# On the Subject of Bomb Diffusal

*Remember kids: diffuse is to, "spread or cause to spread over a wide area or among a large number of people", and defuse is "to remove the fuse from (an explosive device) in order to prevent it from exploding." Learn the difference. Spread the truth. And don't make that mistake.*

Congratulations, new employee! You have successfully fulfilled all the expectations of a worker here at Steel Crate Games, and are ready to begin delivering our entertaining explosives all across the globe! Read the instructions below on how to use the Bomb Diffusal Software™.

Remember: Failure will not be tolerated here at SCG, so making mistakes may lead to your termination. Steel Crate Games is not responsible for any fatalities caused by the Bomb Diffusal Software™.

## Instructions for Destination Selection

The first part of your job will be to identify the delivery number of the bomb-package you are delivering. Take the software license number and compare it to the serial number on the ~~bomb~~ Bomb Diffusal Software Casing™. Go through the table below with all 6 characters of both numbers. You should have 6 digits by the time you are done.

| Serial Number | License Number | | | | | | |
|---|---|---|---|---|---|---|---|
| | A–E | F–J | K–O | P–T | U–Y | Z/0–4 | 5–9 |
| A–E | 3 | 9 | 6 | 3 | 3 | 1 | 4 |
| F–J | 5 | 6 | 8 | 5 | 9 | 5 | 0 |
| K–O | 6 | 2 | 7 | 3 | 8 | 6 | 7 |
| P–T | 1 | 4 | 6 | 9 | 8 | 9 | 1 |
| U–Y | 2 | 3 | 9 | 7 | 2 | 7 | 2 |
| Z/0–4 | 5 | 1 | 8 | 2 | 8 | 4 | 4 |
| 5–9 | 0 | 1 | 0 | 7 | 5 | 4 | 0 |

Put the numbers together to make a 6-digit number. This is your delivery number. Find the numerical position of the highest, non-tied digit in the number. This digit refers to one of the 6 sectors* that the bombs will be dropped into, as shown in the table below.

* Australia is not included because it doesn't have countries. Antartica is not included because the only people who live there are scientists; and scientists are amazing at defusing bombs.

| Digit | Sector |
|-------|--------|
| 1 | USA #1 |
| 2 | USA #2 |
| 3 | Rest of America |

| Digit | Sector |
|-------|--------|
| 4 | Eurasia |
| 5 | Africa |
| 6 | Space* |

\* If the delivery destination is in space, reverse the number you get from the next step, and the next step only.

Then, take the first and second most significant digits of the delivery number and modulo both by 5. Take the 2-digit number you have now to find the area you will deliver the package to.

| # | USA #1 | USA #2 | America | Eurasia | Africa | Space |
|-----|-----------|----------------|------------|--------------|-----------|--------------|
| 00 | Alabama | Montana | Canada | China | South Africa | Mercury |
| 01 | Alaska | Nebraska | Mexico | Germany | Nigeria | Venus |
| 02 | Arizona | Nevada | Argentina | India | Morocco | Mars |
| 03 | Arkansas | New Hampshire | Brazil | France | Kenya | Jupiter |
| 04 | California | New Jersey | Bolivia | Indonesia | Senegal | Saturn |
| 10 | Colorado | New Mexico | Chile | Croatia | Ghana | Uranus |
| 11 | Connecticut | New York | Colombia | Pakistan | DRC | Neptune |
| 12 | Delaware | North Carolina | Ecuador | Spain | Ethiopia | The Moon |
| 13 | Florida | North Dakota | Guyana | Bangladesh | Algeria | Titan |
| 14 | Georgia | Ohio | Paraguay | Italy | Tanzania | Io |
| 20 | Hawaii | Oklahoma | Peru | Japan | Tunisia | Europa |
| 21 | Idaho | Oregon | Suriname | UK | Cameroon | Triton |
| 22 | Illinois | Pennsylvania | Uruguay | Philippines | Uganda | Callisto |
| 23 | Indiana | Rhode Island | Venezuela | Switzerland | Mali | Ganymede |
| 24 | Iowa | South Carolina | Belize | Vietnam | Zimbabwe | Rhea |
| 30 | Kansas | South Dakota | Costa Rica | Belgium | Madagascar | Umbriel |
| 31 | Kentucky | Tennessee | El Salvador | Iran | Angola | Oberon |
| 32 | Louisiana | Texas | Guatemala | Greece | Sudan | Phoébe |
| 33 | Maine | Utah | Honduras | South Korea | Namibia | The Sun |
| 34 | Maryland | Vermont | Nicaragua | Netherlands | Zambia | Asteroid Belt |

| #  | USA #1 | USA #2 | America | Eurasia | Africa | Space |
|----|--------|--------|---------|---------|--------|-------|
| 40 | Massachusetts | Virginia | Panama | Laos | Somalia | Pluto |
| 41 | Michigan | Washington | Dominican Republic | Poland | Libya | Kepler-1638b |
| 42 | Minnesota | West Virginia | Bahamas | Thailand | Niger | The ISS |
| 43 | Mississipi | Wisconsin | Barbados | Sweden | Swaziland | Kepler-1229b |
| 44 | Missouri | Wyoming | Haiti | Russia | Egypt | Kepler-452b |

This is your delivery destination. However, there is one last thing to do. There are also 4 bomb components: Batteries, Indicators, Ports, and Manuals. Follow the next set of instructions for what the amount of these components should be.

# Instructions for the Components

## Batteries
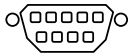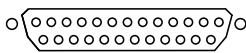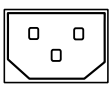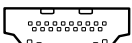
Take the number of batteries on your Bomb Diffusal Software Casing™. Add the number of battery holders. Add 1. Modulo 10. This is the number of batteries.
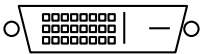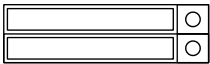
## Indicators

If the Bomb Diffusal Software Casing™ serial number has 4 digits in it, submit the number of indicators on your Bomb Diffusal Software Casing™. If the Bomb Diffusal Software Casing™ serial number has 3 digits in it, submit double the number of lit indicators on your Bomb Diffusal Software Casing™. Otherwise, submit double the number of unlit indicators. Modulo 10 the number if it is at least 10.

## Ports

The Bomb Diffusal Software™ module has 2 ports on it. Set the port name to the name of port 1, and then move it left X times, where X is the number of port 2 in the table below.

| Name | Nº | Port |
|------|-----|------|
| PS/2 | 0 | |
| Serial | 1 | |
| Parallel | 2 | |
| AC Power | 3 | |
| HDMI | 4 | |
| VGA | 5 | |
| USB | 6 | |

| Name | Nº | Port |
|------|-----|------|
| RJ-45 | 7 | |
| DVI-D | 8 | |
| Stereo RCA | 9 | |
| Component Video | 10 | |
| Composite Video | 11 | |
| PCMCIA | 12 | |

## Manuals

By default, only 1 manual needs to be delivered. However, if the location is in the U.S. or Eurasia, deliver 2 extra manuals for every port plate on the Bomb Diffusal Software Casing™. If the location is in Africa or another place in America, deliver 1 extra manual for every battery holder on the Bomb Diffusal Software Casing™. If the location is Mercury, Venus, or The Sun, send the maximum number of manuals, since the majority of them will burn on the way there. Finally, add an extra manual if the last digit of the Bomb Diffusal Software Casing™ serial number is even.

## Instructions for Delivery

After the destination and the components have been properly inputed, you are ready to deliver the package! Press the "GO!" button.