



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.

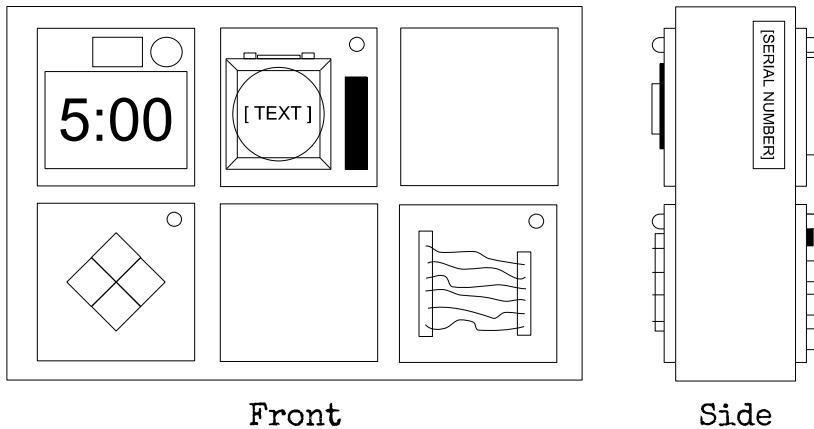
Version 1

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



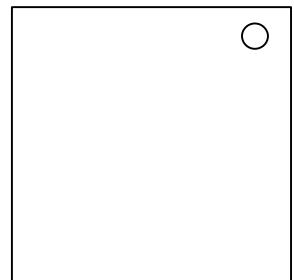
Modules

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

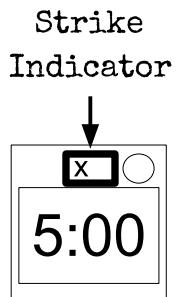
Non-Needy Modules can be identified by an LED in the top right corner. When this LED is lit green the module has been disarmed.

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 into the following categories:

- Keys
- Wires, Electronics
- Four Buttons
- More than 6 Buttons
- See Through
- Boolean
- Expert
- Other
- Needy
- Appendix

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 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
- 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
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 identical shape.

Contained Modules

- Emoji Math
- Two Bits
- Tic-Tac-Toe
- Mystic Square
- Chess
- Round Keypad
- Foreign Exchange Rates
- Ceasar
- Sword
- Anagrams

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
- Semaphore
- Friendship

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

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

- The Button
- Maze
- Shape Shift
- Gamepad
- Perspective Pegs
- Orientation
- Piano Keys
- Listening
- Combination Locks
- Astrology
- Who's on First
- Crazy Talk
- Cryptography
- Mouse in the Maze
- 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.

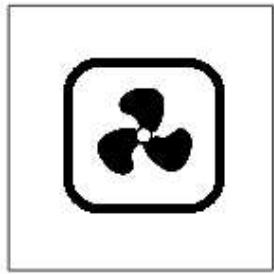
Stay observant: needy modules may reactivate at any time.

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On the Subject of Ventilation Fan

Some bombs come with a fan to prevent overheating. A nice little point of weakness, from a defusers perspective.

If the fan stops, you may take advantage and apply some ice spray to the inside of the bomb. This will slow down the timer and all other electronic components of the bomb, until it has regained its working temperature.



Click on the stopped fan to apply some ice spray. You may only do so if:

- The fan has stopped
- The number of seconds left on the timer is less than one minute per unsolved module
- The number of solved modules as well as the last digit of the serial number are both even or odd.

Otherwise just wait for the fan to restart.