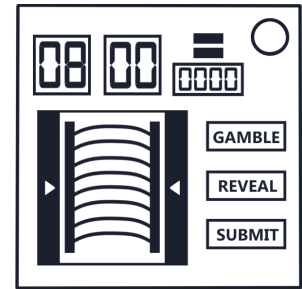# On the Subject of Risky Wires

Gambling problem? Call 1-800-GAMBLER.

This module allows the defuser to gamble for a chance at a less difficult module. Afterwards, the defuser must cut all of the applicable wires.

- The module starts with 6 wires behind a closed door.
- Prior to revealing the wires, the defuser can press the gamble button for a chance to remove a wire from the module.
- Each successful gamble will remove one wire and decrease the chances of another successful gamble.
- The amount of wires behind the door will be displayed at the top-left, and the percentage chance of the next successful gamble will be displayed at the top-center.
- The module also has a 4 digit ID number at the top-right, and two LEDs that will either be green, red, or off.
- If the defuser successfully gambles to have 0 wires, the module will automatically be completed; however, the defuser can choose to proceed with any number of wires.
- Once the defuser presses the reveal button, the wires will be revealed; if the defuser fails a gamble attempt at any point, the module will immediately reveal 8 wires.
- Once the wires are revealed, the defuser should cut all applicable wires per the manual's instructions then press the submit button to complete the module.
- The bomb will receive a strike for any incorrect wires cut or when the module has been submitted prior to all necessary wires being cut.

Gamble Chances

Current Number of Wires	Chance of Successful Gamble
6 Wires	90%
5 Wires	80%
4 Wires	65%
3 Wires	50%
2 Wires	35%
1 Wire	20%

Once the wires are revealed, proceed to the rules on the following pages to complete the module.

Wire Rules

1 Wire

- Wire 1: If this wire is red or yellow, cut the wire.

2 Wires

- Wire 1: If the serial number has a vowel, cut the wire.
- Wire 2: If the second digit of the ID number is even, cut the wire.

3 Wires

- Wire 1: If any of the other wires are red, cut the wire.
- Wire 2: If the serial number contains the number 2 or 5, cut the wire.
- Wire 3: If the ID number has more even digits than odd digits, cut the wire.

4 Wires

- Wire 1: If the bomb has at least 3 batteries and the ID number is less than 5000, cut the wire.
- Wire 2: If the module has at least one blue wire, cut the wire.
- Wire 3: If the bomb has at least one D battery and at least one lit LED, cut the wire.
- Wire 4: If the serial number has 4 letters, cut the wire.

5 Wires

- Wire 1: If the third or fifth wire is either yellow or green, cut the wire.
- Wire 2: If both of the LEDs are green or the top LED is red and the bottom LED is off, cut the wire.
- Wire 3: If the last digit of the serial number is even, cut the wire.
- Wire 4: If the bomb has more unlit indicators than lit indicators, cut the wire.
- Wire 5: If the bomb has a Serial port but no red LEDs, cut the wire.

6 Wires

Special Rules

If both LEDs are red, the wires must be cut in reverse order (i.e. Wire 1 follows Wire 6's rules, Wire 6 follows Wire 1's rules, etc.).

Standard Rules

- Wire 1: If the third and fifth wires must be cut, cut the wire.
- Wire 2: If the bomb has at least 2 batteries but no AA batteries, cut the wire.
- Wire 3: If two of the wires are blue, cut the wire.
- Wire 4: If the bomb has a lit indicator FRK or BOB or if the module has at least 3 purple wires, cut the wire.
- Wire 5: If the bomb has a duplicate port or the ID number is even, cut the wire.
- Wire 6: If the bomb has two different LEDs, cut the wire.

8 Wires

Special Rules

If the ID number starts with a 4 or 7, the wire rules shift down one wire (i.e. Wire 2 follows Wire 1's rules); Wire 1 follows Wire 8's rules.

Standard Rules

- Wire 1: If the defuser failed the second or third gamble attempt, cut the wire.
- Wire 2: If the module has no yellow wires, cut the wire.
- Wire 3: If the module has a green LED and a 3 in either the ID number or the serial number, cut the wire.
- Wire 4: If the bomb has an unlit indicator SND or NSA or the top LED is off, cut the wire.
- Wire 5: If the sum of the ID number's digits is less than 17, cut the wire.
- Wire 6: If at least 4 of the other wires must be cut, cut the wire.
- Wire 7: If the bomb has a PS/2, Stereo RCA, or RJ-45 port, cut the wire.
- Wire 8: If this wire is not red and there are no red LEDs, cut the wire.