BOMB DEFUSAL GUIDE

\*Please set the game difficulty. Number difficulty increases the amount of modules needed to be disarmed for the bomb to be defused.

\*Bomb has a 3-5 minute time limit depending on the difficulty settings. Please set an external timer with your desired time limit once the difficulty is set.

\*If you three attempts of disarming all modules before you detonate the bomb. Please communicate wisely and keep talking.

Bomb Modules:

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|1| |2| |3| |4|

* Press the correct button to progress the module to the next stage. Complete all stages to disarm the module.
* Pressing an incorrect button will reset the module back to stage 1.
* Button positions are ordered from left to right.

**Stage 1:**

If the display is 1, press the button in the second position.  
If the display is 2, press the button in the second position.  
If the display is 3, press the button in the third position.  
If the display is 4, press the button in the fourth position.

**Stage 2:**

If the display is 1, press the button labeled "4".  
If the display is 2, press the button in the same position as you pressed in stage 1.  
If the display is 3, press the button in the first position.  
If the display is 4, press the button in the same position as you pressed in stage 1.

**Stage 3:**

If the display is 1, press the button with the same label you pressed in stage 2.  
If the display is 2, press the button with the same label you pressed in stage 1.  
If the display is 3, press the button in the third position.  
If the display is 4, press the button labeled "4".

**Stage 4:**

If the display is 1, press the button in the same position as you pressed in stage 1.  
If the display is 2, press the button in the first position.  
If the display is 3, press the button in the same position as you pressed in stage 2.  
If the display is 4, press the button in the same position as you pressed in stage 2.

**Stage 5:**

If the display is 1, press the button with the same label you pressed in stage 1.  
If the display is 2, press the button with the same label you pressed in stage 2.  
If the display is 3, press the button with the same label you pressed in stage 4.  
If the display is 4, press the button with the same label you pressed in stage 3.

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*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.*

1. One of the four colored buttons will flash.
2. Using the correct table below, press the button with the corresponding color.
3. The original button will flash, followed by another. Repeat this sequence in order using the color mapping.
4. The sequence will lengthen by one each time you correctly enter a sequence until the module is disarmed.

If the serial number contains a vowel:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | | **Red Flash** | **Blue Flash** | **Green Flash** | **Yellow Flash** |
| **Button to press:** | **No Strikes** | Blue | Red | Yellow | Green |
| **1 Strike** | Yellow | Green | Blue | Red |
| **2 Strikes** | Green | Red | Yellow | Blue |

If the serial number does not contain a vowel:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | | **Red Flash** | **Blue Flash** | **Green Flash** | **Yellow Flash** |
| **Button to press:** | **No Strikes** | Blue | Yellow | Green | Red |
| **1 Strike** | Red | Blue | Yellow | Green |
| **2 Strikes** | Yellow | Green | Blue | Red |

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* A wire module can have 3-6 wires on it.
* Only the one correct wire needs to be cut to disarm the module.
* Wire ordering begins with the first on the top.

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| **3 wires:**  If there are no red wires, cut the second wire. Otherwise, if the last wire is white, cut the last wire. Otherwise, if there is more than one blue wire, cut the last blue wire. Otherwise, cut the last wire. |
| **4 wires:** If there is more than one red wire and the last digit of the serial number is odd, cut the last red wire. Otherwise, if the last wire is yellow and there are no red wires, cut the first wire. Otherwise, if there is exactly one blue wire, cut the first wire. Otherwise, if there is more than one yellow wire, cut the last wire. Otherwise, cut the second wire. |
| **5 wires:** If the last wire is black and the last digit of the serial number is odd, cut the fourth wire. Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire. Otherwise, if there are no black wires, cut the second wire. Otherwise, cut the first wire. |
| **6 wires:** If there are no yellow wires and the last digit of the serial number is odd, cut the third wire. Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire. Otherwise, if there are no red wires, cut the last wire. Otherwise, cut the fourth wire. |