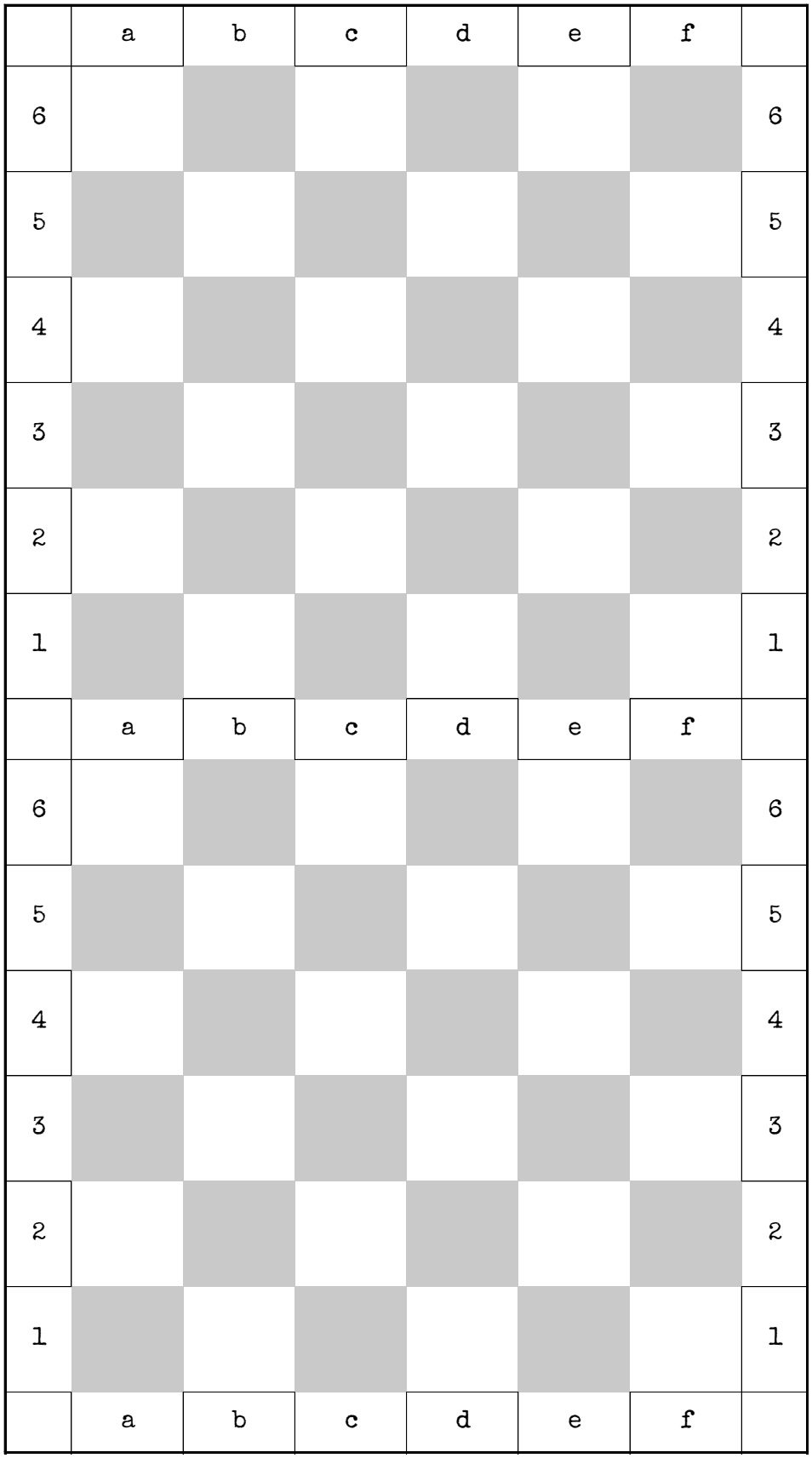

a b c d e f
6 5 4 3 2 1
a b c d e f
6 5 4 3 2 1
a b c d e f

APPENDIX CD43

Excerpt from Charles Dickens' "A Christmas Carol".

Scrooge knew he was dead? Of course he did. How could it be otherwise? Scrooge and he were partners for I don't know how many years. Scrooge was his sole executor, his sole administrator, his sole assign, his sole residuary legatee, his sole friend, and sole mourner. And even Scrooge was not so dreadfully cut up by the sad event, but that he was an excellent man of business on the very day of the funeral, and solemnised it with an undoubted bargain. The mention of Marley's funeral brings me back to the point I started from. There is no doubt that Marley was dead. This must be distinctly understood, or nothing wonderful can come of the story I am going to relate. If we were not perfectly convinced that Hamlet's Father died before the play began, there would be nothing more remarkable in his taking a stroll at night, in an easterly wind, upon his own ramparts, than there would be in any other middle-aged gentleman rashly turning out after dark in a breezy spot -- say Saint Paul's Churchyard for instance -- literally to astonish his son's weak mind.

5, 4, 5, 12
21
36
14
8, 18
67

Scrooge never painted out Old Marley's name. There it stood, years afterwards, above the warehouse door: Scrooge and Marley. The firm was known as Scrooge and Marley. Sometimes people new to the business called Scrooge Scrooge, and sometimes Marley, but he answered to both names. It was all the same to him.

7, 12
8, 18
7

Oh! But he was a tight-fisted hand at the grind-stone, Scrooge! A squeezing, wrenching, grasping, scraping, clutching, covetous, old sinner! Hard and sharp as flint, from which no steel had ever struck out generous fire; secret, and self-contained, and solitary as an oyster. The cold within him froze his old features, nipped his pointed nose, shrivelled his cheek, stiffened his gait; made his eyes red, his thin lips blue and spoke out shrewdly in his grating voice. A frosty rime was on his head, and on his eyebrows, and his wiry chin. He carried his own low temperature always about with him; he iced his office in the dogdays; and didn't thaw it one degree at Christmas.

1, 10, 9
15
8
18
16
15
10, 7
8

External heat and cold had little influence on Scrooge. No warmth could warm, no wintry weather chill him. No wind that blew was bitterer than he, no falling snow was more intent upon its purpose, no pelting rain less open to entreaty. Foul weather didn't know where to have him. The heaviest rain, and snow, and hail, and sleet, could boast of the advantage over him in only one respect. They often 'came down' handsomely, and Scrooge never did.

9, 9
24
8
20
9

Nobody ever stopped him in the street to say, with gladsome looks, `My dear Scrooge, how are you? When will you come to see me?' No beggars implored him to bestow a trifle, no children asked him what it was o'clock, no man or woman ever once in all his life inquired the way to such and such a place, of Scrooge. Even the blind men's dogs appeared to know him; and when they saw him coming on, would tug their owners into doorways and up courts; and then would wag their tails as though they said, `No eye at all is better than an evil eye, dark master!'

18
7, 37
9
16
22

But what did Scrooge care! It was the very thing he liked. To edge his way along the crowded paths of life, warning all human sympathy to keep its distance, was what the knowing ones call `nuts' to Scrooge.

5, 7, 27

On the Subject of ACTUALLY DOING YOUR LAUNDRY

Who knows, maybe BOB will stop by to help you out.

Note: For use by those familiar with the original manual.

Item Determination

- **Item:** Unsolved Modules (Excluding Needy) + Indicators
- **Material:** Ports + Solved Modules − Holders
- **Color:** Last Digit of Serial + Batteries

Number	Material
0	Polyester
1	Cotton
2	Wool
3	Nylon
4	Corduroy
5	Leather

Rules and Tables

- **C4:** No Chlorine [Special]
- Else, **IO** or **M4:** [Special] based on Material
- Else, letter of **Material** matches Serial: [Special] based on Color
- Else, [Special] based on Item
- **C3:** 

[Wash]
- **M2:**  [Dry]
- **4/2** and **Lit BOB:** Praise our one true lord and savior BOB, Bestower of Bleach

Item	Ironing	Special
0	300°F	Bleach
1	No Steam	No Tetrachlore
2	Iron	Reduced Moist
3	200°C	Reduced Moist
4	300°F	Don't Bleach
5	110°C	Don't Dryclean

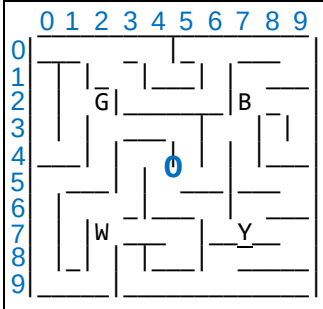
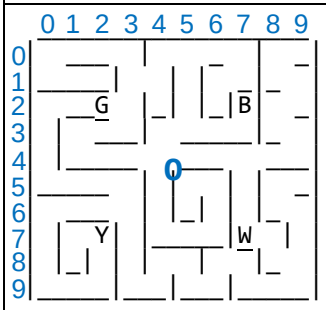
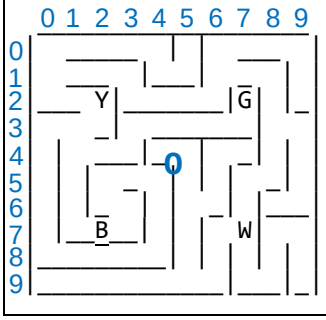
Material	Washing	Special
0		Petroleum Only
1		Don't Dryclean
2		Reduced Moist
3		Low Heat
4		Wet Cleaning
5		No Tetrachlore

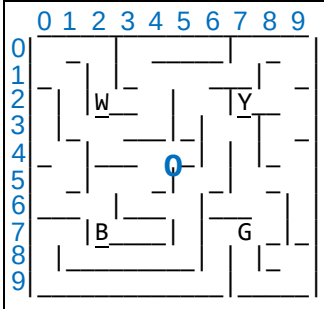
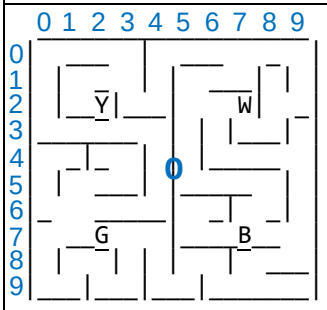
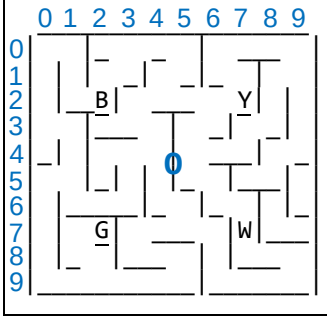
Color	Drying	Special
0		Any Solvent
1		Low Heat
2		Short Cycle
3		No Steam Finish
4		No Chlorine
5		No Chlorine

On the Subject of the Mouse In The Maze

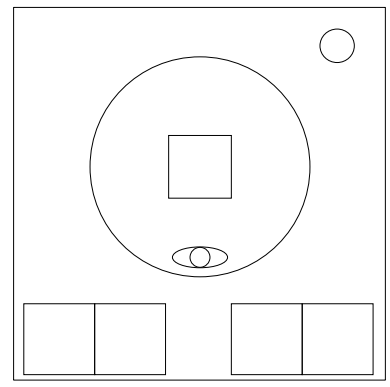
Inside some bombs is a mouse that is remote-controlled via a chip in it's spinal cord.

1. The mouse is located inside one of the following mazes.
2. The mouse can move forward or backward or turn left or rigth.
3. Pressing the circular button with the labyrinth either
    1. detonates the mouse and dissarms the module, if it's located at the accepting position, or
    2. causes a strike, if the mouse is at the wrong position.
4. The accepting position is marked with one of four colored spheres. Which one depends on the color of the torus in the middle of the maze, according to the table below

Maze	torus color	sphere color
	green	blue
	blue	white
	white	green
	yellow	yellow
	green	blue
	blue	yellow
	white	green
	yellow	white
	white	yellow
	green	white
	blue	green
	yellow	blue

Maze	torus color	sphere color
	white	yellow
	green	green
	blue	white
	yellow	blue
	yellow	yellow
	blue	green
	green	white
	white	blue
	green	yellow
	blue	green
	white	blue
	yellow	white

On the Subject of Orientation



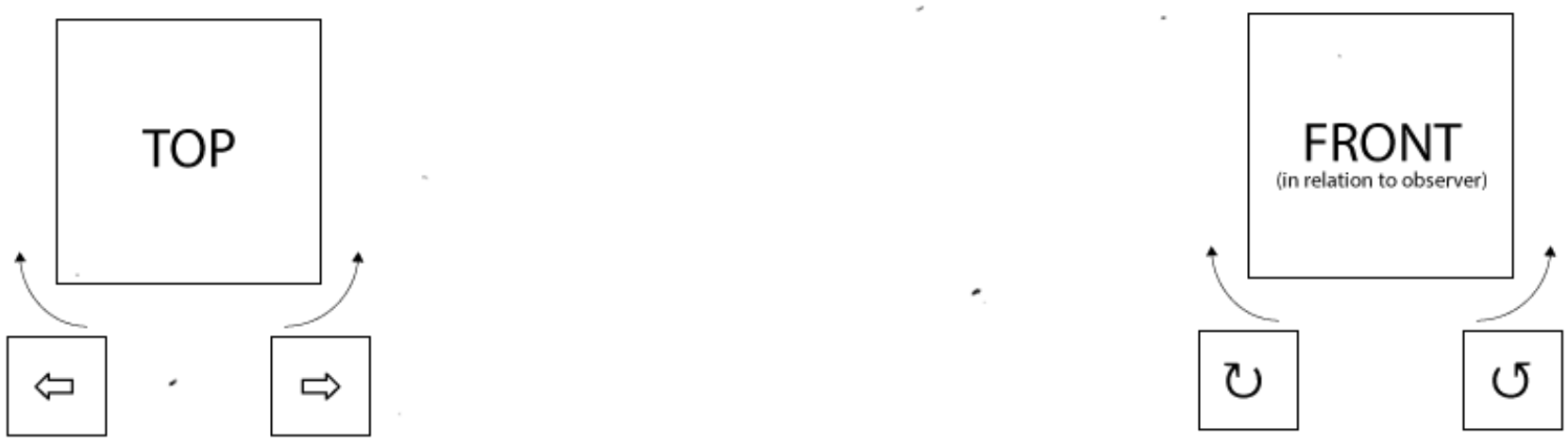
If the bomb doesn't kill us a brain haemorrhage will.

In order to diffuse this part of the bomb you will need good 3D orientation skills. A virtual cube needs to be rotated into a specific orientation using the four keys along the bottom. Unfortunately there is no display to indicate the current orientation of the virtual cube so you will have to imagine the state of the cube yourself.

The two keys in the bottom left will yaw the cube clockwise or anti-clockwise, respective to looking at the cube from the top.

The two keys in the bottom right will roll the cube clockwise or anti-clockwise, respective to the virtual observer. The virtual observer's position is indicated on the module as an eye. NOTE: The virtual observer's position may change.

For example, if the eye is at the bottom then it is facing the 'FRONT' face. Pressing 'Roll clockwise' will place the 'LEFT' face where the 'TOP' face is.



If the serial number on the bomb contains the letter R:

Rotate the cube so that the initial left face is in the same position as the initial top face, then press the SET button.

4 -> 1

Otherwise, if the bomb has a lit indicator with the label TRN or has it has a lit/unlit indicator with the label CAR:

Rotate the cube so that the initial bottom face is in the same position as the initial right face, then press the SET button.

6 -> 3

Otherwise, if the bomb has a PS2 port or there have been one or more strikes:

Rotate the cube so that the initial bottom face is in the same position as the initial front face and the initial left face is in the same position as the initial bottom face, then press the SET button.

6 -> 2
4 -> 6

Otherwise, if the serial number on the bomb contains either the number 7 or 8:

Rotate the cube so that the initial right face is in the same position as the initial bottom face and the initial back face is in the same position as the initial front face, then press the SET button.

3 -> 6
5 -> 2

Otherwise, if there are more than two batteries on the bomb or the virtual observer's initial position is facing the initial left face:

Rotate the cube so that the initial top face is in the same position as the initial bottom face, then press the SET button.

1 -> 6

Otherwise:

Rotate the cube so that the initial top face is in the same position as the initial left face, then press the SET button.

1 -> 4

On a strike:

If you get strike then the virtual cube will be reset to the initial position, be aware you may need to select a new rule if the obersever is now in a different position.

Table 1.1 Key Colour

Regard the difference between alphabetic positions to be positive.

Take the least significant digit of the number, and look up in the table:

0	3	Red	5	8	Blue
4	9	Yellow	2	6	Purple
1	7	Green			

Table 1.2 Sequence Permutation

R – Red, Y – Yellow, G – Green, B – Blue, P – Purple

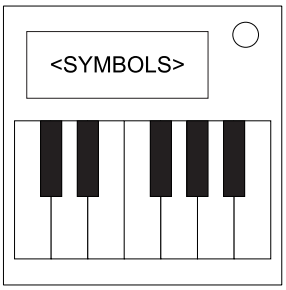
Determine which column to use based on battery count.

Perform permutations from top to bottom:

1 – 2 Batteries		3 – 4 Batteries		0, 5+ Batteries	
Prime	Alternate	Prime	Alternate	Prime	Alternate
R Y Y	B P Y	B P B	Y B G	P Y B	R G B
Y P G	P B R	Y Y P	B R P	Y R P	R Y R
R G P	B G R	G R B	Y P B	G Y R	G B P
Y B G	B Y Y	R P Y	G B G	B Y G	P G R
P P R	R Y P	Y G G	P B R	R P Y	G Y B
B G B	P Y G	G P B	Y G Y	P P G	P B R
Y G B	G P Y	P R P	B B G	R Y Y	B B R
P G G	G Y R	R Y R	R P B	Y G P	P Y Y

A - 1
B - 2
C - 3
D - 4
E - 5
F - 6
G - 7
H - 8
I - 9
J - 10
K - 11
L - 12
M - 13
N - 14
O - 15
P - 16
Q - 17
R - 18
S - 19
T - 20
U - 21
V - 22
W - 23
X - 24
Y - 25
Z - 26

On the Subject of Piano Keys



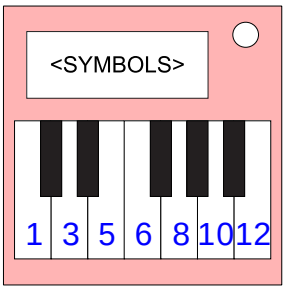
What do you get when you drop a piano down a mine shaft? A flat minor.

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.
See the next page for piano/keyboard reference.

- A piano keys module will present with 3 musical symbols in the top indicator and a 12-note keyboard to input with.
- Each rule consists of one or more required symbol(s) and optional further requirements based on the bomb casing.
- Follow the list of rules down until one matches the criteria for the module; then execute the sequence of notes listed.
- A failed attempt will require re-entry of the entire note sequence.

Required Symbol(s)	Further Requirements	Note Sequence	
♭	Last digit of serial number is even	B♭ B♭ B♭ B♭ G♭ A♭ B♭ A♭ B♭	Final Fantasy
𝄡 or ♯	2 or more battery holders	E♭ E♭ D D E♭ E♭ D E♭ E♭ D D E♭	Guiles Theme
♮ **and** 𝄐	*(No other requirements)*	E F♯ F♯ F♯ F♯ E E E	James Bond
¢ or ≈	RCA port is present	B♭ A B♭ F E♭ B♭ A B♭ F E♭	Jurassic
𝄢	SND indicator is present and lit	E E E C E G G	Super Mario
𝄻 or 𝄐 or 𝄡	3 or more batteries	C♯ D E F C♯ D E F B♭ A	Pink Panther
♭ **and** ♯	*(No other requirements)*	G G C G G C G C	Superman
¢ or 𝄻	Serial number contains a 3, 7 or 8	A E F G F E D D F A	Tetris Theme A
♮ or ≈ or 𝄢	*(No other requirements)*	G G G E♭ B♭ G E♭ B♭ G	Empire Strikes Back
(No requirement)	*(No other requirements)*	B D A G A B D A	Fairy Theme

On the Subject of Cruel Piano Keys



The devil's interval approaches...

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.
See the third page for serialism & music terminology reference.

- A cruel piano keys module will present with 4 musical symbols in the top indicator and a 12-note keyboard to input with.
- Each rule consists of one or more required symbol(s) and optional further requirements based on the bomb casing.
- Follow the list of rules down in **Table 2** until one matches the criteria for the module and bomb.
- Then use the lookup criteria to find the prime 12-tone row from **Table 1.**
- Then apply the according transformation from **Table 2** to the 12-tone row, and execute this final sequence.
- A failed attempt will require re-entry of the entire note sequence.

Table 1.

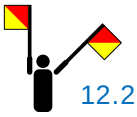
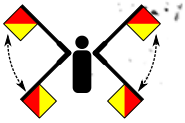
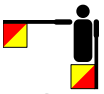
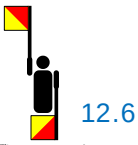
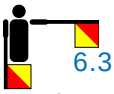
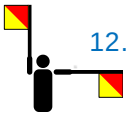
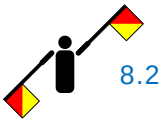
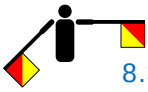
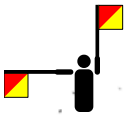
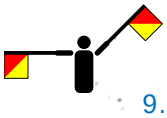
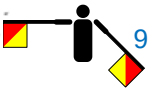
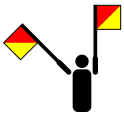
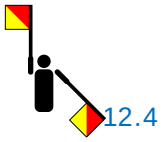
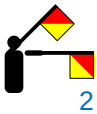
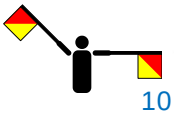
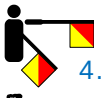
#	Prime 12-tone Sequence	#	Prime 12-tone Sequence
0	F D F♯ G♯ C B A♯ C♯ G E D♯ A	5	C D♯ F♯ D F C♯ B A G A♯ E G♯
1	A♯ A C E C♯ D D♯ G B F♯ G♯ F	6	G♯ C A♯ C♯ E G B D♯ A D F F♯
2	F♯ B A G♯ D C G C♯ F D♯ E A♯	7	E A C♯ B G G♯ A♯ D♯ F♯ F C D
3	E D♯ D F♯ F A♯ G♯ C♯ C B G A	8	G♯ D♯ D E A♯ C♯ F♯ G F A C B
4	D E A A♯ C B C♯ G♯ F F♯ D♯ G	9	D♯ G♯ C B D C♯ F♯ A♯ F G A E

0: F G# E D A# B C A D# F# G C#
1: A# B G# E G F# F C# A D C D#
2: F# C# D# E A# C F B G A G# D
3: E F F# D D# A# C G G# A C# B
4: D C G F# E F D# G# B A# C# A
5: C A F# A# G B C# D# F D G# E
6: G# E F# D# C A F C# G D B A#
7: E B G A C# C A# F D D# G# F#
8: G# C# D C F# D# A# A B G E F
9: D# A# F# G E F C G# C# B A D

Semaphore Reference

Numbers are signalled by first signalling 'Numerals', then the numbers.
Similarly, letters are signalled by first signalling 'Letters', then the letters.

Use the following graphics as a reference to how to interpret semaphore characters.

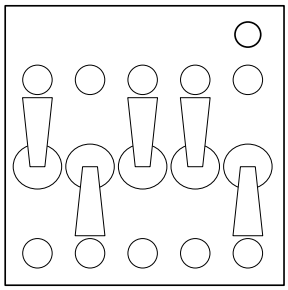
 Rest / Space	 12.2 Numerals N.NE U.UR	 Error / Attention	 8.6 A or 1 SW.S DL.D	 9.6 B or 2 W.S L.D
 10.6 C or 3 NW.S UL.D	 12.6 D or 4 N.S U.D	 6.2 E or 5 S.NE D.UR	 6.3 F or 6 S.E D.R	 6.4 G or 7 S.SE D.DR
 9.8 H or 8 W.SW L.DL	 8.10 I or 9 SW.NW DR.UR	 12.3 J or Letters N.E U.R	 8.12 K or 0 SW.N DL.U	 8.2 L SW.NE DL.UR
 8.3 M SW.E L.R	 8.4 N SW.SE DL.DR	 9.10 O W.NW L.UL	 9.12 P W.N L.U	 9.2 Q W.NE L.UR
 9.3 R W.E L.R	 9.4 S W.SE L.DR	 10.12 T NW.N UL.U	 10.2 U NW.NE UL.UR	 12.4 V N.SE U.DR
 2.3 W NE.E UR.R	 2.4 X NE.SE UR.DR	 10.3 Y NW.E UL.R	 4.3 Z SE.E DR.R	 Cancel / Annul

Silly Slots

1. 1x 2C
2. 1x 1A unless SLOT IN SAME POSITION 2 STAGES AGO was 3
3. 2x or 3x 3D
4. 3x B unless ANY are 1B
5. C next to 1A or 2A
6. 2x 2 unless BOTH are 2D
7. 1x 3 unless PREVIOUS STAGE had ANY NUMBER of C
8. 3x SAME NUMBER AND LETTER unless ANY PREVIOUS STAGE had 3C
9. 3x SAME NUMBER unless ANY are A or there was a 2D in the PREVIOUIS STAGE
10. ANY NUMBER of 2B unless there has been a 1C in ANY PREVIOUS STAGE

	Sassy 1	Silly 2	Soggy 3	Sally A	Simon B	Sausage C	Steven D
Sassy	Blue	Red	Green	Cherry	Grape	Bomb	Coin
Silly	Blue	Green	Red	Coin	Bomb	Grape	Cherry
Soggy	Green	Blue	Red	Coin	Cherry	Bomb	Grape
Sally	Red	Blue	Green	Grape	Cherry	Bomb	Coin
Simon	Red	Green	Blue	Bomb	Grape	Cherry	Coin
Sausage	Red	Blue	Green	Grape	Bomb	Coin	Cherry
Steven	Green	Red	Blue	Cherry	Bomb	Coin	Grape

On the Subject of Switches



A yes or no choice isn't too bad. Unfortunately you have to make five of them and any of them could be your last.

Switches need to be flipped to match the lit indicators either above or below them.

Avoid the following switch states:

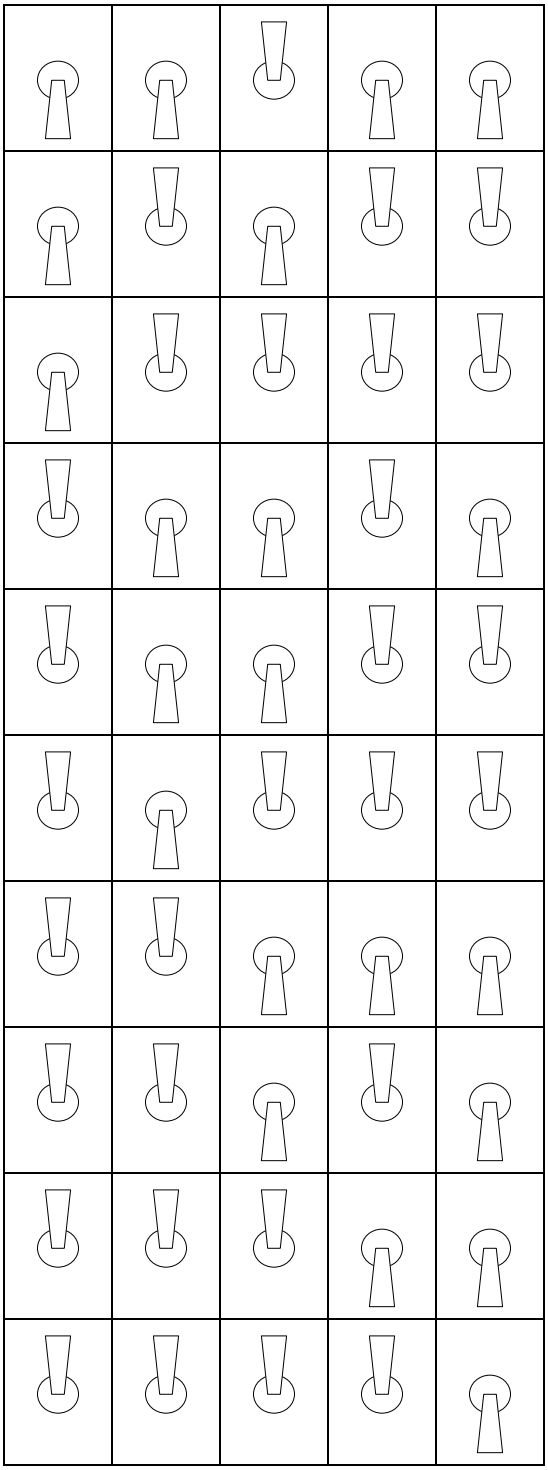
Goal is to put all switches down, then switch them up to make them match the lights.

Switches are numbered from left to right.

Left side -
Switches that are up or lights that are up.

Right side -
Read left to right, the order of switches to make them all down.

Read right to left, the order of switches to make them match the lights.



5 - 5

4 - 4

45 - 45

35 - 35

34 - 34

345 - 435

2 - 2

25 - 25

24 - 24

23 - 32

235 - 325

234 - 324

1 - 1

15 - 15

13 - 31

135 - 315

134 - 134

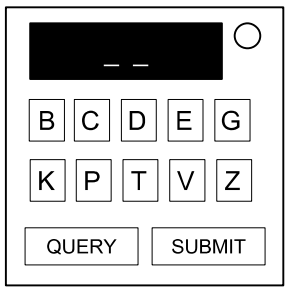
125 - 125

1245 - 4125

1235 - 1532

12345 - 34125

On the Subject of Two Bits



This poorly programmed lookup device is as maddening with its slow responses as it is unforgiving with ill-timed inputs. Patience required.

Query a series of two-letter codes to track down the correct answer before submitting it. This primitive lookup machine is intolerant to incomplete and excessive inputs, as well as any input while it is busy.

Step 1: Determine Initial Code

If the serial number contains a letter, use the leftmost letter's numeric position in the alphabet as your base value (e.g. A=1, B=2). For no letters, use 0.

Add the last digit of the serial number multiplied by the number of batteries present.

If there is a Stereo RCA port present, double the current value.*

This value is now the current code.

* Note: Skip this step if there is also an RJ45 port present.

Step 2: Determine character pair and Perform Query

Using the current code, look up the character pair. Enter that pair into the device and press "Query".

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9
0-	kb	dk	gv	tk	pv	kp	bv	vt	pz	dt
1-	ee	zk	ke	ck	zp	pp	tp	tg	pd	pt
2-	tz	eb	ec	cc	cz	zv	cv	gc	bt	gt
3-	bz	pk	kz	kg	vd	ce	vb	kd	gg	dg
4-	pb	vv	ge	kv	dz	pe	db	cd	td	cb
5-	gb	tv	kk	bg	bp	vp	ep	tt	ed	zg
6-	de	dd	ev	te	zd	bb	pc	bd	kc	zb
7-	eg	bc	tc	ze	zc	gp	et	vc	tb	vz
8-	ez	ek	dv	cg	ve	dp	bk	pg	gk	gz
9-	kt	ct	zz	vg	gd	cp	be	zt	vk	dc

A - 1
B - 2
C - 3
D - 4
E - 5
F - 6
G - 7
H - 8
I - 9
J - 10
K - 11
L - 12
M - 13
N - 14
O - 15
P - 16
Q - 17
R - 18
S - 19
T - 20
U - 21
V - 22
W - 23
X - 24
Y - 25
Z - 26

Step 3: Repeat and Submit

The response code from the device from the query in Step 2 is now your current code. Perform Step 2 an additional 2 times, using the new code each time.

After receiving the response code from the final query, look up the corresponding character pair, enter the pair into the device and press "Submit".