BOMB DEFUSING

for DUMMIES

PUZZLE BOMB EDITION

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CHAPTER 1: INTRODUCTION TO BOMBS

The official definition for bomb is the following:

> A bomb is a container filled with explosive or incendiary material, designed to explode on impact or when detonated by a timing, proximity, or remote-control device.

However in the millitary, we do not like complex definitions so we have our own definition for bomb which is:

> Something that goes "boom" under a certain condition.

In the past bombs were easy to defuse but they have been evolving so nowadays they are way harder to defuse than it was in the past. Sucks for you but this is how things are.

CHAPTER 2: STRUCTURE OF A BOMB

There are hundreds types of bombs and hundreds of methods to defuse bombs but in this manual since is directed to beginners we will talk about a very common type of bomb which is "The Puzzle Bomb".

The Puzzle Bomb is actually one of the easiest bomb to identify because it has some weird shit on it so you will instantly recognize it when you see one for yourself.

Usually a Puzzle Bomb is divided into 6 sections which we call modules. In order to defuse the bomb, you complete all modules, easy.

Each module comes with a LED on its top right corner, so if the LED is NOT RED, you have successfully completed the module.

It does not matter, the order you completed the modules in a Puzzle Bomb but this is not the case in a Jiggsaw Bomb but do not worry about that because we are dealing with a Puzzle Bomb.

You should not have any problems in defusing a Puzzle Bomb unless you are fucking retarded.

Here there is a scheme to illustrate the structure of a Puzzle Bomb:

LED Module 1	LED Module 2	LED Module 3
LED Module 4	LED Module 5	LED Module 6

CHAPTER 3: COOPERATION

Even thought the Puzzle Bomb is a very common and well-known bomb there are 2 very important things that you have to take into account when trying to defuse a Puzzle Bomb.

Condition 1

Our millitary bomb researchers have reached the conclusion that the bomb has like an integrated radar inside that detects anything related to the bomb like for example, instructions on how to defuse it. So if the bombs detects something similar, it will explode.

It is impossible to disable this radar so to avoid making this radar you have to stay outside of its detection range which is around 2 meters. So to defuse the bomb, you will need a helper who has the instructions to defuse the Puzzle Bomb about 2 meters away from the bomb.

Bomb developers are not stupid so they knew that this radar could be deceived in some ways like for example if the defuser leaves the instructions to defuse the manual 2 meters away and keeps moving around between the bomb and the manual. To make this method and similars useless, the second condition was introduced.

Condition 2

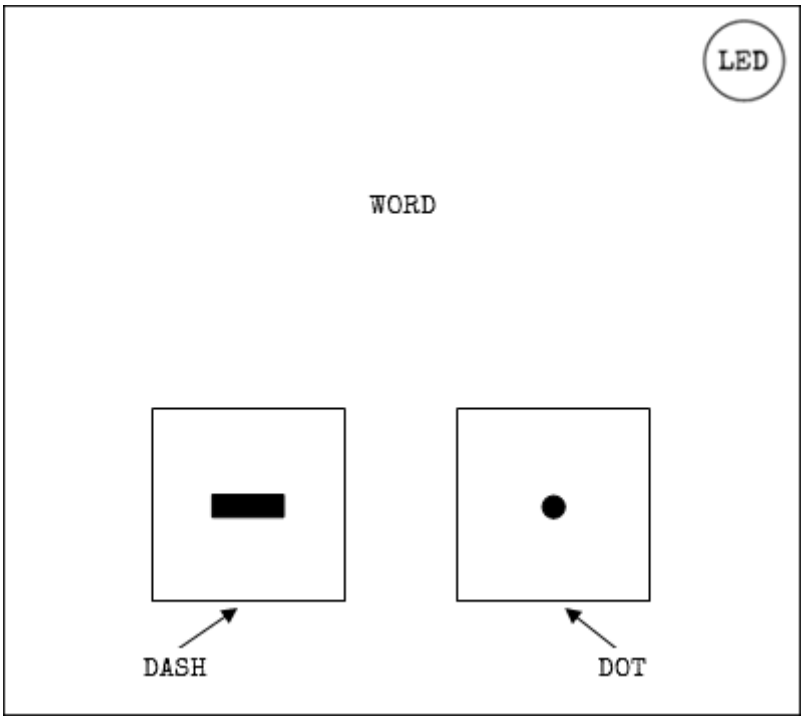
The bomb also has a thermal ans movement sensor which can detect if someone is next to the bomb. If the sensors detect someone and then that someone is not detected anymore, the bomb will explode also.

If you did not understand that last part, it is quite easy to explain. Once you are in front of the bomb, you cannot leave unless the bomb is defused or else it will explode.

PRO TIP: Do not be an idiot and ignore those conditions unless you want to blow up, which in this case, do it in a desolate place without people around.

CHAPTER 4: MODULE 1 (MORSE)

For the first module of the Puzzle Bomb, we will have a little test of morse code.



"But I do not know morse code!" is probably what you are thinking right now, but do not worry since this is a professional beginner guide on how to defuse bombs, we will give you all the necessary information you require.

You must never rely on digital or online information because if for example, you are defusing a bomb where there is no Internet or there is a strong magnetic field, your smartphone or any other electronic device will not work properly and you will be fucked.

Physical information like this guide is always the best choice during important or critical moments since they are always reliable. That is the reason you bought this guide, isn't it?

To complete this first module, you have to introduce the morse password in the appropiate way using as information the word that appears above the DASH button and the DOT button.

There should be four different patterns and they should be as the following:

1. If the word is closed on the left side, we have an EVEN pattern.
2. If the word is closed on the right side, we have an ODD pattern.
3. If the word is closed on both sides, we have a REVERSE pattern.
4. If the word is NOT closed on any side, we have a NORMAL pattern.

An example on how the patterns look like in the order stated above:

Once you are aware of which pattern you have been given, we will proceed with the pattern explanation and how it effects the morse password you have to introduce:

If you have an EVEN pattern, translate to morse all the letters that are in an EVEN position in the order they appear.

If you have an ODD pattern, translate to morse all the letters that are in an ODD position in the order they appear.

If you have a REVERSE pattern, translate to morse all the letters but start from the ending of the word and go backwards.

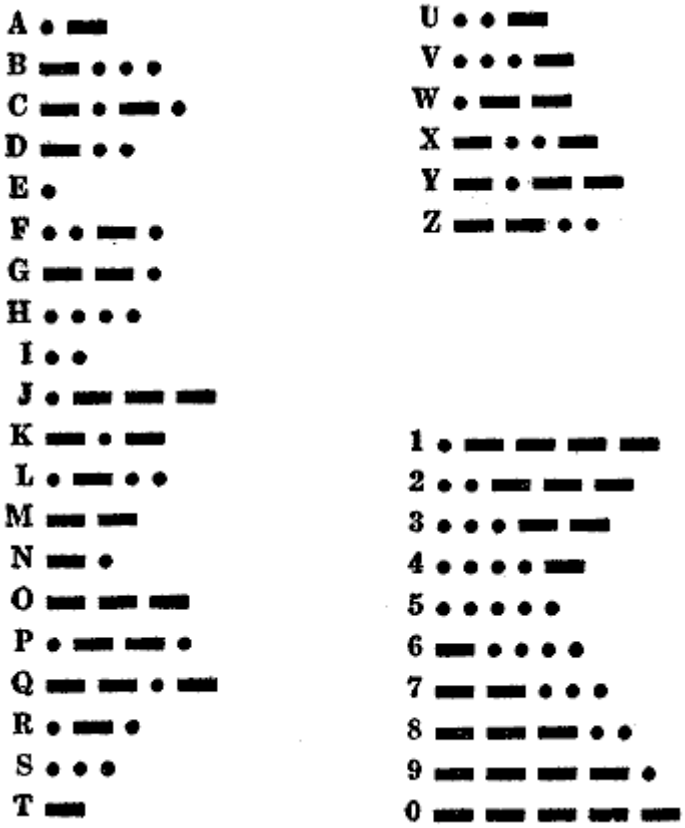
If you have a NORMAL pattern, just translate to morse.

Now all that is left is introduce the whole password and hopefully complete the module.

If by any chance, you input a wrong value in the password, you will have to introduce the rest of the password. When you finish doing so, you will hear a buzzer. This means that the password you introduced was wrong and now, you can input again the password from the beginning.

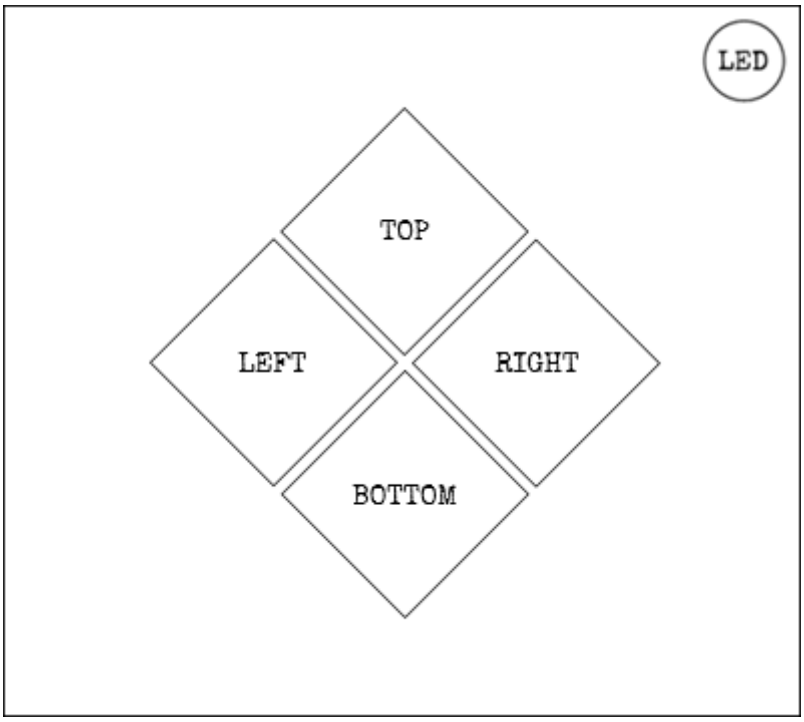
In case you do not remember from previous chapters, a module is completed when the module LED is NOT RED. If the module LED turns GREEN, you successfully completed the module and if the module LED turns YELLOW it can mean that you either skipped this module or the module auto-locked itself. We will speak in more detail about module auto-locks later on in the guide.

Lastly, what you were looking for, a morse code translation chart.



CHAPTER 5: MODULE 2 (SIMON)

Simon is probably the most famous module in the Puzzle Bomb because it works similar to the original game. The structure of this module will be as the following.



You will always have four buttons on this module and each button will have its own color between RED, GREEN, BLUE and YELLOW,

Each button will have its color randomized when you start defusing the bomb, so colours are not a reliable source of information. However, the position of the elements is fixed and cannot change so we will use this information to successfully complete this module.

We suggest that you find a way to identify all buttons through words. For example, here in the millitary we use TOP, LEFT, RIGHT and BOTTOM and we will refer the buttons as that in this guide, so keep that in mind.

Feel free to find suitable names to refer all the buttons to not create missunderstandings with each other.

First of all, you should see that a button is lighted up in the module, this will tell you which pattern the simon will use:

> If the TOP button is lighted up, the pattern will be to always push the OPPOSITE button Simon shows.
>
> If the LEFT button is lighted up, the pattern will be to always push the next button Simon shows using CLOCKWISE rotation.
>
> If the RIGHT button is lighted up, the pattern will be to always push the next button Simon shows using COUNTERCLOCKWISE rotation.
>
> If the BOTTOM button is lighted up, the pattern will be to always push the button Simon shows.

Once you know which pattern you will be using press any button in the Simon module to start.

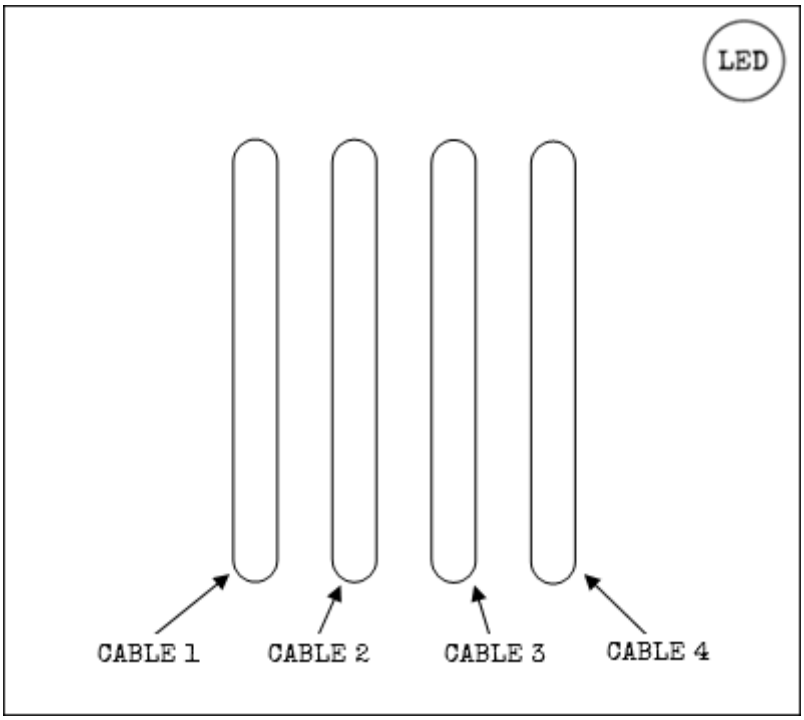
Now, it works like the actual Simon game where Simon shows you a color sequence and when its done, the user has to input the same colors Simon showed. If the sequence is input correctly, Simon will show you again the color sequence and adding a new color and if the sequence the user inputs is wrong, Simon will show you again the color sequence. Simon will repeat these steps until you reach the last color sequence.

To complete this module, you have to do like the usual Simon but instead of inputting the same colors Simon shows, you have to respect the pattern gave you before starting.

PRO TIP: Take a piece of paper and something to write on it and write the pattern shown on before starting defusing the module. Also, write the combination Simon gives and then translate it.

CHAPTER 6: MODULE 3 (CABLES)

How could not a bomb have something with cables on it?! It is a tradition almost all bombs nowadays follow.



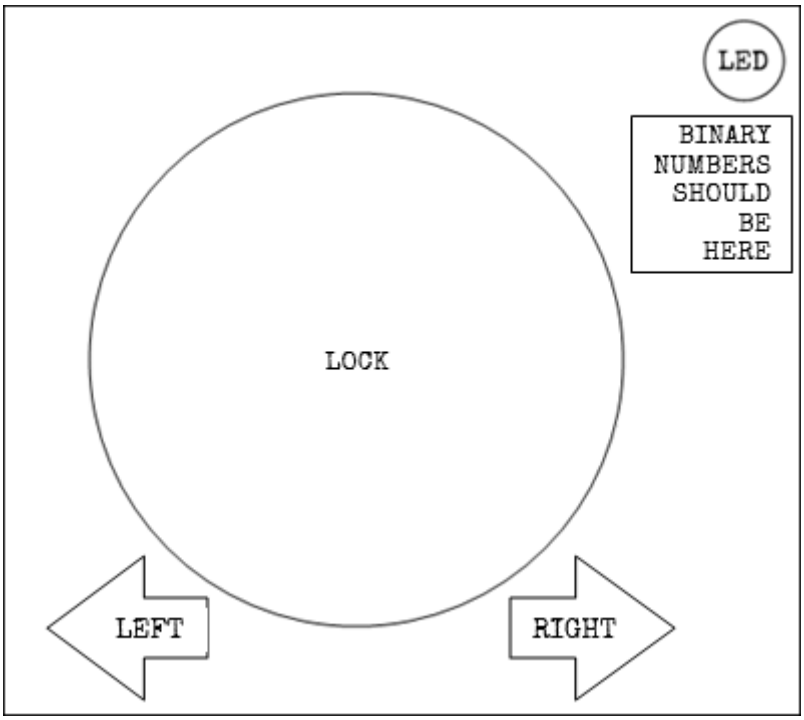
Your goal as you have probably imagined is to cut the cables in the correct order. To do so, here there is the guide on how to do it. Perform the first action that applies:

1. If the GREEN and YELLOW cable are in an even position, cut the first cable, then the third and lastly the fourth cable.
2. If the GREEN and BLUE cable are next to each other, cut the BLUE cable first and then the GREEN cable.
3. If the RED cable is first, you only have to cut the RED cable.

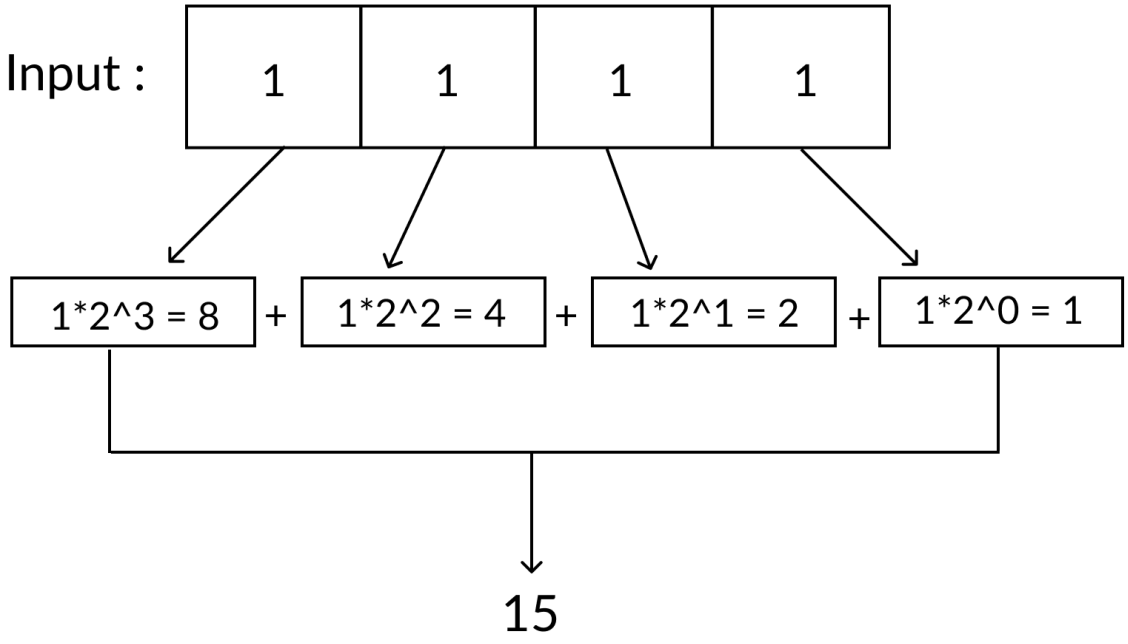
WARNING: If you make a mistake in this module it will auto-lock and you will be unable to do anything else in the module. Also, be aware that failing this module will be counted as a module skip.

CHAPTER 7: MODULE 4 (LOCK)

Module 4 has a lock combination device where you need to decyper the code and input it correctly in the lock to complete the module.



First of all, you should convert the binary numbers this procedure:



Once you have converted all the binary numbers written in the module, you already have the password to unlock the module which is the converted binary numbers from bottom to top.

But before inputting the password in the lock, you have to know one more thing which is the rotation password which always works like the following:

> The first number you enter from the password must be input using CLOCKWISE rotation.
>
> After the first number, whenever you want to add a new number keep alternating the rotation orientation.

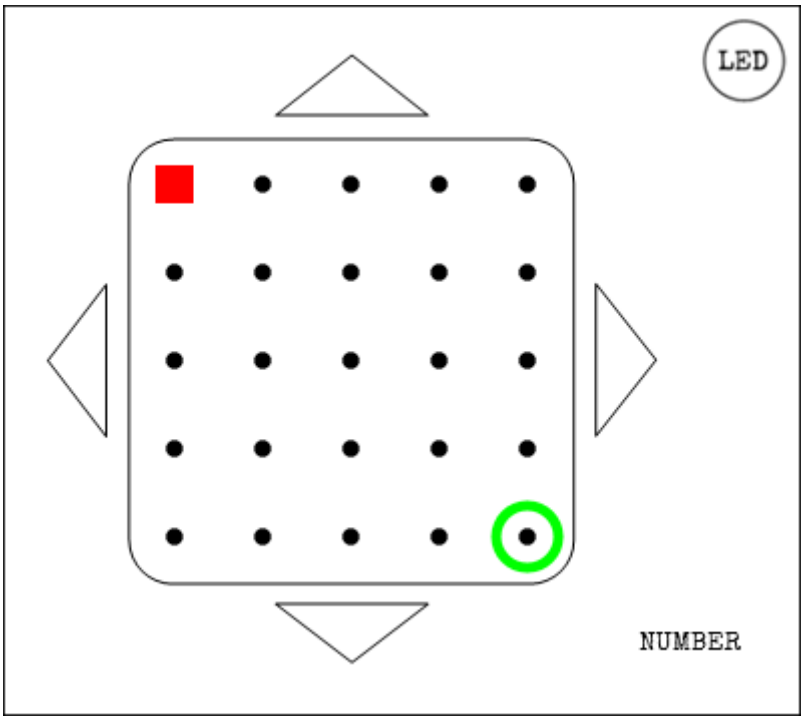
If you hear a buzzer when inputting the password, it could mean:

> 1. You did not introduce a number when you stopped rotating the dial.
>
> 2. The whole password you introduced is incorrect.

Whenever you hear the buzzer, you will need to start inputting the password from the beginning again.

CHAPTER 8: MODULE 5 (LABYRINTH)

Module 5 or as we called it, Labyrinth, might look very intimidating but it is not as hard as it looks like.



The layout of the labyrinth will be generated accordingly to the number you can find on the bottom right corner of the module. It has 4 possible patterns:

1. If the number is NOT PRIME and is ODD.

➤ ➤ ➤ ➘ ➘ ➘ ➘ ➘ ➤ ➤

2. If the number is PRIME and EVEN.

➘ ➤ ➘ ➘ ➤ ➘ ➤ ➤

3. If the number is NOT PRIME and EVEN.

➘ ➘ ➘ ➘ ➤ ➤ ➚ ➚ ➚ ➚ ➤ ➤ ➘ ➘ ➘ ➘

4. If the number is PRIME and ODD.

➤ ➘ ➘ ➘ ➘ ➘ ➤ ➤ ➚ ➤ ➤ ➘

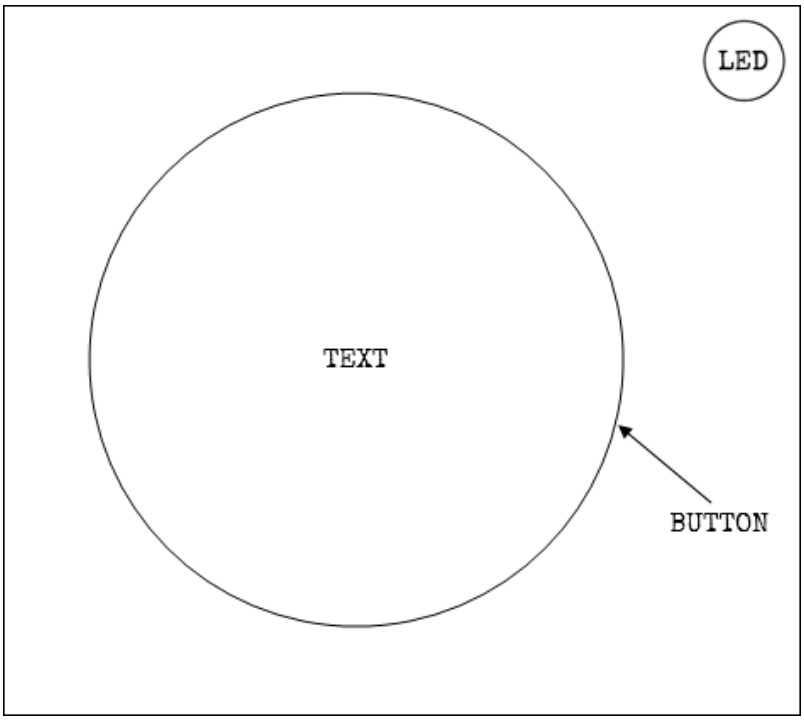
PRO TIP: Keep track of your position in the labyrinth.

Here you have a table with numbers from 1 to 100. The cells that are highlighted means that they are prime numbers.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

CHAPTER 9: MODULE 6 (BUTTON)

The last module (if you do them in order) is surprisingly the easiest. In this module, there should be something like this:



There are 2 parameters that can give you information which are the color of the button and the text found on top of the button

To complete this module, follow these rules in the order they are listed. Perform the first action that applies:

1. If the button is RED and says ABORT, press the button for 1 second and release it.

2. If the button is GREEN and says DETONATE, press the button for 3 seconds and release it.

3. If the button is BLUE, press the button for 2 seconds and release it.

4. If the button says HOLD, regardless of the color, press the button for 5 seconds and release it.

5. If none of the above apply, press the button and release it immediately.