BOMB DEFUSAL MANUAL

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This manual provides you with everything that you need to know to defuse even the most insidious of bombs. Remember – One small oversight and it could all be over.

Defusing Bombs

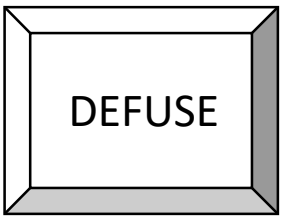
A bomb will explode when its countdown timer reaches 0:00. The only way to defuse a bomb is to disarm all of its modules before its countdown timer expires.

Modules

Each bomb will include 3 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 Modules Section.

Defuse

Unless and until the defuser completes solves all the three modules, they will not be able to defuse the bomb. There will be a defuse button that works only when the above condition is met. Only when all the three modules are completed, the defuse button will actually defuse the bomb.

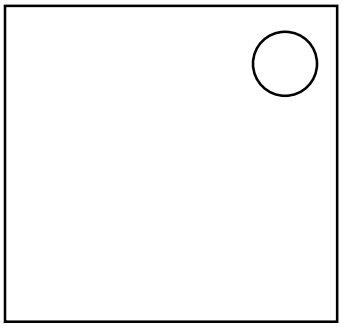


The timer will begin to countdown faster after a strike has been recorded.

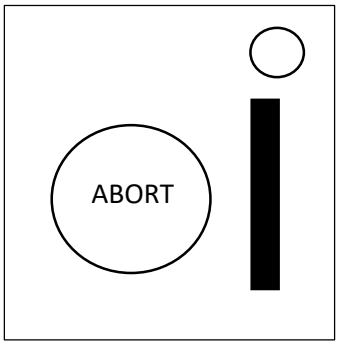
Gathering Information

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 Appendix A, and B for identification instructions that will be useful in disarming certain modules.

MODULES SECTION



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.



On the Subject of the Button

You might think that a button telling you to press it is pretty straightforward. That's the kind of thinking that gets people exploded.

See Appendix A for Battery Identification Reference.

Follow these rules in the order they are listed. Perform the first action that applies:

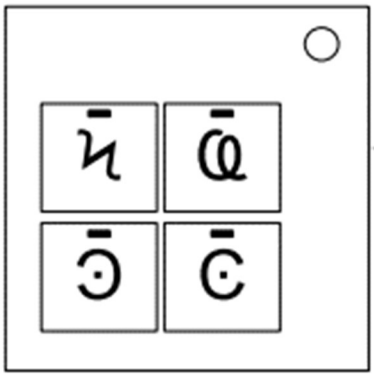
1. **If the button is blue and the button says "Abort", refer to "Clicking a Held Button".**
2. **If there is more than 1 battery on the bomb and the button says "Detonate", press and immediately release the button.**
3. **If the button says "Hold", refer to "Clicking a Held Button".**
4. **If there are more than 2 batteries on the bomb, press and immediately release the button.**
5. **If the button says "Press", refer to "Clicking a Held Button".**
6. **If the button is red and the button says "Hold", press and immediately release the button.**
7. **If none of the above apply, refer to "Clicking a Held Button".**

Clicking a Held Button

If you click the button, a colored strip will light up on the right side of the module. Based on its color, you must click the button again at a specific point in time:

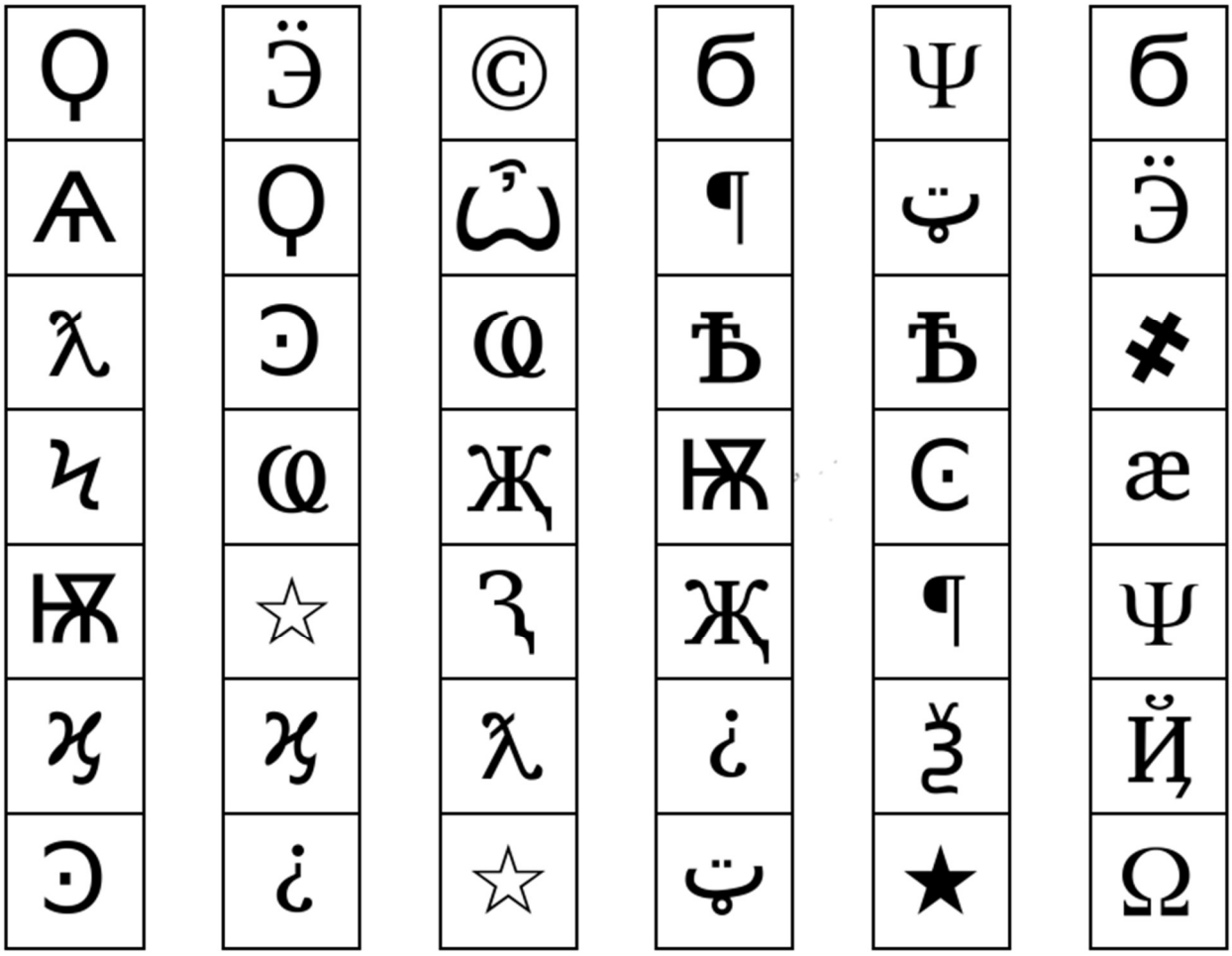
- **Blue strip: release when the countdown timer has a 4 in any position.**
- **White strip: release when the countdown timer has a 1 in any position.**
- **Yellow strip: release when the countdown timer has a 5 in any position.**
- **Any other color strip: release when the countdown timer has a 1 in any position.**

On the Subject of Keypads

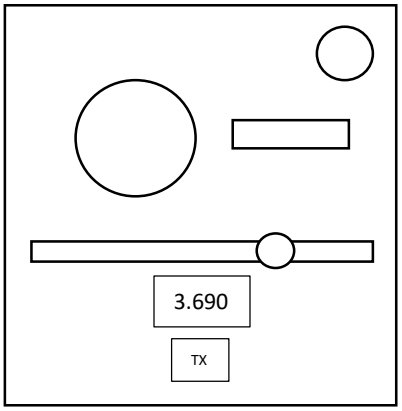


I'm not sure what these symbols are, but I suspect they have something to do with occult.

- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.



On the Subject of Morse Code



An antiquated form of naval communication? What next? At least it's genuine Morse Code, so pay attention and you might just learn something.

- Interpret the signal from the flashing light using the Morse Code chart to spell one of the words in the table.
- The signal will loop, with a long gap between repetitions.
- Once the word is identified, set the corresponding frequency and press the transmit (TX) button.

How to interpret

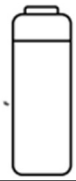
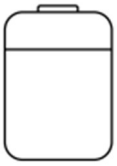
1. A short flash represents a dot
2. A long flash represents a dash
3. There is a long gap between letters
4. There is a very long gap before the word repeats

A	·−	U	··−
B	−···	V	···−
C	−·−·	W	·−−
D	−··	X	−··−
E	·	Y	−·−−
F	··−·	Z	−−··
G	−−·		
H	····		
I	··		
J	·−−−		
K	−·−	0	–––––
L	·−··	1	·––––
M	−−	2	··–––
N	−·	3	···––
O	−−−	4	····–
P	·−−·	5	·····
Q	−−·−	6	−····
R	·−·	7	−−···
S	···	8	−−−··
T	−	9	−−−−·

If the word is:	Respond at frequency:
Shell	3.505 MHz
Halls	3.515 MHz
Slick	3.522 MHz
Trick	3.532 MHz
Boxes	3.535 MHz
Leaks	3.542 MHz
Strobe	3.545 MHz
Bistro	3.552 MHz
Flick	3.555 MHz
Bombs	3.565 MHz
Break	3.572 MHz
Brick	3.575 MHz
Steak	3.582 MHz
Sting	3.592 MHz
Vector	3.595 MHz
Beats	3.600 MHz

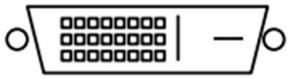
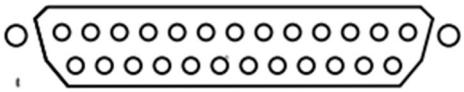
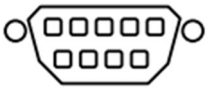
Appendix A: Battery Identification Reference

Common battery types can be found within enclosures on the sides of the bomb casing.

Battery	Type
	AA
	D

Appendix B: Port Identification Reference

Digital and Analog Ports can be found on the side of the bomb casing.

Port	Name
	DVI - D
	Parallel
	PS/2
	RJ – 45
	Serial
	Stereo RCA