Keep Talking and Nobody Explodes 2.0

Wire Module

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

3 wires

- If there are no red wires, cut the second wire.
- Otherwise, if the last wire is white, cut the last wire.
- Otherwise, if there is more than one blue wire, cut the last blue wire.
- Otherwise, cut the last wire.

4 wires

- If there is more than one red wire, cut the last red wire.
- Otherwise, if the last wire is yellow and there are no red wires, cut the first wire.
- Otherwise, if there is exactly one blue wire, cut the first wire.
- Otherwise, if there is more than one yellow wire, cut the last wire.
- Otherwise, cut the second wire.

5 wires

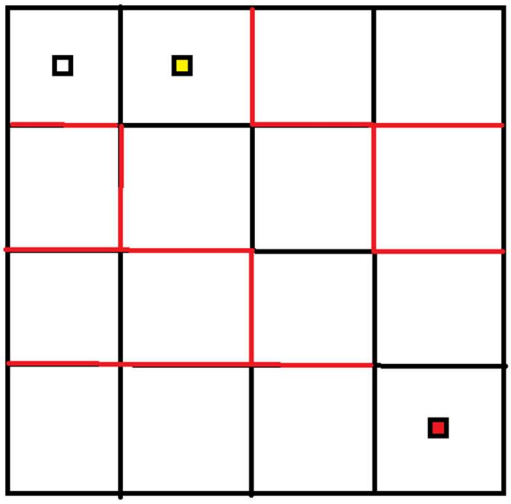
- If the last wire is green**,** cut the fourth wire.
- Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.
- Otherwise, if there are no green wires, cut the second wire.
- Otherwise, cut the first wire.

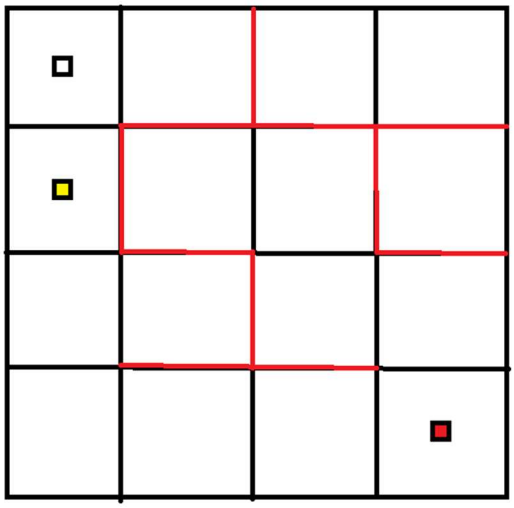
6 wires

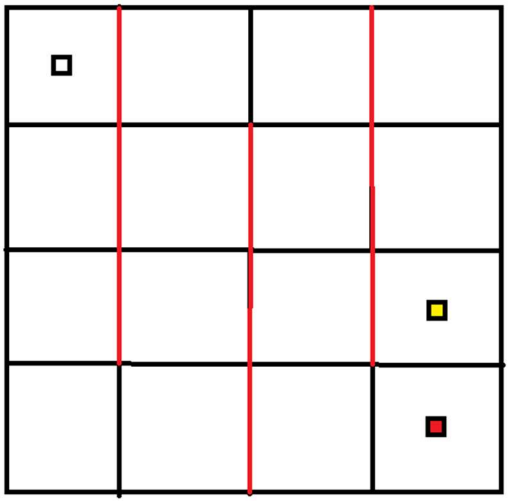
- If there are no yellow wires, cut the third wire.
- Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.
- Otherwise, if there are no red wires, cut the last wire.
- Otherwise, cut the fourth wire.

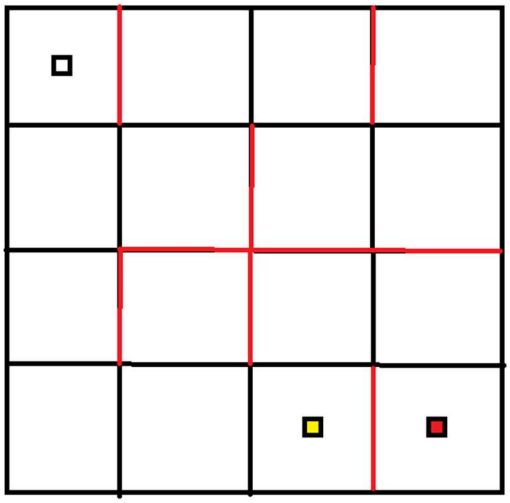
Maze Module

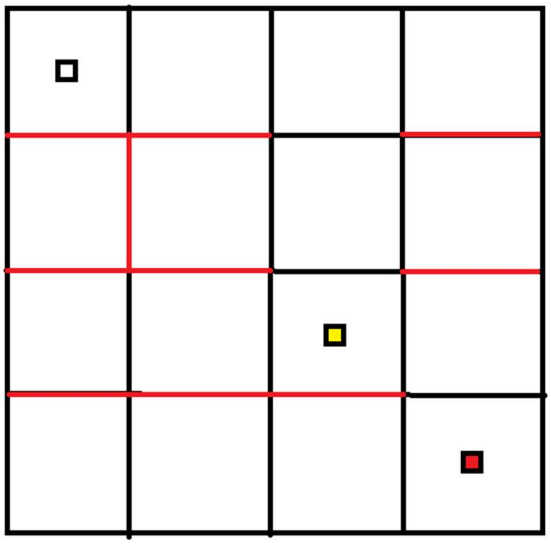
- **Find the maze with matching yellow markings.**
- **The defuser must navigate the white light to the red light using the directional buttons.**
- **Warning: Do not cross the red lines shown in the maze. These lines are invisible on the bomb.**

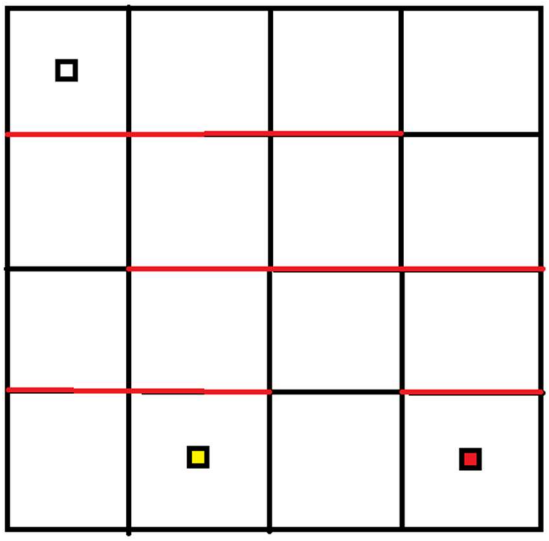










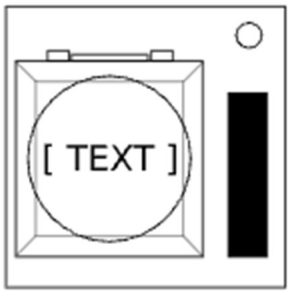


Simon Says Module

- **One of the four colored buttons will flash.**
- **Refer to the table below and press the button matching the *displayed word*. Ignore the color it is printed in.**
- **The original button will flash, followed by another. Repeat this sequence in order using the color mapping.**

Shown	No Strikes	One Strike	Two Strikes
Red	Yellow	Blue	Green
Blue	Green	Yellow	Red
Green	Red	Green	Blue
Yellow	Blue	Red	Yellow

Button module



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

- If the button is **blue** and the text is **"ABORT" or "PRESS"**, **hold the button** and watch the strip.
- If the button is **white** and the text is **"PRESS" or "DETONATE"**, **hold the button** and watch the strip.
- If the button is **yellow** and the text is **not "ABORT"**, **hold the button** and watch the strip.
- If the button is **red** and the text is **"HOLD"**, **press and immediately release**.
- Otherwise, **press and immediately release**.

Strip Color	Release When Timer Has ... in any position
Blue	4
White	1
Yellow	5
Other	3