follow the rules until you find one that applies and cut that wire. Make sure you use the wire snips.

Study carefully, cut with confidence! Each mistake has consequences...

3 Wires:

- If the **serial number** is **odd**, cut the **middle wire**
- If there are **any yellow** wires, cut the **last yellow wire**
- **Otherwise**, cut the **first wire**

4 or 5 Wires:

- If there is exactly **one black wire**, cut **it**
- If the **serial number** starts with a **number**, cut the **second wire**
- If the **last wire** is **yellow** or **blue**, cut the **third wire**
- **Otherwise**, cut the **fourth wire**

6 Wires:

- If the **serial number** is **odd** and there is **at least one red wire**, cut the **first wire**
- If there are more **black wires** than **yellow wires**, cut the **second wire**
- If there are the same number of **black and blue**, cut the **third wire**
- **Otherwise**, cut the **fourth wire**

On The Subject Of Keypads

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

The following tables have the order of buttons that need to be pressed from top to bottom, never press a button with a lower symbol before a button with a higher one

Each keypad on a bomb is separate

Be aware that if more than one condition is satisfied, the earliest table is the one you should trust.

1.

Condition:

If there is a serial number on the bomb, and that serial number starts with a number

Order:

Ж
ѽ
★
©
⊛
ҭ
Ω
Ж
☆

2

Condition:

If the keypad has this symbol on it: Ѭ

Order:

Ѭ
Ж
©
ѽ
★
☆
Ω
⊛
۞

3.

Condition:

If the keypad has this symbol on it: Ж

Order:

ѽ
★
Ω
ټ
☆
Ѭ
Ж
©
⊛

4.

Condition:

In all other situations use this table

Order:

©
★
☆
⊛
ټ
Җ
Ω
Ѭ
Ѽ