



Modded

# BOMB DEFUSAL MANUAL

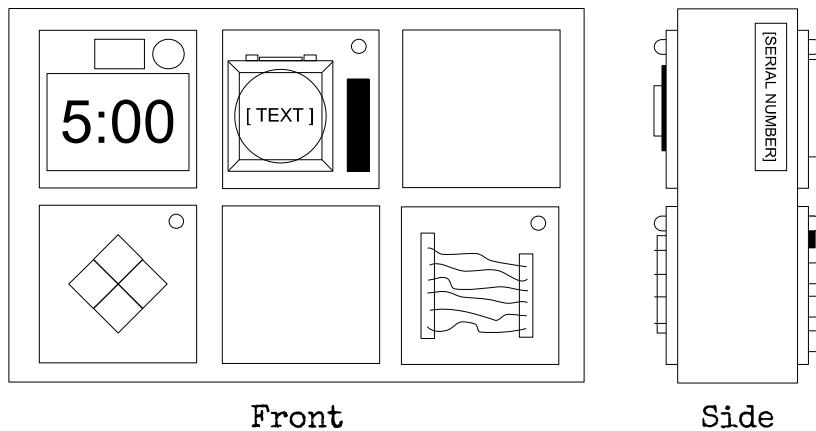
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# Defusing Bombs

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



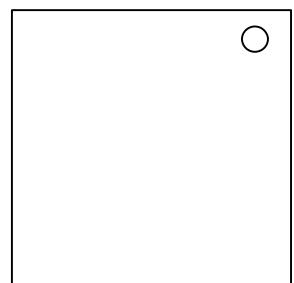
## Modules

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 F – O. "Needy" modules present a special case and are described in Section N.

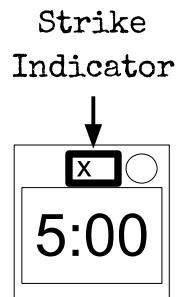
Non-Needy Modules can be identified by an LED in the top right corner. When this LED is lit green the module has been disarmed.

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.

## Using the Manual

The pages in this manual are sorted in the following categories:

The corresponding category for any manual page is denoted in the lower-left, so that resorting the manual after each bomb can be done more easily.

Modules usually start on a right side page. In some cases two single-page manuals from different modules can be combined on a double-printed paper, to save resources. This will be denoted with a big exclamation mark in the lower-right of the front page.



## Section F: Few Inputs

This section covers modules that contain no more than two input elements. Also modules with large displays are excluded.

### Contained Modules

The Button  
Blind Alley  
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
- Probing
- Follow the Leader
- Resistors
- Microcontrollers

## Section 4: Four Buttons

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

### Contained Modules

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

## Section >6: More than 6 buttons

This section covers modules with more than six buttons of (nearly) identical shape. Hereby it is not allowed that each of those buttons contains letters only. At least one of the buttons must contain numbers, pictures or symbols. Buttons containing letters only are covered in section T.

### Contained Modules

- Emoji Math
- Gamepad
- Tic-Tac-Toe
- Mystic Square
- Chess
- Round Keypad
- Foreign Exchange Rates
- Piano Keys

## Section T: Text

This section covers modules which contain a large display showing any kind of message, along with any kind of buttons. The button caption may only contain letters (a-z), but never numbers, arrows or symbols.

### Contained Modules

- Sword
- Anagrams
- Ceasar
- Cryptography
- Who's on First
- Crazy Talk
- Two Bits
- Sea Shells
- English Test

## 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
- Laundry
- Friendship
- 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

Logic

Silly Slots

Connection Check

The Bulb

Switches

## Section E: Expert

This section covers expert modules with a red background.

### Contained Modules

Number Pads

3D Maze

Morsemathics

Forget Me Not

Plumbing

Cruel Piano Keys

## Section 0: Other Modules

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

### Contained Modules

Shape Shift  
Mouse in the Maze  
Perspective Pegs  
Orientation  
Listening  
Combination Locks  
Astrology  
Morse Code  
Skewed Slots

## 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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## Section A: Appendix

The appendix contains additional usefull information which is not necessarily needed to defuse the modules in the previous sections. Most of the time this will be some common knowledge one might forget when faced with a ticking time bomb.