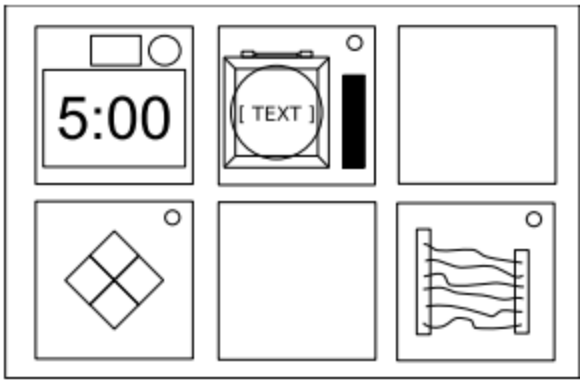
Expert Defuser's Manual
By capSTONED

Please note that this manual is for the sole purpose of solving and defusing our Hack&Roll 2026 Project.

Defusing the STONE

The STONE (Set To Obliterate Nervous Engineers) will detonate when its countdown timer reaches 0:00. The only way to defuse a bomb is to disarm all of its modules before the countdown timer expires.

Example Bomb



Front

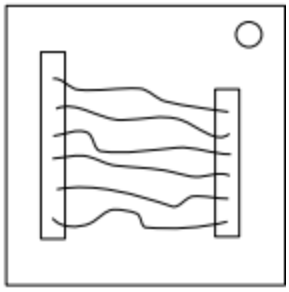
Modules

The STONE will include up to 6 modules that must be disarmed. Each module is discrete and can be disarmed in any order. Instructions for disarming modules can be found in the following section, with each having detailed steps that will come in useful.

Penalties

Whenever a module has received an incorrect input, either a *Time Penalty* or *Annoyance* will occur. This varies from module to module, and is further explained in their sections.

On the Subject of Cutting the Wires



- A wire module can have 2-4 wires on it.
- Only the one correct wire needs to be removed to disarm the module.
- Wire ordering begins with the first on the top.
- To cut the wire, count the number of wires in the module and refer to the appropriate table below:

2 wires:
If there is both a blue wire and a red wire sequentially, cut the red wire.
Otherwise, if the latter is blue, cut the former wire.
Otherwise, if the latter is yellow, cut the antecedent yellow wire.
Otherwise, if the former is red and the latter is black, cut the red wire.
Otherwise, cut the latter wire.

3 wires:
If there are no red wires, cut the second wire.
If the last wire is black, cut the last wire.
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, 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.

On the Subject of Cross Criss

A wire has to be correctly configured to a connection based on the number of blinks and the LED colour. Its connection is determined in the table below. The position of the wires indicated is in a **top-down configuration.**

LED Colour -> Determines which wire should be connected	LED Blinks -> Determines which position the wire should be connected to
Red -> First wire (top)	1 -> Connect wire to last position (bottom)
Green -> Second wire	2 -> Connect wire to second position
Blue -> Fourth wire	3 -> Connect wire to the first position
Yellow -> Third wire	4 -> Connect wire to the third position

Example:
LED is red with 4 blinks -> first wire should be connected to the third position

On the Subject of Simon Says

Press the correct button based on which button is flashing.

	Red Flash	**Blue Flash**	**Green Flash**	**Yellow Flash**
Button to press	Blue	Red	Yellow	Green

On the Subject of Tilting Towers

To solve this puzzle, a number of physical moves will be required by tilting the device. A serial number will be provided, which is composed of both numbers and letters. These moves are denoted by the relevant letters:

- **L** – Left
- **R** – Right
- **B** – Back
- **T** – Top
- **D** – down

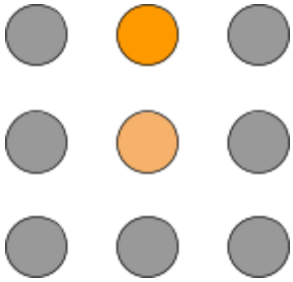
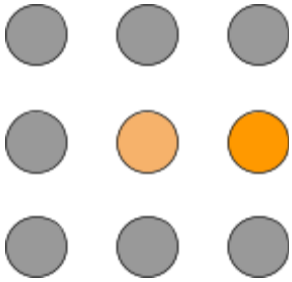
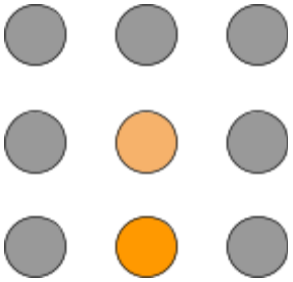
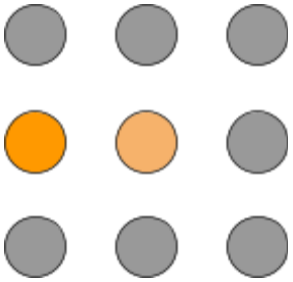
The numbers will correspond to the relevant letter (and move), that appears in the serial number. The moves to be carried out **follow the sequence in which the numbers are placed.**

Serial Number	
Example: **A54ZN3J122L**	
Letters	**Numbers**
RBTDL	543122
5 -> L, 4 -> D, 3 -> T, 1 -> R,	

2 -> B, 2 -> B
Sequence: Left, Down, Top, Right, Back, Back

On the Subject of Pattern Drawings

The module contains 9 LEDs, requiring different permutations to be inputted based on the order of the modules on the STONE. Based on the module's slot number, its LEDs must be lit. Overlapping LEDs **should remain lit.** The order of the slots in which the patterns are drawn does not matter.

Cutting the Wires			
Slot 1	Slot 2	Slot 3	Slot 4
			

Cross Criss			
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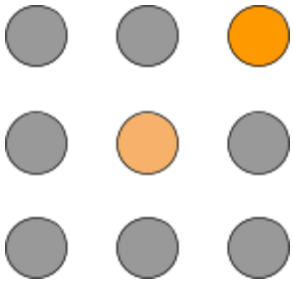
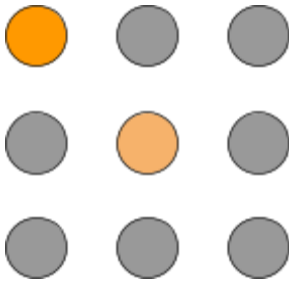
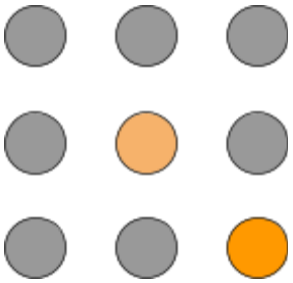
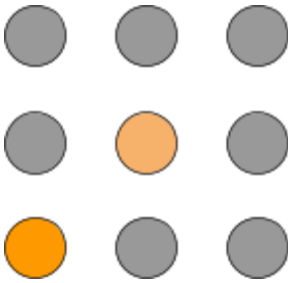
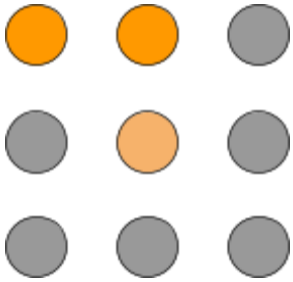
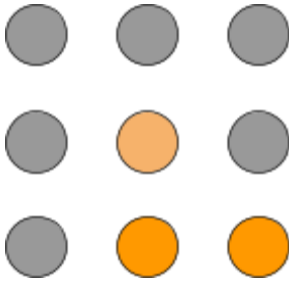
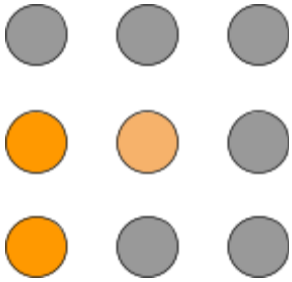
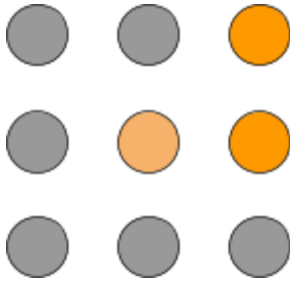
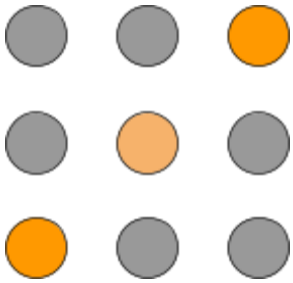
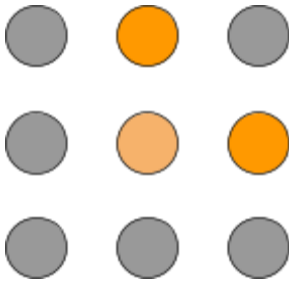
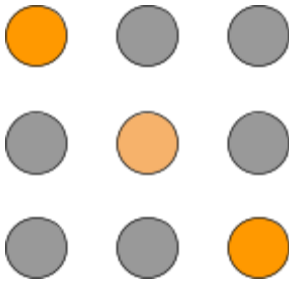
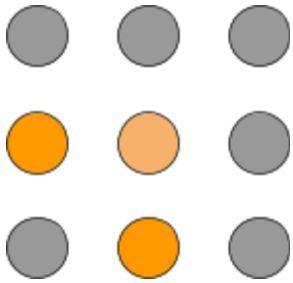
			

Simon Says			
Slot 1	Slot 2	Slot 3	Slot 4
			

Tilting Towers			
Slot 1	Slot 2	Slot 3	Slot 4
			

Pattern Matching			
Slot 1	Slot 2	Slot 3	Slot 4