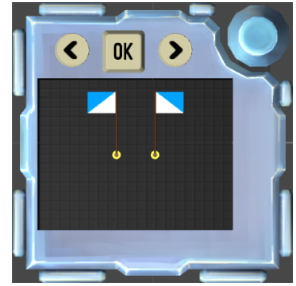


## On the Subject of Semaphore

*This module demands attention from the sea - unlucky for you the bomb's bone dry.*


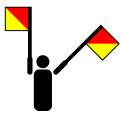










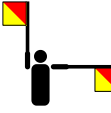





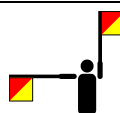
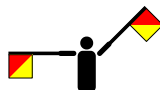








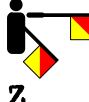

*See the next page for semaphore reference.*

- A semaphore module will present with a previous button, a next button, an OK button and a semaphore indicator.
- Use the previous and next buttons to navigate through the semaphore sequence, starting from the left-most semaphore character to the right-most semaphore character.
- The semaphore sequence will contain some characters from the serial number on the bomb, but also includes one other character not present in the serial number.
- Navigate to the one and only character that is missing from the serial number, and then press the OK button.
- Control characters, such as 'Numerals', 'Letters', 'Error', 'Rest' and 'Cancel' are not considered as a valid answer.



## Semaphore Reference

Use the following graphics as a reference to how to interpret semaphore characters.

 Rest / Space	 Numerals	 Error / Attention	 A or 1	 B or 2
 C or 3	 D or 4	 E or 5	 F or 6	 G or 7
 H or 8	 I or 9	 J or Letters	 K or 0	 L
 M	 N	 O	 P	 Q
 R	 S	 T	 U	 V
 W	 X	 Y	 Z	 Cancel / Annul

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Numbers are signalled by first signalling 'Numerals', then the numbers.

Similarly, letters are signalled by first signalling 'Letters', then the letters.