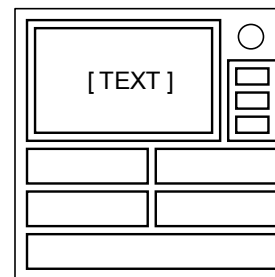


## On the Subject of Sea Shells

Clear communication is crucial when defusing bombs. One can only assume that this module doesn't want to be defused.



- The Sea Shells module consists of a display and five buttons.
- The display shows a phrase. The first two words of the phrase refer to a row of Table 1. The third and fourth words refer to a column of Table 1. The remainder of the phrase refers to Table 2.
- Table 1 will give a code, and Table 2 will provide a key to turn the code into a sequence of words.
- The buttons must be used to input the sequence of words. Pressing an incorrect button will result in a strike and reset the current stage of the module.
- Inputting a correct sequence three times will disarm the module.

**Table 1:**

	EH	HH	EE	HE	
	SEA SHELLS	SHE SHELLS	SEA SELLS	SHE SELLS	
SHE SELLS	BDABDAB	ACEEAC	EACEACE	DAABDAB	HE
SHE SHELLS	BEEBBE	CDCCDB	EAEAEA	BEEDA	HH
SEA SHELLS	ABABA	EAAEEA	DBEAC	ABDBAA	EH
SEA SELLS	ACACEAC	DBAEC	EBDADAB	CECEC	EE

**Table 2:**

ON THE SEA SHORE	A = shoe D = sit	B = shih tzu E = sushi	C = she
ON THE SHE SORE	A = can D = 2	B = toucan E = cancan	C = tutu
ON THE SHE SURE	A = witch D = twitch	B = switch E = stitch	C = itch
ON THE SEESAW	A = burglar alarm D = burger	B = Bulgaria E = llama	C = armour

Above and to the side of Table 1 are the second letters of the first four words.

## On the Subject of Selling Sea Shells

*Betty Botter bought some butter...*

*"But!" she said, "This butter's bitter!"*

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

- In this table, "Burglar Alarm" has been replaced with "Alarm".

### Starts with E

	Shoe	Can	Witch	Burger
<b>EEEE</b>	Sushi, Shih Tzu, (Sit, Shoe) <b>x2</b> , Shih Tzu	Cancan, Toucan, (2, Can) <b>x2</b> , Toucan	Stitch, Switch, (Twitch, Witch) <b>x2</b> , Switch	Llama, Bulgaria, (Burger, Alarm) <b>x2</b> , Bulgaria
<b>EEEH</b>	(Shoe, She) <b>x2</b> , Sushi, Shoe, She	(Can, Tutu) <b>x2</b> , Cancan, Can, Tutu	(Witch, Itch) <b>x2</b> , Stitch, Witch, Itch	(Alarm, Armour) <b>x2</b> , Llama, Alarm, Armour
<b>EEHE</b>	(She, Sushi) <b>x3</b>	(Tutu, Cancan) <b>x3</b>	(Itch, Stitch) <b>x3</b>	(Armour, Llama) <b>x3</b>
<b>EEHH</b>	Sit, Shih Tzu, Shoe, Sushi, She	2, Toucan, Can, Cancan, Tutu	Twitch, Switch, Witch, Stitch, Itch	Burger, Bulgaria, Alarm, Llama, Armour
<b>EHEE</b>	Sit, Shih Tzu, Sushi, Shoe, She	2, Toucan, Cancan, Can, Tutu	Twitch, Switch, Stitch, Witch, Itch	Burger, Bulgaria, Llama, Alarm, Armour
<b>EHEH</b>	(Shoe, Shih Tzu) <b>x3</b>	(Can, Toucan) <b>x3</b>	(Witch, Switch) <b>x3</b>	(Alarm, Bulgaria) <b>x3</b>
<b>EHHE</b>	Shoe, Shih Tzu, Sit, Shih Tzu, (Shoe) <b>x2</b>	Can, Toucan, 2, Toucan, (Can) <b>x2</b>	Witch, Switch, Twitch, Switch, (Witch) <b>x2</b>	Alarm, Bulgaria, Burger, Bulgaria, (Alarm) <b>x2</b>
<b>EHHH</b>	Sushi, (Shoe) <b>x2</b> , (Sushi) <b>x2</b> , Shoe	Cancan, (Can) <b>x2</b> , (Cancan) <b>x2</b> , Can	Stitch, (Witch) <b>x2</b> , (Stitch) <b>x2</b> , Witch	Llama, (Alarm) <b>x2</b> , (Llama) <b>x2</b> , Alarm

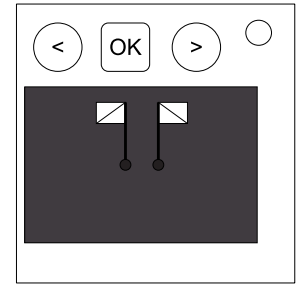
**Starts with H**

	Shoe	Can	Witch	Burger
<b>HEEE</b>	(Sushi, Shoe, She) <b>x3</b>	(Cancan, Can, Tutu) <b>x3</b>	(Stitch, Witch, Itch) <b>x3</b>	(Llama, Alarm, Armour) <b>x3</b>
<b>HEEH</b>	(Shih Tzu, Sit, Shoe) <b>x3</b>	(Toucan, 2, Can) <b>x3</b>	(Switch, Twitch, Witch) <b>x3</b>	(Bulgaria, Burger, Alarm) <b>x3</b>
<b>HEHE</b>	Sit, (Shoe) <b>x2</b> , Shih Tzu, Sit, Shoe, Shih Tzu	2, (Can) <b>x2</b> , Toucan, 2, Can, Toucan	Twitch, (Witch) <b>x2</b> , Switch, Twitch, Witch, Switch	Burger, (Alarm) <b>x2</b> , Bulgaria, Burger, Alarm, Bulgaria
<b>HEHH</b>	Shoe, Shih Tzu, (Sushi) <b>x2</b> , Shoe, Shih Tzu	Can, Tutu, (Cancan) <b>x2</b> , Can, Tutu	Witch, Itch, (Stitch) <b>x2</b> , Witch, Itch	Alarm, Armour, (Llama) <b>x2</b> , Alarm, Armour
<b>HHEE</b>	(Sushi, Shoe) <b>x3</b>	(Cancan, Can) <b>x3</b>	(Stitch, Witch) <b>x3</b>	(Llama, Alarm) <b>x3</b>
<b>HHEH</b>	Shih Tzu, (Sushi) <b>x2</b> , (Shih Tzu) <b>x2</b> , Sushi	Toucan, (Cancan) <b>x2</b> , (Toucan) <b>x2</b> , Cancan	Switch, (Stitch) <b>x2</b> , (Switch) <b>x2</b> , Stitch	Bulgaria, (Llama) <b>x2</b> , (Bulgaria) <b>x2</b> , Llama
<b>HHHE</b>	Shih Tzu, (Sushi) <b>x2</b> , Sit, Shoe	Toucan, (Cancan) <b>x2</b> , 2, Can	Switch, (Stitch) <b>x2</b> , Twitch, Witch	Bulgaria, (Llama) <b>x2</b> , Burger, Alarm
<b>HHHH</b>	She, Sit, (She) <b>x2</b> , Sit, Shih Tzu	Tutu, 2, (Tutu) <b>x2</b> , 2, Toucan	Itch, Twitch, (Itch) <b>x2</b> , Twitch, Switch	Armour, Burger, (Armour) <b>x2</b> , Burger, Bulgaria

## On the Subject of Semaphore

*This module demands attention from the sea - unlucky for you the bomb's bone dry.*

*See the next page for semaphore reference.*



- A semaphore module will present with a previous button, a next button, an OK button and a semaphore indicator.
- Use the previous and next buttons to navigate through the semaphore sequence, starting from the left-most semaphore character to the right-most semaphore character.
- The semaphore sequence will contain some characters from the serial number on the bomb, but also includes one other character not present in the serial number.
- Navigate to the one and only character that is missing from the serial number, and then press the OK button.
- Control characters, such as 'Numerals', 'Letters', 'Error', 'Rest' and 'Cancel' are not considered as a valid answer.

The next page describes flag positions using three different notations.

- "Compass directions": N, S, E, W. Diagonals are NW, NE, SW, SE.





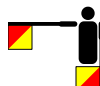

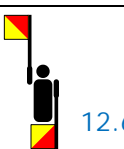

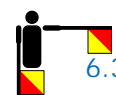



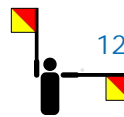
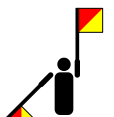
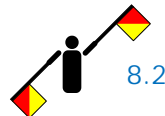
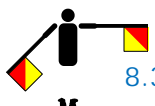
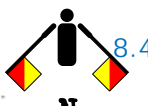
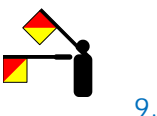
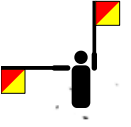
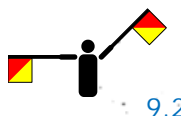
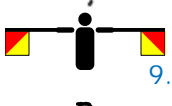

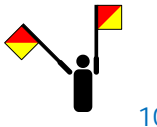

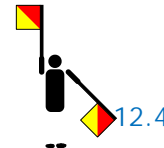
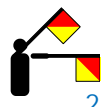

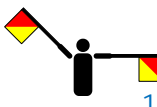

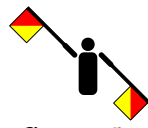
- "Up Down": U, D, L, R are used for N, S, W, E respectively. Diagonals UR, UL, DR, and DL used for NE, NW, SE, and SW respectively.

- "Clockface": This notation uses the positions on a clock. 12, 3, 6, and 9 for N, S, E, and W. Diagonals are always even numbers, so 2, 4, 8, and 10 are used for NE, SE, SW, and NW respectively.

## 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.

 <b>Rest / Space</b>	 <b>Numerals</b> N.NE U.UR	 <b>Error / Attention</b>	 <b>A or 1</b> SW.S DL.D	 <b>B or 2</b> W.S L.D
 <b>C or 3</b> NW.S UL.D	 <b>D or 4</b> N.S U.D	 <b>E or 5</b> S.NE D.UR	 <b>F or 6</b> S.E D.R	 <b>G or 7</b> S.SE D.DR
 <b>H or 8</b> W.SW L.DL	 <b>I or 9</b> SW.NW DR.UR	 <b>J or Letters</b> N.E U.R	 <b>K or 0</b> SW.N DL.U	 <b>L</b> SW.NE DL.UR
 <b>M</b> SW.E L.R	 <b>N</b> SW.SE DL.DR	 <b>O</b> W.NW L.UL	 <b>P</b> W.N L.U	 <b>Q</b> W.NE L.UR
 <b>R</b> W.E L.R	 <b>S</b> W.SE L.DR	 <b>T</b> NW.N UL.U	 <b>U</b> NW.NE UL.UR	 <b>V</b> N.SE U.DR
 <b>W</b> NE.E UR.R	 <b>X</b> NE.SE UR.DR	 <b>Y</b> NW.E UL.R	 <b>Z</b> SE.E DR.R	 <b>Cancel / Annul</b>

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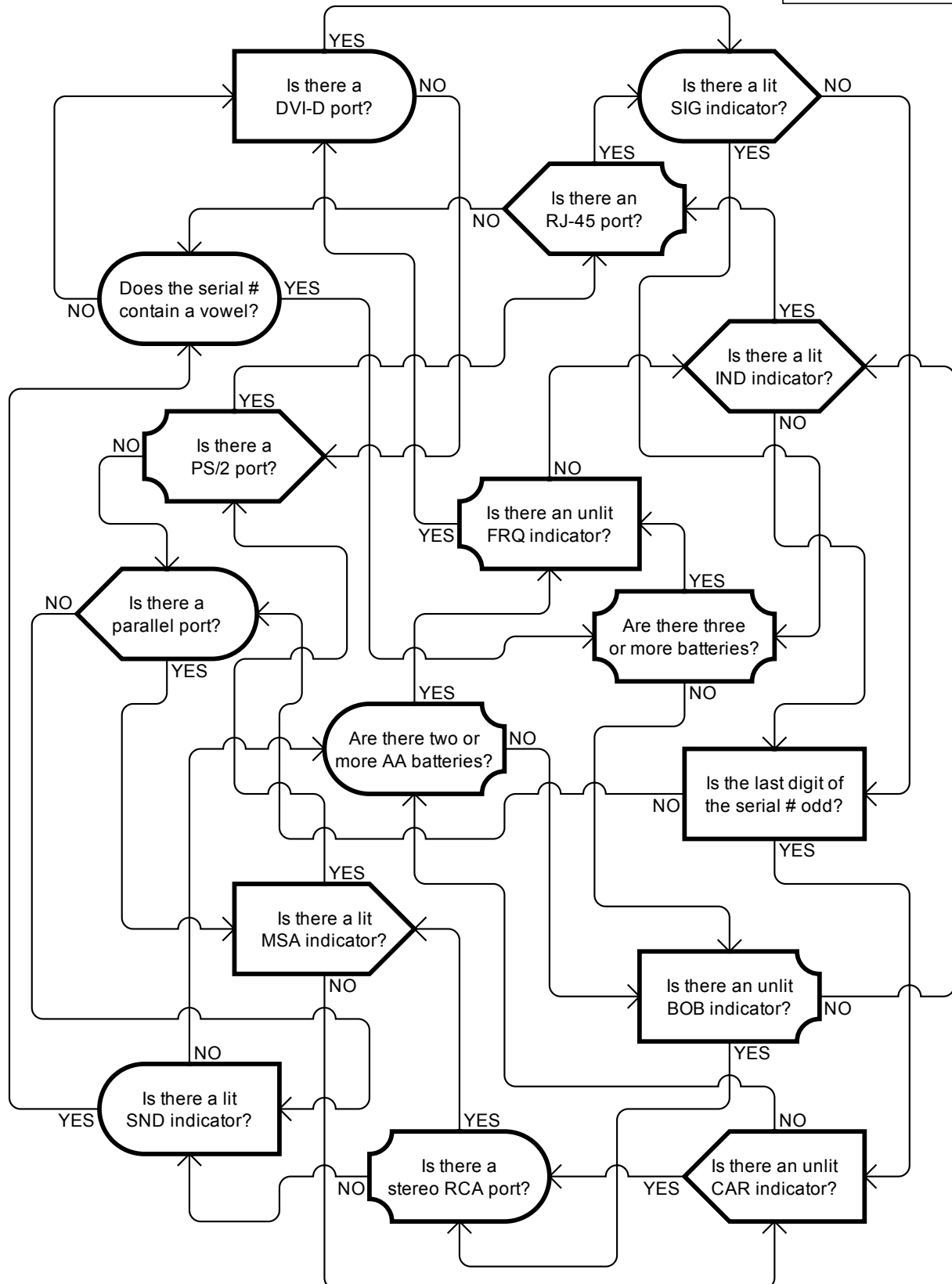
## On the Subject of Signalling Semaphores

*N.E W.SW S.NE SW.NE W.N Rest SW.E S.NE*

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

<b>Numerals</b>	<b>Compass</b>	<b>Clockface</b>	<b>Up-Down</b>
A/1	SW.S	8.6	Down-Left.Down
B/2	W.S	9.6	Left.Down
C/3	NW.S	10.6	Up-Left.Down
D/4	N.S	12.6	Up.Down
E/5	S.NE	6.2	Down.Up-Right
F/6	S.E	6.3	Down.Right
G/7	S.SE	6.4	Down.Down-Right
H/8	W.SW	9.8	Left.Down-Left
I/9	SW.NW	8.10	Down-Left.Up-Left
J	N.E	12.3	Up.Right
K/O	SW.N	8.12	Down-Left.Up
L	SW.NE	8.2	Down-Left.Up-Right
M	SW.E	8.3	Down-Left.Right
N	SW.SE	8.4	Down-Left.Down-Right
O	W.NW	9.10	Left.Up-Left
P	W.N	9.12	Left.Up
Q	W.NE	9.2	Left.Up-Right
R	W.E	9.3	Left.Right
S	W.SE	9.4	Left.Down-Right
T	NW.N	10.12	Up-Left.Up
U	NW.NE	10.2	Up-Left.Up-Right
V	N.SE	12.4	Up.Down-Right
W	NE.E	2.3	Up-Right.Right
X	NE.SE	2.4	Up-Right.Down-Right
Y	NW.E	10.3	Up-Left.Right
Z	SE.E	4.3	Down-Right.Right

*The concept is simple: change a shape into another shape according to certain rules. The rules, however, are not so simple.*



## On the Subject of Shifting Shape Shift

*Maybe this bomb will shape shift into a pinata or something. I wouldn't count on it, though.*

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

- Find your starting shape in the left column.
- If the bomb has the condition, repeat with the shape in the "Yes" column.
- Otherwise, repeat with the shape in the "No" column.
- Upon reaching a shape twice, enter it.
- The numbers facilitate recording shapes you've visited before.

	Shape	Condition	Yes	No
1	FF	Last SN Odd	PF	PR
2	FP	Lit MSA	TP	PF
3	FR	DVI Port	RP	TP
4	FT	Unlit BOB	TR	PP
5	PF	Unlit CAR	TR	RT
6	PP	Lit IND	PT	FF
7	PR	Parallel Port	FP	RF
8	PT	RJ-45 Port	RP	RR
9	RF	Lit SND	RR	RT
10	RP	Lit SIG	TT	FF
11	RR	SN has Vowel	TT	FR
12	RT	AA Battery	TF	FT
13	TF	Unlit FRQ	FR	PP
14	TP	PS-2 Port	PT	PR
15	TR	RCA Port	FP	RF
16	TT	3+ Batteries	TF	FT

### Abbreviations

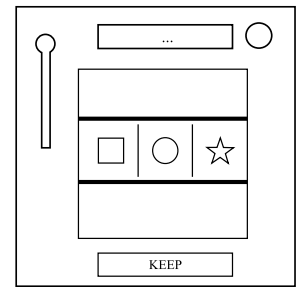
<b>F</b>	Flat, Rectangle
<b>P</b>	Point, Triangle
<b>R</b>	Round, Pill, Circle
<b>T</b>	Ticket, Cut, Rounded Corners



## On the Subject of Silly Slots

*Sassy Sally said sorry since soggy Steven slurped soup.*

Only press the KEEP button when the slots are in a LEGAL state. Only pull the lever when the slots are in an ILLEGAL state. The module will automatically defuse after 4 pulls of the lever.



The slots are in an ILLEGAL state if any of these statements are true:

- There is a single Silly Sasusage.
- There is a single Sassy Sally.
- There are 2 or more Soggy Stevens.
- There are 3 Simons, unless any of them are Sassy.
- There is a Sausage adjacent to a Sally, unless Sally is Soggy.
- There are exactly 2 Silly slots, unless they are both Steven.
- There is a single Soggy slot, unless the previous stage had any number of Sausage slots.
- All 3 slots are the same symbol and colour, unless there has been a Soggy Sausage in any previous stage.
- All 3 slots are the same colour, unless any of them are Sally or there was a Silly Steven in the last stage.
- There are any number of Silly Simons, unless there has been a Sassy Sausage in any previous stage.

UNDERLINED words are placeholders, substitute them for the correct word using the matrix below and the keyword found on the module's display. This keyword changes when the lever is pulled.

		Placeholder						
		Sassy	Silly	Soggy	Sally	Simon	Sausage	Steven
Key Word	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

# Silly Slots

1. 1x **2C**
2. 1x **1A**
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 PREVIOUS 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 Pulling Silly Slots

*You will not BELIEVE what Sally did with Steven and a Sausage last night.*

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

### Pull If:

- 1x 2C
- 1x 1A unless position 2 stages ago was 3
- 1x 3 unless previous stage had ANY C
- C adjacent to 1A or 2A
- Any 2B unless ANY previous stage had 1C
- 2x 2 unless BOTH are 2D
- 2-3x 3D
- 3x B unless any are 1B
- All **Same # and Letter** unless ANY previous stage had 3C
- All **Same #** unless ANY are A OR previous stage had 2D

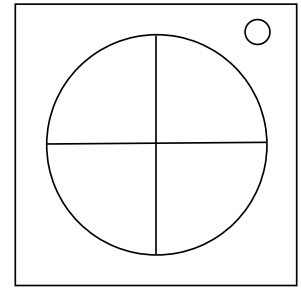
### Converting to Letter/Number

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

## On the Subject of Simon States

*I'm not sure this even qualifies as Simon Says...*

- One or more colours will flash per stage.
- Each stage will also show the colours of previous stages.
- The current sequence will repeat after a short delay.
- When the sequence repeats, your input is not reset.
- If you press an incorrect button, your input is reset.
- Using the table on the next page, press the correct colour for each stage to advance.
- When a rule asks for colour priorities, use the table below to determine the correct colour.



Priority	Top-Left Button Colour			
	Red	Yellow	Green	Blue
Highest	Red	Blue	Green	Yellow
High	Blue	Yellow	Red	Green
Low	Green	Red	Yellow	Blue
Lowest	Yellow	Green	Blue	Red

## Stage 1

- If one colour flashed, press that colour.
- Otherwise, if two colours flashed and one was blue, press the highest priority colour that flashed.
- Otherwise, if two colours flashed, press blue.
- Otherwise, if three colours flashed including red, press the lowest priority colour that flashed.
- Otherwise, if three colours flashed, press red.
- Otherwise, press the second highest priority colour.

## Stage 2

- If only red and blue flashed, press the highest priority colour that didn't flash.
- Otherwise, if two colours flashed, press the lowest priority colour that didn't flash.
- Otherwise, if one colour flashed and it was not blue, press blue.
- Otherwise, if one colour flashed, press yellow.
- Otherwise, if all colours flashed, press the same colour as stage 1.
- Otherwise, press the colour that didn't flash.

## Stage 3

- If three colours flashed and at least one was pressed in a previous stage, press the highest priority colour that flashed and hasn't been pressed.
- Otherwise, if three colours flashed, press the highest priority colour that flashed.
- Otherwise, if two colours flashed and both have been pressed, press the lowest priority colour that didn't flash.
- Otherwise, if two colours flashed, press the same colour as stage 1.
- Otherwise, if one colour flashed, press that colour.
- Otherwise, press the second lowest priority colour.

## Stage 4

- If three unique colours have been pressed, press the fourth colour.
- Otherwise, if three colours flashed and exactly one hasn't been pressed, press that colour.
- Otherwise, if at least three colours flashed, press the lowest priority colour.
- Otherwise, if one colour flashed, press that colour.
- Otherwise, press green.