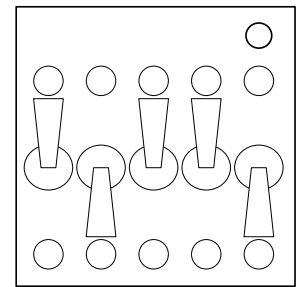# On the Subject of Switches

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:

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

In the list below, the left side is the switches that are up, or the upper lights that are on. The right side are the switches to switch.

To make all switches go down, flip all from LEFT to RIGHT except:

$$1\ 3 \rightarrow 3\ 1$$
$$2\ 3 \rightarrow 3\ 2$$
$$1\ 2\ 3 \rightarrow 1\ 3\ 2$$
$$1\ 2\ 4\ 5 \rightarrow 4\ 1\ 2\ 5$$
$$1\ 2\ 3\ 4\ 5 \rightarrow 3\ 4\ 1\ 2\ 5$$

To make switches go up to match the lights flip all from RIGHT to LEFT except:

$$1\ 3 \rightarrow 1\ 3$$
$$2\ 3 \rightarrow 2\ 3$$
$$1\ 2\ 3 \rightarrow 2\ 3\ 1$$
$$1\ 2\ 4\ 5 \rightarrow 5\ 2\ 1\ 4$$
$$1\ 2\ 3\ 4\ 5 \rightarrow 5\ 2\ 1\ 4\ 3$$

On the Subject of Flipping Switches

Whatever you do, don't give the bomb the finger.

<u>Note:</u> For use by those familiar with the original manual. Contact Nanthelas on Discord with any corrections.

- First switch all <u>UP</u> switches to <u>DOWN</u> state.
- Then flip required switches <u>UP</u>.
- The left column identifies desired switches; use "Flipping Down" for first step, and "Flipping Up" for second.

Require Flip	Flipping Down	Flipping Up
1	1	1
2	2	2
4	4	4
5	5	5
1 3	3 1	1 3
1 5	1 5	5 1
2 3	3 2	2 3
2 4	2 4	4 2
2 5	2 5	5 2
3 4	3 4	4 3
3 5	3 5	5 3
4 5	4 5	5 4
1 2 5	1 2 5	5 2 1
1 3 4	1 3 4	4 3 1
1 3 5	3 1 5	5 1 3
2 3 4	3 2 4	4 2 3
2 3 5	3 2 5	5 2 3
3 4 5	4 3 5	5 3 4
1 2 3 5	1 5 3 2	2 3 5 1
1 2 4 5	4 1 2 5	5 2 1 4
1 2 3 4 5	3 4 2 1 5	5 1 2 4 3

On the Subject of Third Base

This module is identical to Who's On First, except with four characters on each button instead of confusing words and phrases. This should be easy, right?

1. Read the display and use step 1 to determine which button label to <u>read</u>.
2. Using this button label, use step 2 determine which button to <u>push</u>.
3. Repeat until the module has been disarmed.
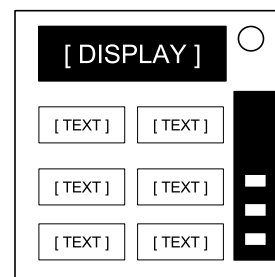
Step 1:

Based on the display, <u>read</u> the label of a particular button and proceed to step 2:

NHXS	
⬤	

IH6X	
	⬤

XI8Z	
	⬤

I8O9	
	⬤

XOHZ	
	⬤

H68S	
⬤	

8OXN	
⬤	

Z8IX	
	⬤

SXHN	
	⬤

6NZH	
⬤	

H6SI	
	⬤

6O8I	
	⬤

NXO8	
	⬤

66I8	
⬤	

S89H	
⬤	

SNZX	
	⬤

9NZS	
	⬤

8I99	
	⬤

ZHOX	
	⬤

SI9X	
	⬤

SZN6	
	⬤

ZSN8	
	⬤

HZN9	
⬤	

X9HI	
	⬤

IS9H	
⬤	

XZNS	
	⬤

X6IS	
	⬤

8NSZ	
	⬤

Step 2:

Using the label from step 1, push the first button that appears in its
corresponding list:

"XI8Z":	NHXS, I8O9, XOHZ, 6O8I, 6NZH, 66I8, H6SI, Z8IX, XI8Z, SXHN, H68S, 8OXN, IH6X, NXO8
"H68S":	6NZH, I8O9, NHXS, 6O8I, SXHN, H6SI, IH6X, 8OXN, NXO8, XI8Z, Z8IX, XOHZ, 66I8, H68S
"SXHN":	Z8IX, 8OXN, NXO8, H68S, XOHZ, XI8Z, H6SI, NHXS, IH6X, 6NZH, 66I8, I8O9, SXHN, 6O8I
"Z8IX":	NXO8, H6SI, I8O9, 6O8I, Z8IX, 66I8, XI8Z, IH6X, SXHN, XOHZ, 6NZH, 8OXN, NHXS, H68S
"IH6X":	8OXN, H6SI, I8O9, 6O8I, NHXS, Z8IX, SXHN, 66I8, 6NZH, XOHZ, NXO8, H68S, IH6X, XI8Z
"NHXS":	I8O9, H6SI, 8OXN, 6O8I, H68S, XOHZ, 66I8, XI8Z, IH6X, NHXS, 6NZH, Z8IX, SXHN, NXO8
"XOHZ":	8OXN, XOHZ, 6NZH, IH6X, XI8Z, Z8IX, 6O8I, SXHN, I8O9, H68S, NXO8, NHXS, 66I8, H6SI
"8OXN":	XI8Z, IH6X, 6NZH, XOHZ, I8O9, NHXS, H6SI, SXHN, 66I8, Z8IX, 8OXN, 6O8I, NXO8, H68S
"6NZH":	H6SI, 6NZH, H68S, SXHN, 6O8I, NHXS, Z8IX, XOHZ, 8OXN, NXO8, 66I8, XI8Z, I8O9, IH6X
"H6SI":	NHXS, IH6X, XI8Z, 66I8, SXHN, NXO8, XOHZ, H6SI, 6O8I, 6NZH, 8OXN, Z8IX, I8O9, H68S
"6O8I":	Z8IX, XI8Z, I8O9, XOHZ, IH6X, 66I8, SXHN, NXO8, 6NZH, 6O8I, H6SI, H68S, 8OXN, NHXS
"I8O9":	6O8I, SXHN, H68S, NHXS, 8OXN, IH6X, NXO8, I8O9, 6NZH, XI8Z, Z8IX, 66I8, XOHZ, H6SI
"NXO8":	8OXN, SXHN, Z8IX, I8O9, NHXS, 6NZH, H68S, 66I8, XOHZ, NXO8, IH6X, XI8Z, H6SI, 6O8I
"66I8":	H6SI, 6O8I, NHXS, XI8Z, 66I8, I8O9, IH6X, 8OXN, Z8IX, 6NZH, H68S, XOHZ, SXHN, NXO8
"9NZS":	8NSZ, 8I99, ZHOX, HZN9, IS9H, SNZX, SZN6, XZNS, SI9X, 9NZS, ZSN8, X6IS, X9HI, S89H
"8I99":	ZHOX, IS9H, X6IS, SNZX, SI9X, X9HI, ZSN8, XZNS, 9NZS, S89H, HZN9, 8NSZ, SZN6, 8I99
"ZHOX":	ZSN8, 8I99, SNZX, ZHOX, IS9H, SZN6, 8NSZ, S89H, HZN9, 9NZS, SI9X, XZNS, X6IS, X9HI
"HZN9":	9NZS, HZN9, SZN6, IS9H, ZSN8, 8I99, S89H, ZHOX, SI9X, SNZX, 8NSZ, X9HI, X6IS, XZNS
"SZN6":	X9HI, S89H, SZN6, SNZX, SI9X, 8NSZ, ZHOX, XZNS, HZN9, X6IS, IS9H, ZSN8, 8I99, 9NZS
"S89H":	SNZX, 8NSZ, IS9H, SI9X, HZN9, SZN6, ZSN8, X9HI, S89H, 9NZS, X6IS, XZNS, 8I99, ZHOX
"SNZX":	SNZX, ZHOX, 8I99, 9NZS, X9HI, XZNS, ZSN8, IS9H, 8NSZ, X6IS, HZN9, SZN6, S89H, SI9X
"ZSN8":	SZN6, S89H, 8I99, HZN9, IS9H, ZSN8, X9HI, 9NZS, SNZX, X6IS, ZHOX, 8NSZ, XZNS, SI9X
"SI9X":	9NZS, XZNS, HZN9, ZHOX, S89H, X9HI, ZSN8, X6IS, 8I99, SNZX, SZN6, IS9H, SI9X, 8NSZ
"X9HI":	8NSZ, SNZX, IS9H, SI9X, ZHOX, SZN6, HZN9, XZNS, X6IS, 9NZS, S89H, 8I99, ZSN8, X9HI
"IS9H":	SI9X, SNZX, ZSN8, ZHOX, XZNS, 8NSZ, IS9H, X6IS, X9HI, 8I99, SZN6, HZN9, S89H, 9NZS
"XZNS":	8I99, S89H, X9HI, ZSN8, 9NZS, SZN6, 8NSZ, SI9X, HZN9, IS9H, XZNS, SNZX, ZHOX, X6IS
"8NSZ":	8I99, X9HI, X6IS, HZN9, 9NZS, XZNS, SNZX, SZN6, 8NSZ, S89H, SI9X, IS9H, ZHOX, ZSN8
"X6IS":	HZN9, IS9H, S89H, SZN6, XZNS, X9HI, ZSN8, SI9X, SNZX, 9NZS, X6IS, 8NSZ, 8I99, ZHOX

On the Subject of Tic-Tac-Toe

All those years of getting ties in Tic-Tac-Toe might finally pay off.

To defuse this module, all nine buttons must be filled with "X"s and "O"s.

The display labeled "Up Next:" shows either an "X" or an "O". The keypad displays some numbers between 1 and 9 and some already placed "X"s and "O"s. After placing a piece, the displays go blank.

The numbers in the chart on the following page indicate the location on the keypad where each piece should be placed.

Use the rules below to determine the starting row:

1. If the last digit of the serial number is even, the starting row is either 5, 6, 7, 8, or 9. Otherwise, the starting row is either 1, 2, 3, or 4.
2. If there is at least one parallel port, use the even values. Otherwise, use the odd values.
3. If there are more unlit indicators than lit indicators, the starting row is the lowest remaining value from rule 2.
4. If there are more lit indicators than unlit indicators, the starting row is the highest value remaining from rule 2.
5. If there are an equal number of lit and unlit indicators, the starting row is the average of the remaining values from rule 2.

In the chart, determine the appropriate placement column based on the relative number of "X"s and "O"s already on the board. Begin at the starting row and move down your selected column until you reach a number that corresponds to an unfilled spot on the keypad. If you pass row 9, continue at row 1.

If placing the piece in this location would result in a tic-tac-toe, you MUST press "PASS" and continue in the <u>same</u> row; otherwise, place the piece by pressing the location on the keypad and then move to the <u>next</u> row in the chart.

Two consecutive passes will result in a piece being placed (and displayed) in one of the available spaces. This may result in a tic-tac-toe but will not incur a strike.

Upon a strike, the row resets to the initial starting row and the keypad displays the placed pieces and remaining numbers. All previous placements remain until the module is defused.
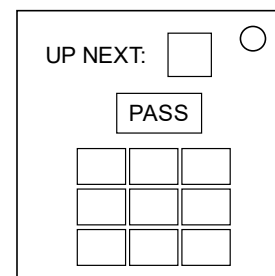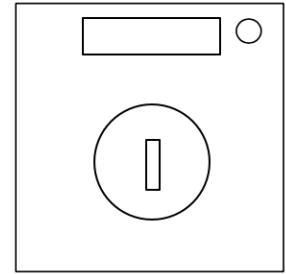
Table 1: Tic-tac-toe piece placement location chart

ROW	"X"s > "O"s Placing An:		"X"s = "O"s Placing An:		"X"s < "O"s Placing An:	
	"X"	"O"	"X"	"O"	"X"	"O"
1	9	3	3	9	8	1
2	5	6	6	7	1	2
3	7	8	2	1	5	8
4	4	5	7	8	9	6
5	1	4	1	6	7	3
6	8	7	5	2	4	4
7	6	1	8	4	3	9
8	2	2	9	5	2	5
9	3	9	4	3	6	7

On the Subject of Turn The Key

How can something so simple be so infuriating?

Turn the key when the bomb's timer matches the time on the display, no sooner, no later.

On the Subject of Turn The Keys

Order is everything.

This modules has two keys and a display. The display indicates this module's priority.
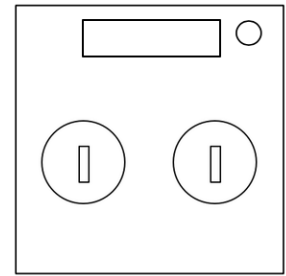
LEFT KEY

Turn the left key after you have done <u>all</u> of the following:

- Turned the right key on all 'Turn the Keys' modules.
- Turned all lower priority left keys.
- Solved all Password modules.
- Solved all Who's On First modules.
- Solved all Crazy Talk modules.
- Solved all Keypad modules.
- Solved all Listening modules.
- Solved all Orientation modules.

But before you have done <u>any</u> of the following:

- Turned any higher priority left keys.
- Solved any Maze modules.
- Solved any Memory modules.
- Solved any Complex Wires modules.
- Solved any Wire Sequence modules.
- Solved any Cryptography modules.

RIGHT KEY

Turn the right key after you have done <u>all</u> of the following:

- Turned all higher priority right keys.
- Solved all Morse Code modules.
- Solved all Wire modules.
- Solved all Two Bits modules.
- Solved all The Button modules.
- Solved all Colour Flash modules.
- Solved all Round Keypad modules.

But before you have done <u>any</u> of the following:

- Turned any left keys.
- Turned any lower priority right keys.
- Solved any Semaphore modules.
- Solved any Combination Lock modules.
- Solved any Simon Says modules.
- Solved any Astrology modules.
- Solved any Switches modules.
- Solved any Plumbing modules.

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

On the Subject of Toppling Two Bits

Shave and a haircut...

Note: For use by those familiar with the original manual. Contact Nanthelas on Discord with any corrections.

Starting Number: SN's leftmost letter + (Last Digit * Batteries)
If RCA and NO RJ-45, double it.

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

Two Bits Chart

00	kb	20	tz	40	pb	60	de	80	ez
01	dk	21	eb	41	vv	61	dd	81	ek
02	gv	22	ec	42	ge	62	ev	82	dv
03	tk	23	cc	43	kv	63	te	83	cg
04	pv	24	cz	44	dz	64	zd	84	ve
05	kp	25	zv	45	pe	65	bb	85	dp
06	bv	26	cv	46	db	66	pc	86	bk
07	vt	27	gc	47	cd	67	bd	87	pg
08	pz	28	bt	48	td	68	kc	88	gk
09	dt	29	gt	49	cb	69	zb	89	gz
10	ee	30	bz	50	gb	70	eg	90	kt
11	zk	31	pk	51	tv	71	bc	91	ct
12	ke	32	kz	52	kk	72	tc	92	zz
13	ck	33	kg	53	bg	73	ze	93	vg
14	zp	34	vd	54	bp	74	zc	94	gd
15	pp	35	ce	55	vp	75	gp	95	cp
16	tp	36	vb	56	ep	76	et	96	be
17	tg	37	kd	57	tt	77	vc	97	zt
18	pd	38	gg	58	ed	78	tb	98	vk
19	pt	39	dg	59	zg	79	vz	99	dc

On the Subject of Word Search

LZIEAJDHARDERBNCOJWTHANPQIEYBZITLOOKSYWH

A field of 36 letters will appear on the screen within the module. Some of these letters will spell out words, which may be spelled backwards and appear in any direction.

S	J	A	V	K	H
M	O	U	R	Q	I
G	Y	T	H	E	P
D	D	H	S	I	M
C	N	O	F	T	R
J	I	R	Z	T	W
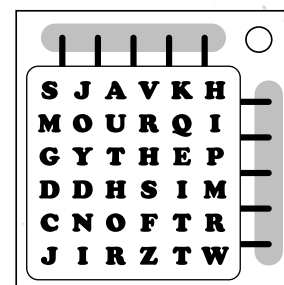
1. The chart below contains boxes with letters in the corners. For each of the four letters in the corners of the display, find a box on the chart that has that letter in the same corner.
2. Once all the relevant boxes have been located, use the last digit of the serial number (even or odd) to determine the correct words to reference.
3. Only one of those words will appear on the display. Select the first and last letter of the correct word to disarm the module. The bomb will record a strike if any other words are selected.

[even]	HOTEL	SEARCH	ADD	SIERRA	FINISH	
—	—	—	—	—	—	
[odd]	DONE	QUEBEC	CHECK	FIND	EAST	
	V	**U**	**S**	**Z**		
PORT	BOOM	LINE	KABOOM	PANIC	MANUAL	DECOY
—	—	—	—	—	—	—
COLOR	SUBMIT	BLUE	ECHO	FALSE	ALARM	CALL
P	**Q**	**N**	**X**	**F**	**Y**	
SEE	INDIA	NUMBER	ZULU	VICTOR	DELTA	HELP
—	—	—	—	—	—	—
TWENTY	NORTH	LOOK	GREEN	XRAY	YES	LOCATE
T	**I**	**M**	**E**	**D**	**A**	
ROMEO	TRUE	MIKE	FOUND	BOMBS	WORK	TEST
—	—	—	—	—	—	—
BEEP	EXPERT	EDGE	RED	WORD	UNIQUE	JINX
K	**B**	**W**	**H**	**J**	**O**	
GOLF	TALK	BRAVO	SEVEN	MODULE	LIST	YANKEE
—	—	—	—	—	—	—
LETTER	SIX	SERIAL	TIMER	SPELL	TANGO	SOLVE
	R	**L**	**C**	**G**		
	CHART	MATH	READ	LIMA	COUNT	
	—	—	—	—	—	
	OSCAR	NEXT	LISTEN	FOUR	OFFICE	

On the Subject of Answering Questions

I hope you studied, it's quiz night!

- Respond to the computer prompts by pressing "Y" for "Yes" or "N" for "No".
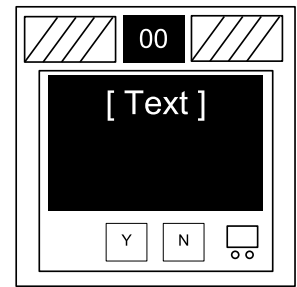
On the Subject of Filibuster

What's this game called? Ok, let's do that.

- A warning countdown signals the module is about to be armed.
- If you hear annoying beeping, talk.
- Keep talking.
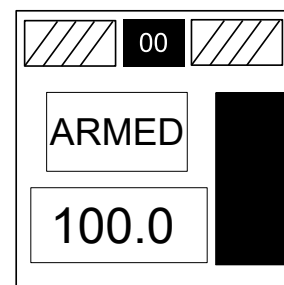
Filibuster Settings

This mod requires a microphone. It will look for the default recording device and listen to it to determine the volume.

There is a *modSettings.json* file in the mod's folder (*SteamLibrary\steamapps\workshop\content\341800\739663396*) to customize the thresholds. You can open this file in a text editor to edit the settings. Restart the game if you are changing these values.

This is the default for the file:
{"MicThreshold": 25.0, "FailureThreshold": 3}

MicThreshold – a value from 0.0 – 100.0 to adjust for your microphone.
FailureThreshold – an integer value for the number of seconds of failing the mic check before a strike. I recommend this stay in the range of 1 – 10.

On the Subject of Lights Out

Who knew turning out all the lights was a hard task?

- Press the buttons to switch off all the lights.
- When pressed, a button will invert the lit state of the button itself and the lit state of the adjacent buttons in the four major cardinal directions.
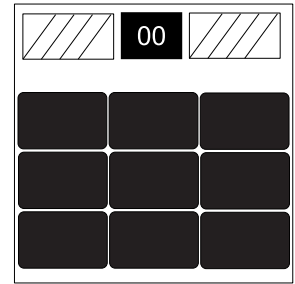
On the Subject of Math

Math is still easy. But is it easy when you have to answer questions over and over to stop an explosion? Only one way to find out.

Answer the question. Enter the numbers with the keypad and press '=' to submit your answer. Use '-' to toggle the sign. Don't blow up!

On the Subject of Motion Sense

Don't move. Its explosiveness is based on movement.

- When activated, this module will monitor all rotation activity of the bomb for the duration of the module activation.
- The more you rotate the bomb while active, the higher the needle will rise on the indicator.
- A strike is given if the needle on the gauge reaches the end of the scale.
- The back-light of the gauge will change color and an audible sound will be made when the gauge reaches 80% or more.
- Setting the bomb down, or conversely picking the bomb up, will cause rotation activity and will cause the needle to rise when the module is active.
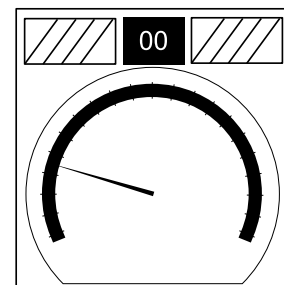
On the Subject of Rotary Phones

Hello, this is emergency services, please hold...

- The display will show 3 numbers, top to bottom, representing a single 3-digit number.
- Whenever the module activates, these numbers will change.
- Add the new number to the old one, take the 3 least significant digits, and enter the resulting number. This number is now your old number.
- If you gain a strike from this module, your old number is replaced with the currently displayed number.
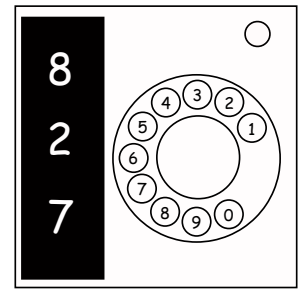
On the Subject of Tetris

Chances are you've already played many iterations of this game. At this point, how can we be sure that Tetris isn't some kind of meta-virus that propagates itself through game developers and modders?
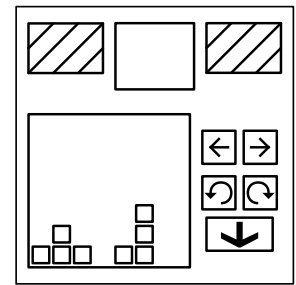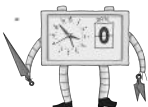
- To deactivate the module, the player will be required to place 3 Tetris pieces onto the game board.

- Pieces can be rotated, moved left and right, and placed using the arrow buttons.

- Pieces will not fall with time, but instead will be placed as far down as possible.

- Completely filling a row will cause that row to be removed, and other rows will fall down to fill the empty space.

- If the board fills up, the player will be unable to place new blocks, and will gain strikes.

On the Subject of Who's That Monsplode?

Are you still a fan of some animated series from your childhood? It looks like you stumbled upon another fan.

- The shadow of a Monsplode™ will appear on the screen.
- Picking the name of the Monsplode™ correctly will add 20 seconds to the counter.
- You can't have more than 80 seconds in the counter.
- If you make a mistake, the bomb will register a strike.
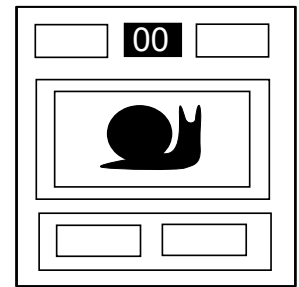
Monsplode™	Name		Monsplode™	Name		Monsplode™	Name
	Buhar			Lanaluff			Magmy
	Bob			Melbor			Docsplode
	Mountoise			Nibs			Clondar
	Aluga			Lugirit			Zapra
	Caadarim			Vellarim			Ukkens
	Flaurim			Gloorim			Zenlad
	Asteran			Violan			Pouse
	Myrchat						