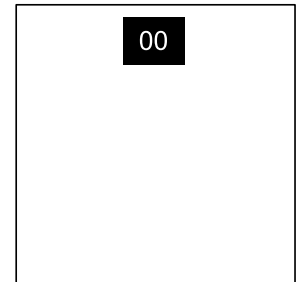


Section 2: Needy Modules

Needy modules cannot be disarmed, but pose a recurrent hazard.

Needy modules can be identified as a module with a small 2-digit timer in the top center. Interacting with the bomb may cause them to become activated. Once activated, these needy modules must be tended to regularly before their timer expires in order to prevent a strike.

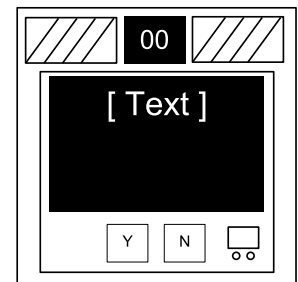
Stay observant: needy modules may reactivate at any time.



On the Subject of Venting Gas

Computer hacking is hard work! Well, it usually is. This job could probably be performed by a simple drinking bird pressing the same key over and over again.

- Respond to the computer prompts by pressing "Y" for "VENT GAS?" or "N" for "DETONATE?".



On the Subject of Capacitor Discharge

I'm going to guess that this is just meant to occupy your attention, because otherwise this is some shoddy electronics work.

- Discharge the capacitor before it overloads by holding down the lever.

