



BOMB DEFUSAL MANUAL

Modded

The title 'BOMB DEFUSAL MANUAL' is rendered in large, bold, black, block letters. The word 'Modded' is written in red cursive text and is overlaid on the letter 'B' of 'BOMB', with a red curved line circling around the text.

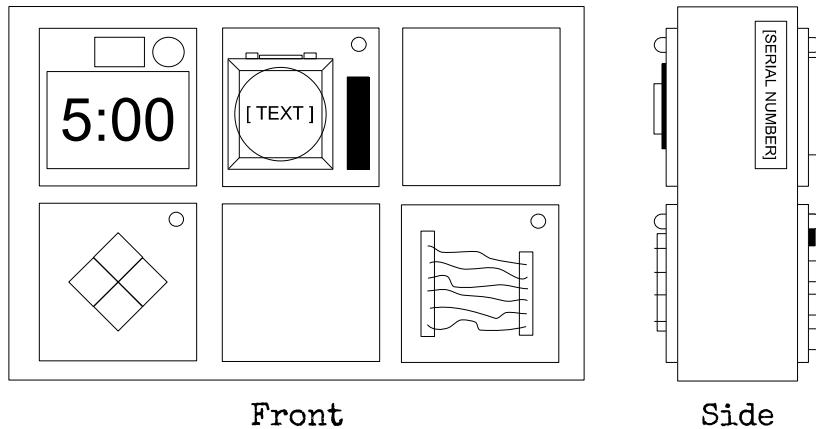
Version 1

Verification Code: 241

Defusing Bombs

A bomb will explode when its countdown timer reaches 0:00 or when too many strikes have been recorded. The only way to defuse a bomb is to disarm all of its modules before its countdown timer expires.

Example Bomb



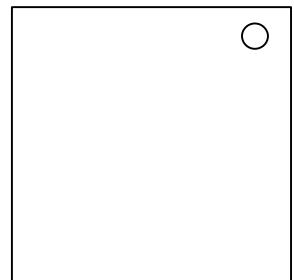
Modules

Each bomb will include up to 11 (or 23 on double-decker bombs) modules that must be disarmed. Each module is discrete and can usually be disarmed in any order. Exceptions to this rule are the Key Switch modules described in Section K, as well as the Forget Me Not module in Section E. See there for further information.

Instructions for disarming modules can be found in Sections T – O. "Needy" modules present a special case and are described in Section N.

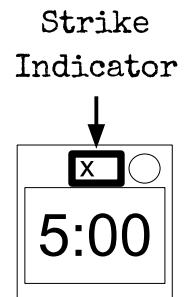
Non-Needy Modules can be identified by an LED in the top right corner. When this LED is lit green the module has been disarmed.

All modules must be disarmed to defuse the bomb.



Strikes

When the Defuser makes a mistake the bomb will record a strike which will be displayed on the indicator above the countdown timer. Bombs with a strike indicator will explode upon the third strike. The timer will begin to count down faster after a strike has been recorded.



If no strike indicator is present above the countdown timer, the bomb will explode upon the first strike, leaving no room for error.

Gathering Information

Some disarming instructions will require specific information about the bomb, such as the serial number. This type of information can typically be found on the top, bottom, or sides of the bomb casing. See the Appendix for identification instructions that will be useful in disarming certain modules.

Section K: Keys

This section covers modules with key switches. Note that the right timing is very important with these modules.

Contained Modules

Turn The Key

Turn The Keys

Section W: Wires, Electronics

This section covers modules with any kind of wiring or other types of electronic components.

Contained Modules

- Wires
- Complicated Wires
- Wire Sequences
- Resistors
- Probing
- Microcontrollers

Section 4: Four Buttons

This section covers modules containing four buttons arranged in a symmetrical manner.

Contained Modules

Keypads
Alphabet
Lettered Keys
Simon Says
Simon States
Memory
Monsplode, Fight!

Section >6: More than 6 buttons

This section covers modules with more than six buttons of identical shape.

Contained Modules

Emoji Math
Tic-Tac-Toe
Mystic Square
Round Keypad
Two Bits
Chess

The following modules also belong to Section T and can be found there:

Ceasar
Sword
Anagrams

Section T: Text

This section covers modules which contain a significant amount of text or where working with text is required.

Contained Modules

Ceasar
Sword
Anagrams
Who's on First
Cryptography
Crazy Talk

The following modules also belong to Section S and can be found there:

Passwords
Morse Code

Section S: See Through

This section covers modules with a multitude of setting options, which need to be seen through before the right one can be chosen.

Contained Modules

- Passwords
- Morse Code
- Safety Safe
- Murder
- Adventure Game
- Semaphore

Section B: Boolean

This section covers modules with any kind of boolean (two-state) behaviour like for example yes/no decisions. This does however NOT include cut/don't cut decisions for wires.

Contained Modules

Flashing Colors

Silly Slots

Connection Check

Logic

Switches

Section E: Expert

This section covers expert modules with a red background.

Contained Modules

Number Pads
3D Maze
Plumbing
Forget Me Not
Morsemathics
Cruel Piano Keys

Section 0: Other Modules

This section covers all modules that do not fit in any previous or following category.

Contained Modules

- The Button
- Maze
- Gamepad
- Shape Shift
- Perspective Pegs
- Orientation
- Piano Keys
- Listening
- Combination Locks
- Astrology

Section N: 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.

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