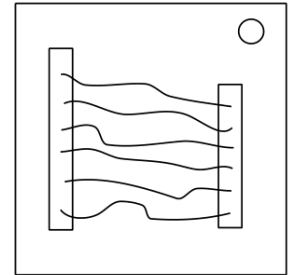# On the Subject of Wires

Wires are the lifeblood of electronics! Wait, no, electricity is the lifeblood.
Wires are more like the arteries. The veins? No matter...

- A wire module can have 3-6 wires on it.
- Only the <u>one</u> correct wire needs to be cut to disarm the module.
- Wire ordering begins with the first on the top.

---

3 wires:

no ▮ cut the second

the last ▭ cut the last

more than one ▮ cut the last ▮

cut the last

---

4 wires:

more than one ▮ and last odd, cut the last ▮ wire.

the last ▮ and no ▮ cut the first

one ▮ cut the first

more than one ▮ cut the last

cut the second

---

5 wires:

last is ▮ and last odd, cut the fourth

one ▮ and more than one ▮ cut the first

no ▮ cut the second

cut the first

---

6 wires:

no ▮ and last odd, cut the third

one ▮ and more than one ▭ cut the fourth

no ▮ cut the last

cut the fourth

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.

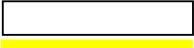*See Appendix A for indicator identification reference.*
See Appendix B for battery identification reference.

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

1. ██████ Abort hold

2. more than 1 battery "Detonate", release

3. ☐ CAR, hold

4. more than 2 batteries FRK, release

5. ██████ , hold

6. ██████ "Hold", release

7. hold

Releasing a Held Button

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

- ██████ 4
- ☐ 1
- ██████ 5
- other 1

On the Subject of Keypads
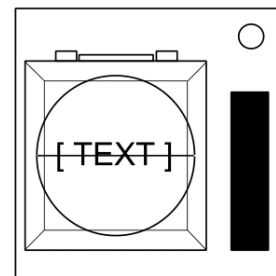
I'm not sure what these symbols are, but I suspect they have something to do with occult.
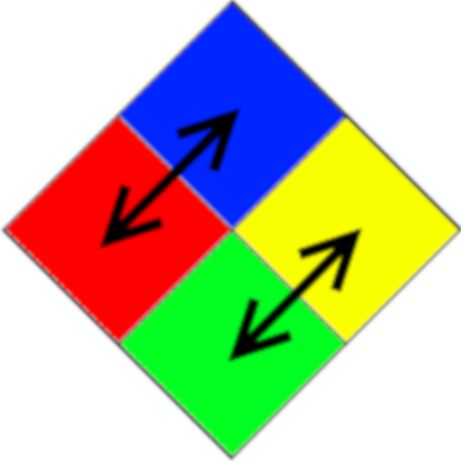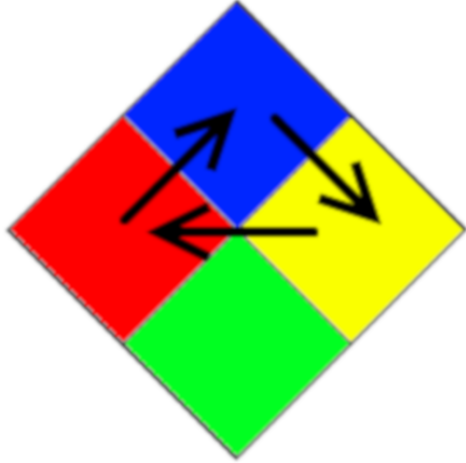
- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.
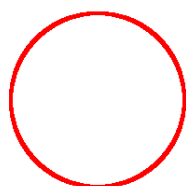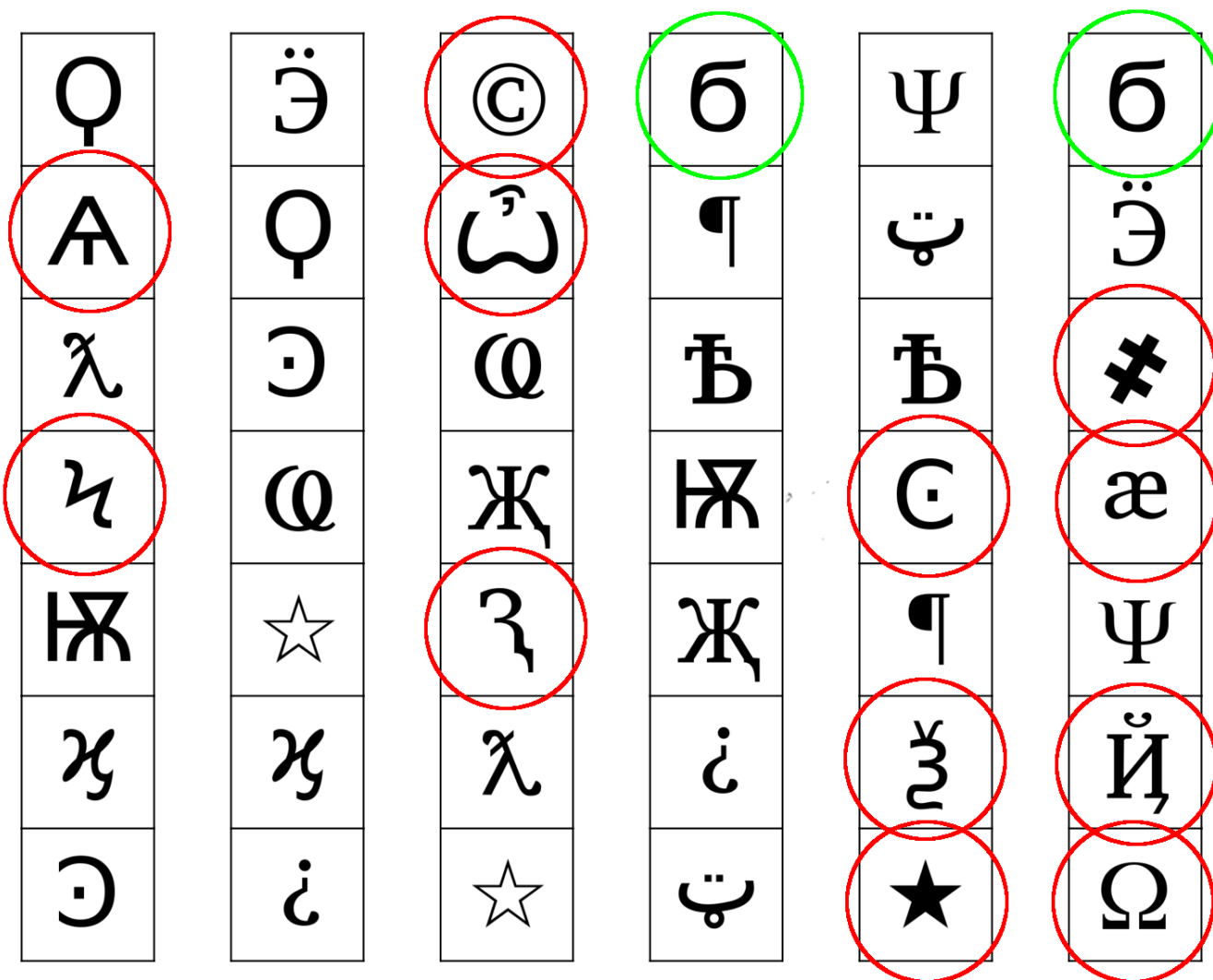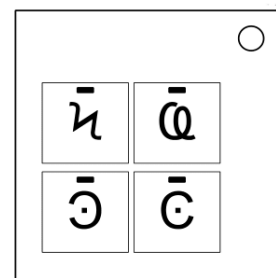
ONLY THAT COLUMN

ALWAYS FIRST

Tip by Xgpmcnp
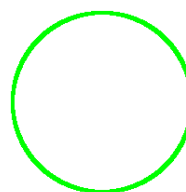
Strikes	Vowels	No Vowels
0		
1		
2		

By Cypher

Display Word Grids

(blank)	BLANK	C	CEE	DISPLAY	FIRST	HOLD ON	LEAD
		●			●		
	●						
●			●	●		●	●

LED	LEED	NO	NOTHING	OKAY	READ	RED	REED
●			●				
	●	●			●	●	
							●

Note: OKAY eye is in right column, top row.

SAYS	SEE	THEIR	THERE	THEY'RE	THEY ARE	UR	YES
						●	●
		●			●		
●	●		●	●			

YOU
●

YOUR
●

YOU'RE
●

YOU ARE
●

Word Lists

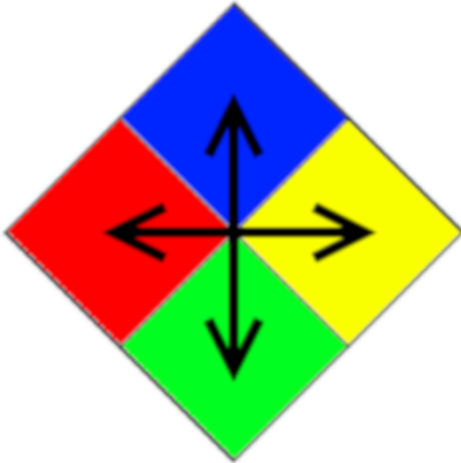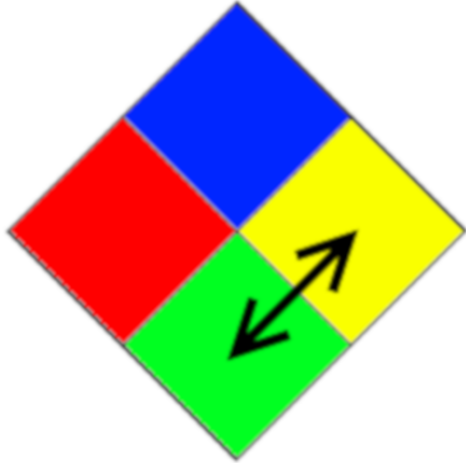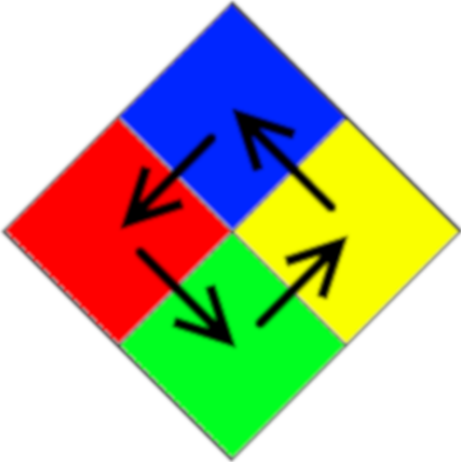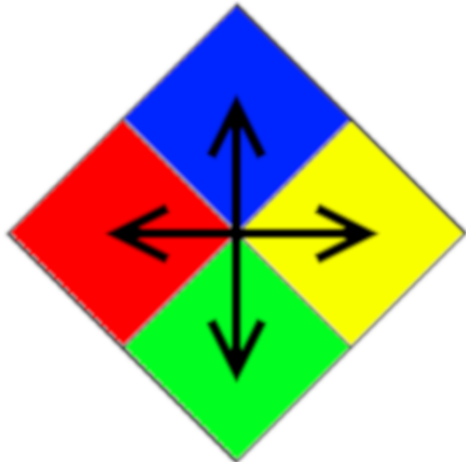| Display	Press (in order)
"BLANK":	WAIT, RIGHT, OKAY, MIDDLE, BLANK
"DONE":	SURE, UH HUH, NEXT, WHAT?, YOUR, UR, YOU'RE, HOLD, LIKE, YOU, U, YOU ARE, UH UH, DONE
"FIRST":	LEFT, OKAY, YES, MIDDLE, NO, RIGHT, NOTHING, UHHH, WAIT, READY, BLANK, WHAT, PRESS, FIRST
"HOLD":	YOU ARE, U, DONE, UH UH, YOU, UR, SURE, WHAT?, YOU'RE, NEXT, HOLD
"LEFT":	RIGHT, LEFT
"LIKE":	YOU'RE, NEXT, U, UR, HOLD, DONE, UH UH, WHAT?, UH HUH, YOU, LIKE
"MIDDLE":	BLANK, READY, OKAY, WHAT, NOTHING, PRESS, NO, WAIT, LEFT, MIDDLE
"NEXT":	WHAT?, UH HUH, UH UH, YOUR, HOLD, SURE, NEXT
"NO":	BLANK, UHHH, WAIT, FIRST, WHAT, READY, RIGHT, YES, NOTHING, LEFT, PRESS, OKAY, NO
"NOTHING":	UHHH, RIGHT, OKAY, MIDDLE, YES, BLANK, NO, PRESS, LEFT, WHAT, WAIT, FIRST, NOTHING
"OKAY":	MIDDLE, NO, FIRST, YES, UHHH, NOTHING, WAIT, OKAY
"PRESS":	RIGHT, MIDDLE, YES, READY, PRESS
"READY":	YES, OKAY, WHAT, MIDDLE, LEFT, PRESS, RIGHT, BLANK, READY
"RIGHT":	YES, NOTHING, READY, PRESS, NO, WAIT, WHAT, RIGHT
"SURE":	YOU ARE, DONE, LIKE, YOU'RE, YOU, HOLD, UH HUH, UR, SURE
"U":	UH HUH, SURE, NEXT, WHAT?, YOU'RE, UR, UH UH, DONE, U
"UHHH":	READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, UHHH
"UH HUH":	UH HUH
"UH UH":	UR, U, YOU ARE, YOU'RE, NEXT, UH UH
"UR":	DONE, U, UR
"WAIT":	UHHH, NO, BLANK, OKAY, YES, LEFT, FIRST, PRESS, WHAT, WAIT
"WHAT":	UHHH, WHAT
"WHAT?":	YOU, HOLD, YOU'RE, YOUR, U, DONE, UH UH, LIKE, YOU ARE, UH HUH, UR, NEXT, WHAT?
"YES":	OKAY, RIGHT, UHHH, MIDDLE, FIRST, WHAT, PRESS, READY, NOTHING, YES
"YOU":	SURE, YOU ARE, YOUR, YOU'RE, NEXT, UH HUH, UR, HOLD, WHAT?, YOU
"YOUR":	UH UH, YOU ARE, UH HUH, YOUR
"YOU'RE":	YOU, YOU'RE
"YOU ARE":	YOUR, NEXT, LIKE, UH HUH, WHAT?, DONE, UH UH, HOLD, YOU, U, YOU'RE, SURE, UR, YOU ARE

On the Subject of Memory

Memory is a fragile thing but so is everything else when a bomb goes off, so pay attention!

- Press the correct button to progress the module to the next stage. Complete all stages to disarm the module.
- Pressing an incorrect button will reset the module back to stage 1.
- Button positions are ordered from left to right.
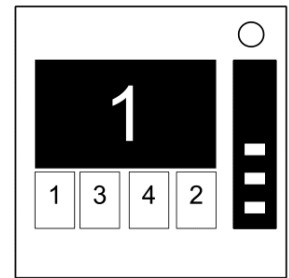
Stage 1:

1, second position.
2, second position.
3, third position.
4, fourth position.

Stage 2:

1, labeled "4".
2, position stage 1.
3, first position.
4, position stage 1.

Stage 3:

1, label stage 2.
2, label stage 1.
3, third position.
4, labeled "4".

Stage 4:

1, position stage 1.
2, first position.
3, position stage 2.
4, position stage 2.

Stage 5:

1, label stage 1.
2, label stage 2.
3, label stage 4.
4, label stage 3.

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.
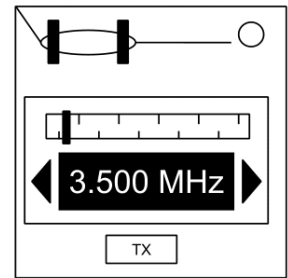
How to Interpret

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.

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

●		○	
✓	✓	✗	B
S	✓	B	B
S	✗	P	P
S	P	S	✗
★		★	

LEGEND

✓	CUT
✗	DON'T CUT
B	CUT IF 2+ BATTERIES
P	CUT IF W/ PARALLEL PORT
S	CUT IF SERIAL NUMBER = EVEN
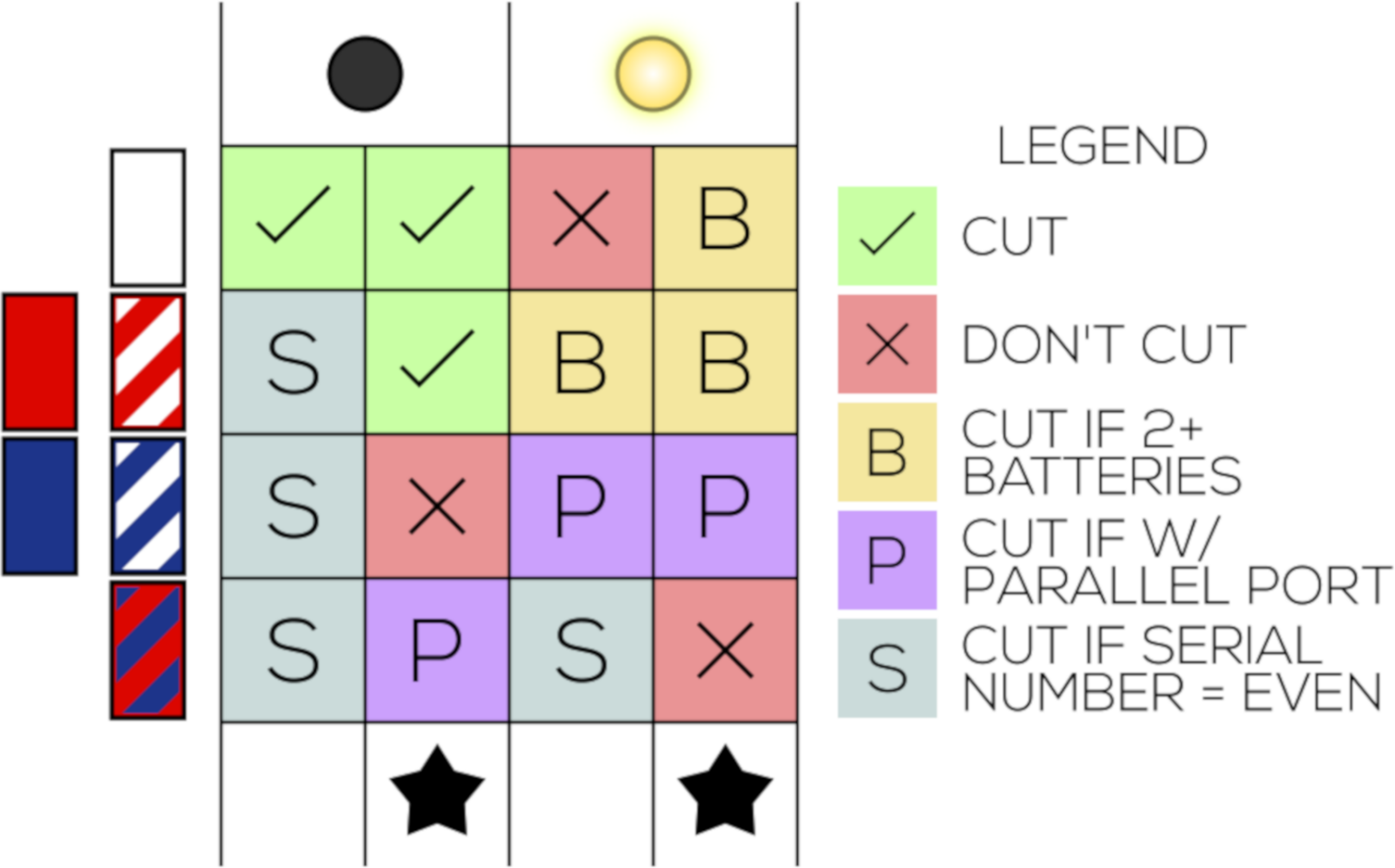
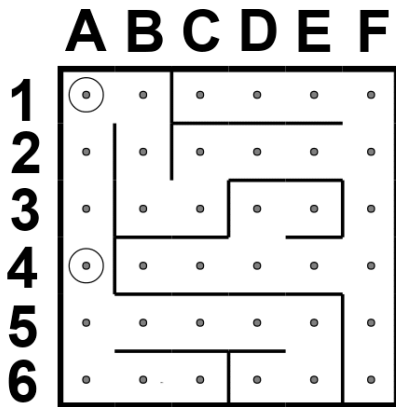# By Murai

On the Subject of Wire Sequences

It's hard to say how this mechanism works. The engineering is pretty impressive, but there must have been an easier way to manage nine wires.

- Within this module there are several panels with wires on them, but only one panel is visible at a time. Switch to the next panel by using the down button and the previous panel by using the up button.
- Do not switch to the next panel until you are sure that you have cut all necessary wires on the current panel.
- Cut the wires as directed by the following table. Wire occurrences are cumulative over all panels within the module.
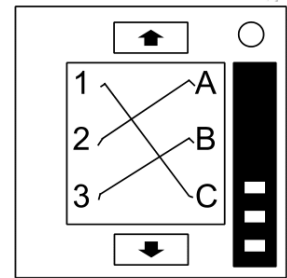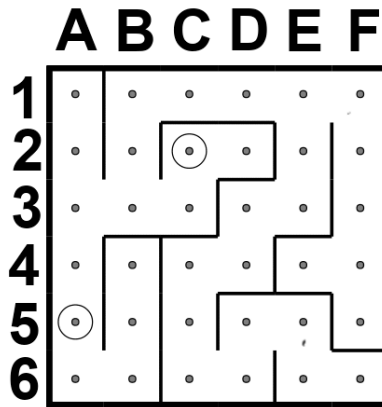
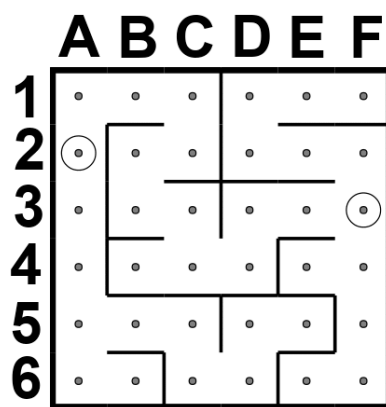| Wire Occurrence	Cut if connected to:	Wire Occurrence	Cut if connected to:	Wire Occurrence	Cut if connected to:
First red occurrence	C	First blue occurrence	B	First black occurrence	A, B or C
Second red occurrence	B	Second blue occurrence	A or C	Second black occurrence	A or C
Third red occurrence	A	Third blue occurrence	B	Third black occurrence	B
Fourth red occurrence	A or C	Fourth blue occurrence	A	Fourth black occurrence	A or C
Fifth red occurrence	B	Fifth blue occurrence	B	Fifth black occurrence	B
Sixth red occurrence	A or C	Sixth blue occurrence	B or C	Sixth black occurrence	B or C
Seventh red occurrence	A, B or C	Seventh blue occurrence	C	Seventh black occurrence	A or B
Eighth red occurrence	A or B	Eighth blue occurrence	A or C	Eighth black occurrence	C
Ninth red occurrence	B	Ninth blue occurrence	A	Ninth black occurrence	C

AA

A B C D E F
1 2 3 4 5 6

AC

A B C D E F
1 2 3 4 5 6

AF

A B C D E F
1 2 3 4 5 6

BB

A B C D E F
1 2 3 4 5 6

BE

A B C D E F
1 2 3 4 5 6

CE

A B C D E F
1 2 3 4 5 6

CD

A B C D E F
1 2 3 4 5 6

DE

A B C D E F
1 2 3 4 5 6

DF

A B C D E F
1 2 3 4 5 6
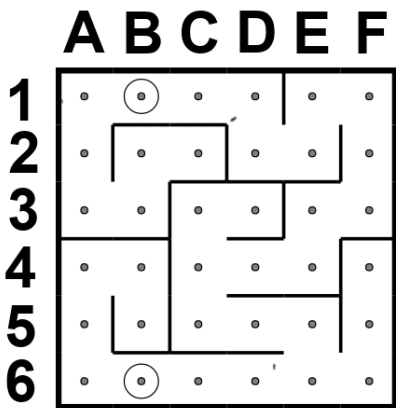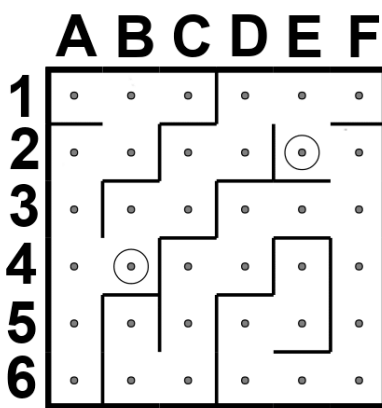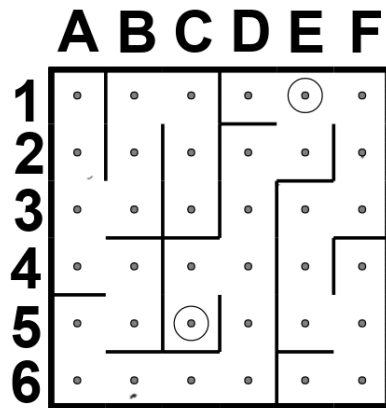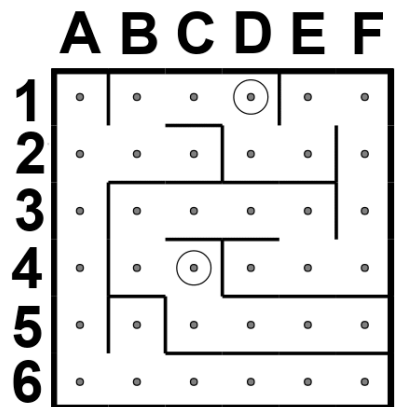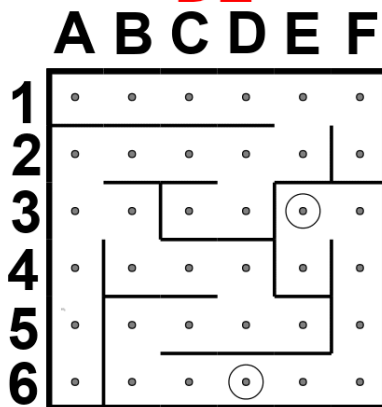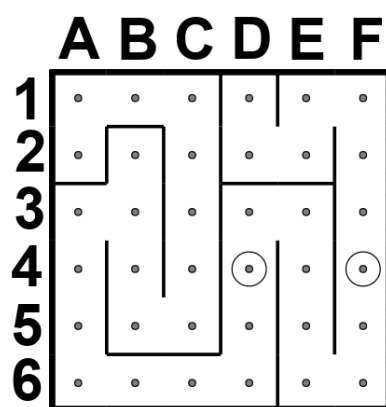
3rd letter	5th letter	possible words
A	E	PLACE
	N	AGAIN, LEARN
	L	SMALL
	T	PLANT
E	E	THERE, THESE, WHERE
	L	SPELL
	R	THEIR
	T	GREAT
	Y	EVERY
G	T	RIGHT
H	R	OTHER
I	E	WRITE
	G	THING
	H	WHICH
	K	THINK
	L	STILL
	T	POINT
L	W	BELOW
O	T	ABOUT
R	D	WORLD
	E	LARGE, THREE
	T	FIRST
T	R	WATER, AFTER
U	D	COULD, FOUND, SOUND, WOULD
	E	HOUSE
	Y	STUDY
V	R	NEVER

Algorithm by Cypher

On the Subject of Knobs

Needlessly complicated and endlessly needy. Imagine if such expertise were used to make something other than diabolical puzzles.

- The knob can be turned to one of four different positions.
- The knob must be in the correct position when this module's timer hits zero.
- The correct position can be determined by the on/off configuration of the twelve LEDs.
- Knob positions are relative to the "UP" label, which may be rotated.
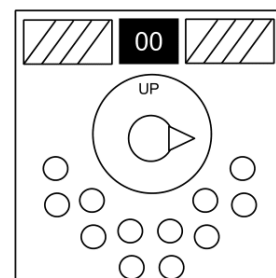
LED Configurations

Up Position: 3   6   3   5

		X		X	X
X	X	X	X		X

X		X		X	
		X	X		X	X

Down Pos: 2 on: 3   6

	X	X			X
X	X	X	X		X

X		X		X	
	X				X

Left Position: 5   5

				X	
X			X	X	X

				X	
				X	X

Right Position: 1   3   5   1   3

X		X	X	X	X
X	X	X		X	

X		X	X		
X	X	X		X	

X = Lit LED