

On the sides of the bomb, there are several red buttons. You must press down **ALL** the buttons with an even number of positive divisors.

There is also a keypad on the bomb that requires you to enter three unique codes in succession. Follow the directions below:

1. Green Buttons ♠ – Spa + SC + Opposite of beginning
2. 13, I, II, III, IV, V
3. Draw an arrow from  $\sigma$  to 77.  $180^\circ \curvearrowright$ .  $90^\circ \curvearrowright$ .  $180^\circ \curvearrowright$ .  $90^\circ \curvearrowright$ .

There are five turnable dials on the bomb. Dial I should be set  $90^\circ$  East of North. The instructions below indicate the positions of the four other dials.

1. Dial II should be turned  $\square^\circ$   $\curvearrowright$  past the position of dial III.
2. Dial III Should be turned  $\triangle^\circ$   $\curvearrowright$  of dial I.
3. Dial IV points  $90^\circ$   $\curvearrowright$  of Dial V
4. Dial V points  $270^\circ$   $\curvearrowright$  of Dial I.
5.  $\triangle$  is half of  $\square$ .
6.  $\square$  is a quarter of a full rotation.

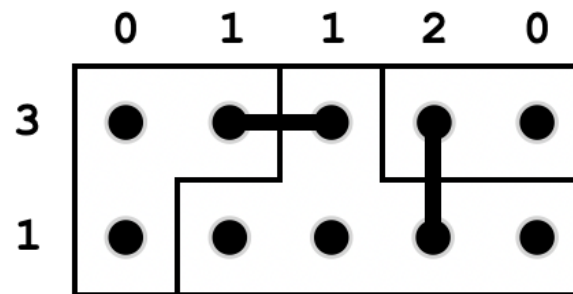
There is a  $5 \times 5$  grid of green buttons enclosed by colourful cages on the bomb. To deactivate this component you will have to press the green buttons so that the following rules apply:

1. There is only one green button pressed in each row, column, and colourful cage.
2. Adjacent buttons cannot be pressed. Adjacent buttons are ones that are *next* to each other (even diagonally).

There is a  $5 \times 5$  grid of plug-ins and colourful regions on the bomb. To deactivate this component of the bomb you will need to connect the right plugs with wires so that the following holds:

1. Only connect plugs that are adjacent (not including diagonally).
2. Do not connect plugs within the same region.
3. There must be the *correct* number of plugs in each row/column.
4. Each region is connected exactly once to all of its neighbouring regions.

An example schematic is shown below if there is any confusion:

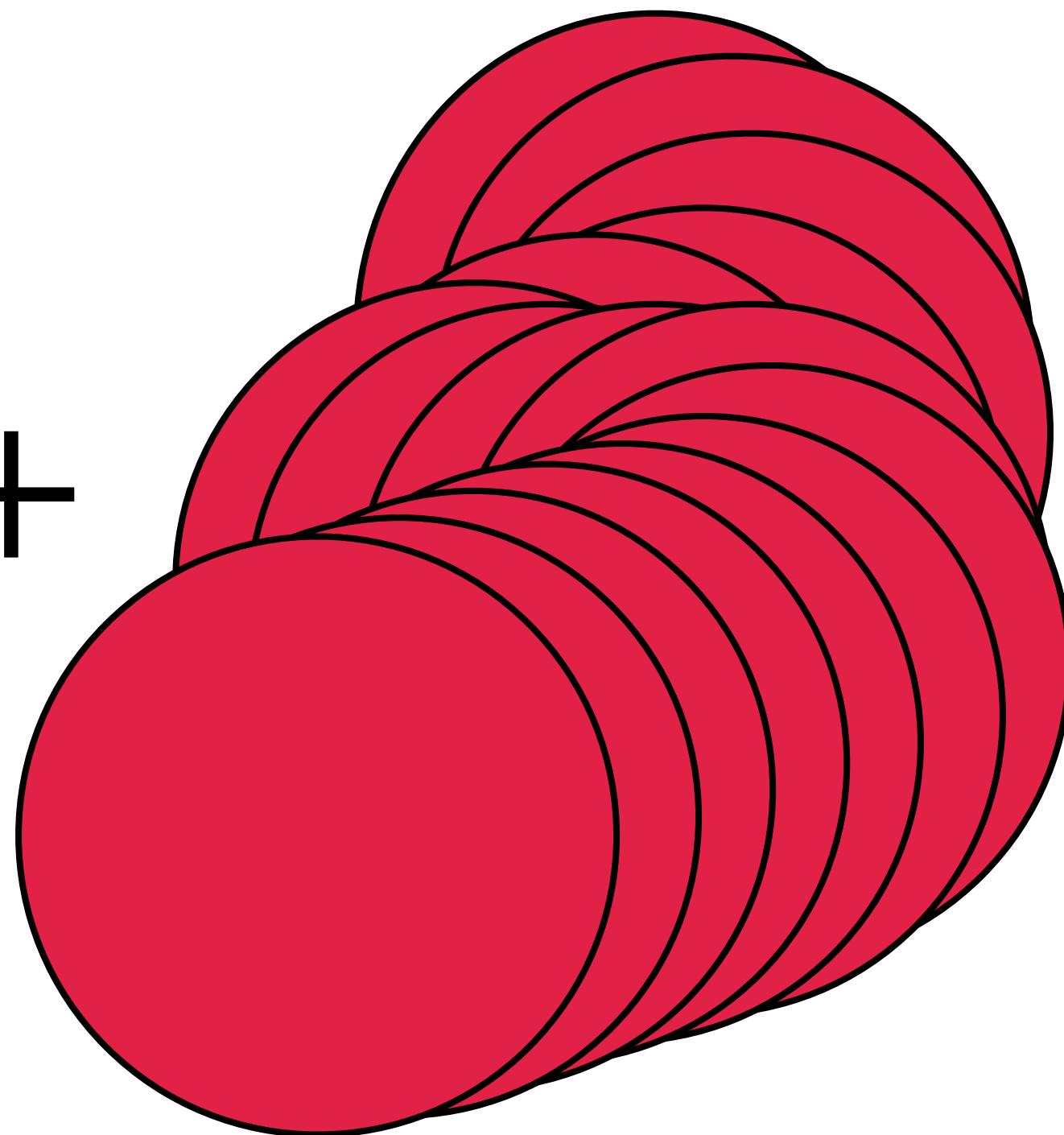


There is a  $5 \times 5$  grid with several numbers labelled, but many missing. Each row and column of the grid forms an *arithmetic sequence*.

A sequence is arithmetic if each term after the first is obtained by adding the same constant to the previous term. For example: 2,4,6,8,10 is an arithmetic sequence.

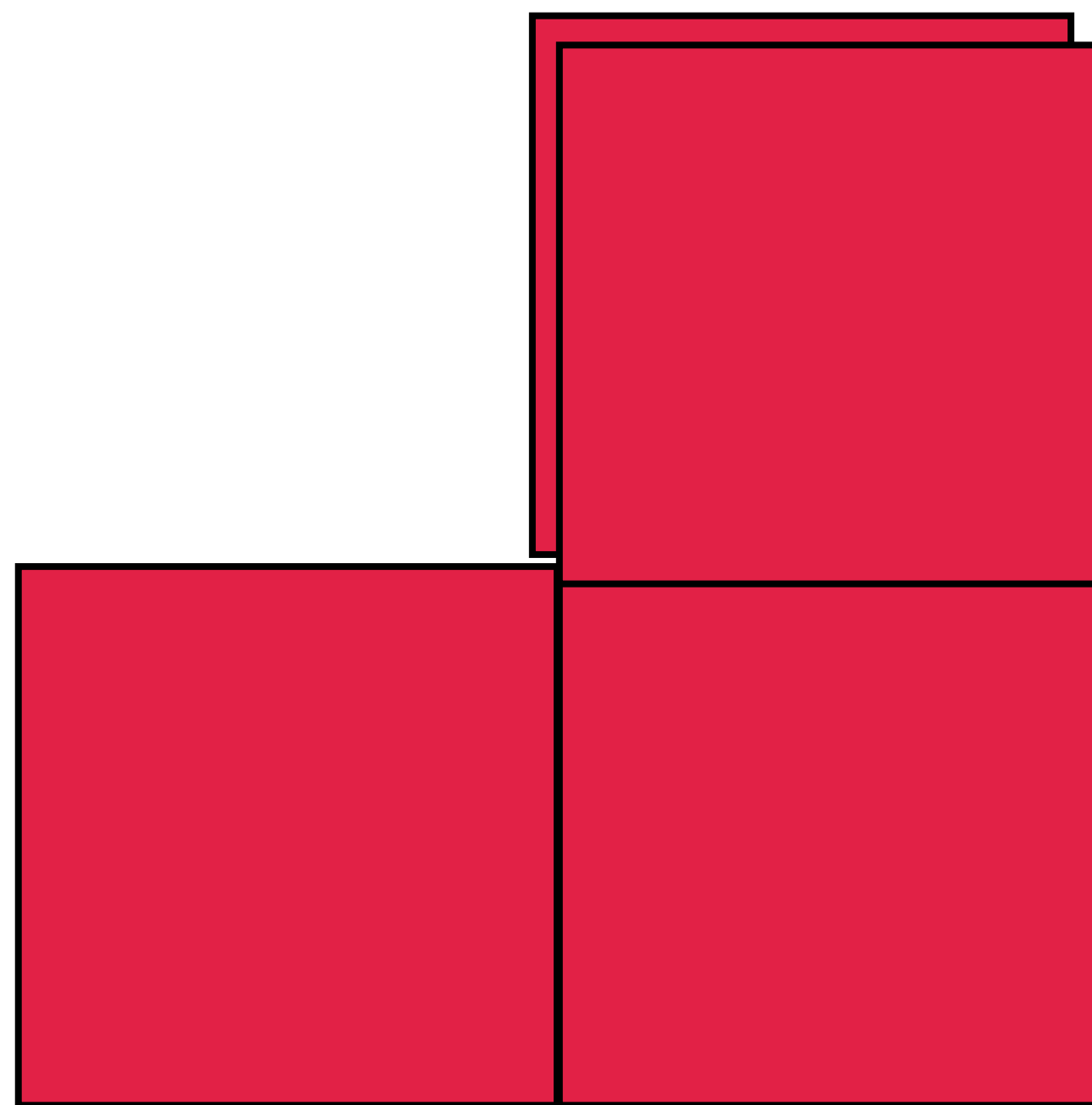


+

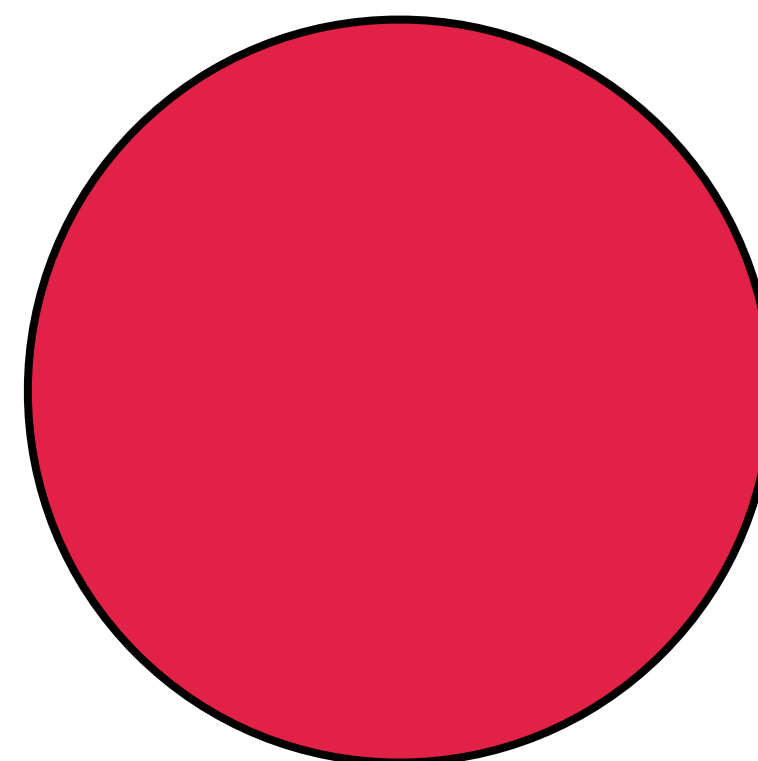


=

20

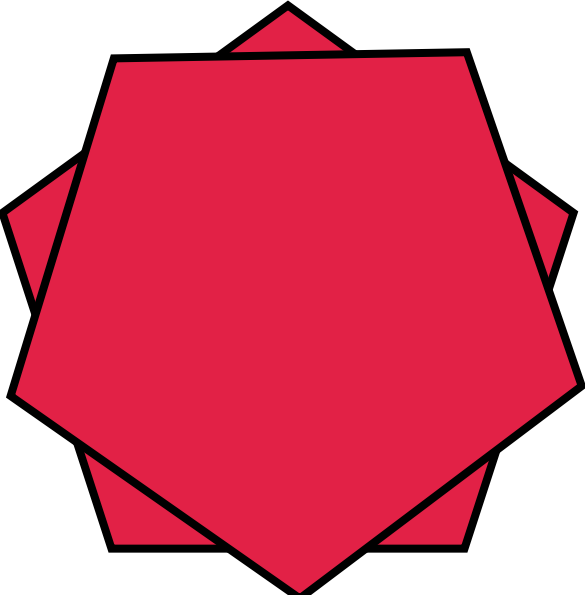
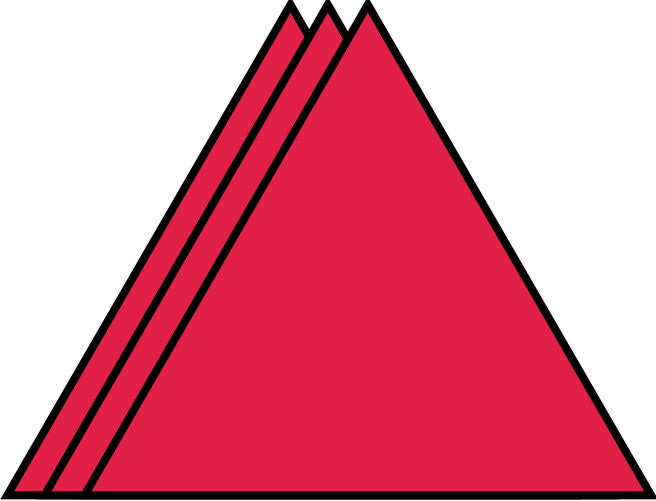


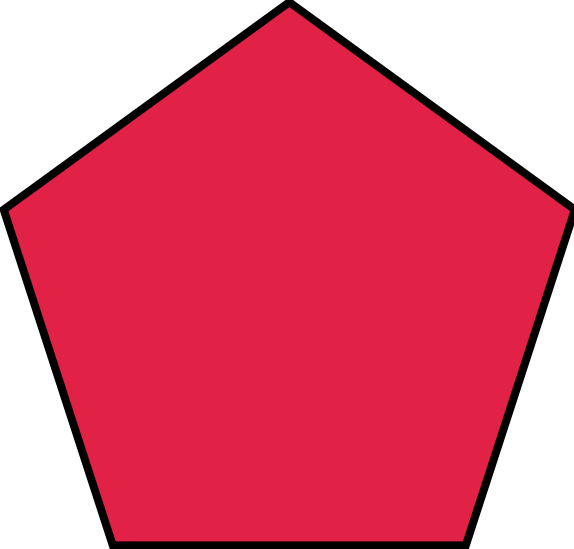
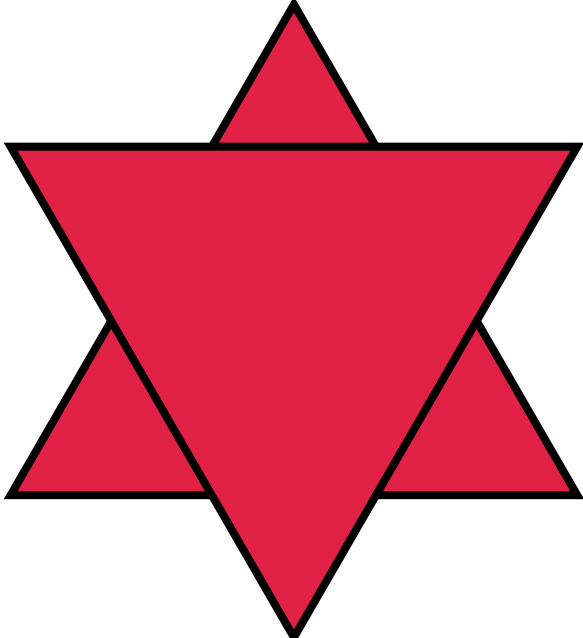
+




=

9

 $+$  $= 9$

 $+$  $= 6$

 $+$  $+$  $2$  $= 25$