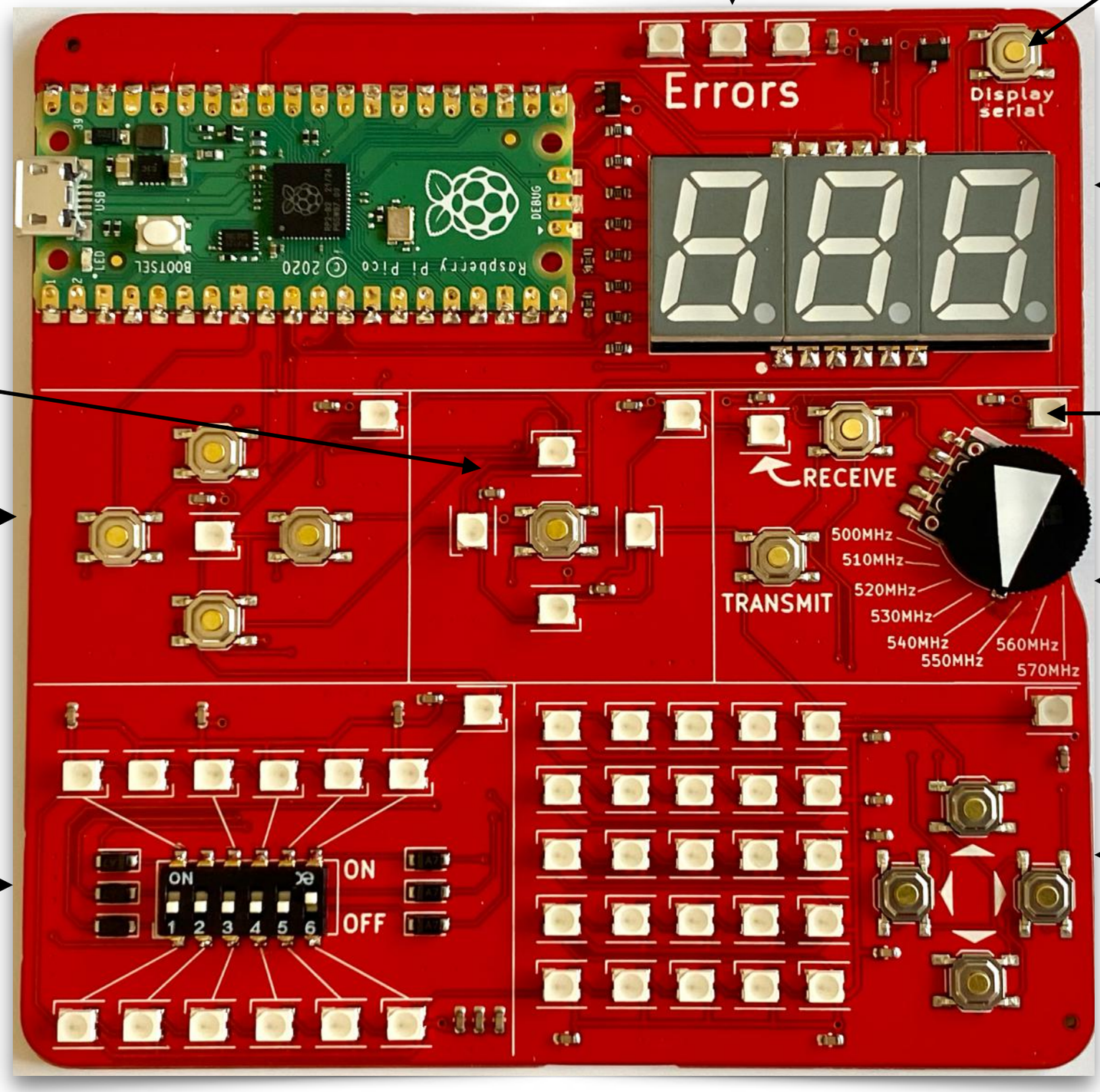
Shut Up and Die!

Defuse Manual V1.0

The rules

- This is a two player game. On player has the instructions, the other is defusing the board.
- The player with the instructions should not see the circuit board. The player operating the board should not see the instructions.
- Work together to defuse all 5 modules.
- The game ends when the timer reaches 0 or after 4 failed attempts at disarming a module.
- Dis- and reconnect the USB cable to reset the game.
- If you cut the traces on the back of the board you can reduce the time to 2 minutes and/or the allowed failures to 0.

The bomb



Error counter

Show serial number

Time display

Module state green when disarmed

Radio module

Maze module

Button module

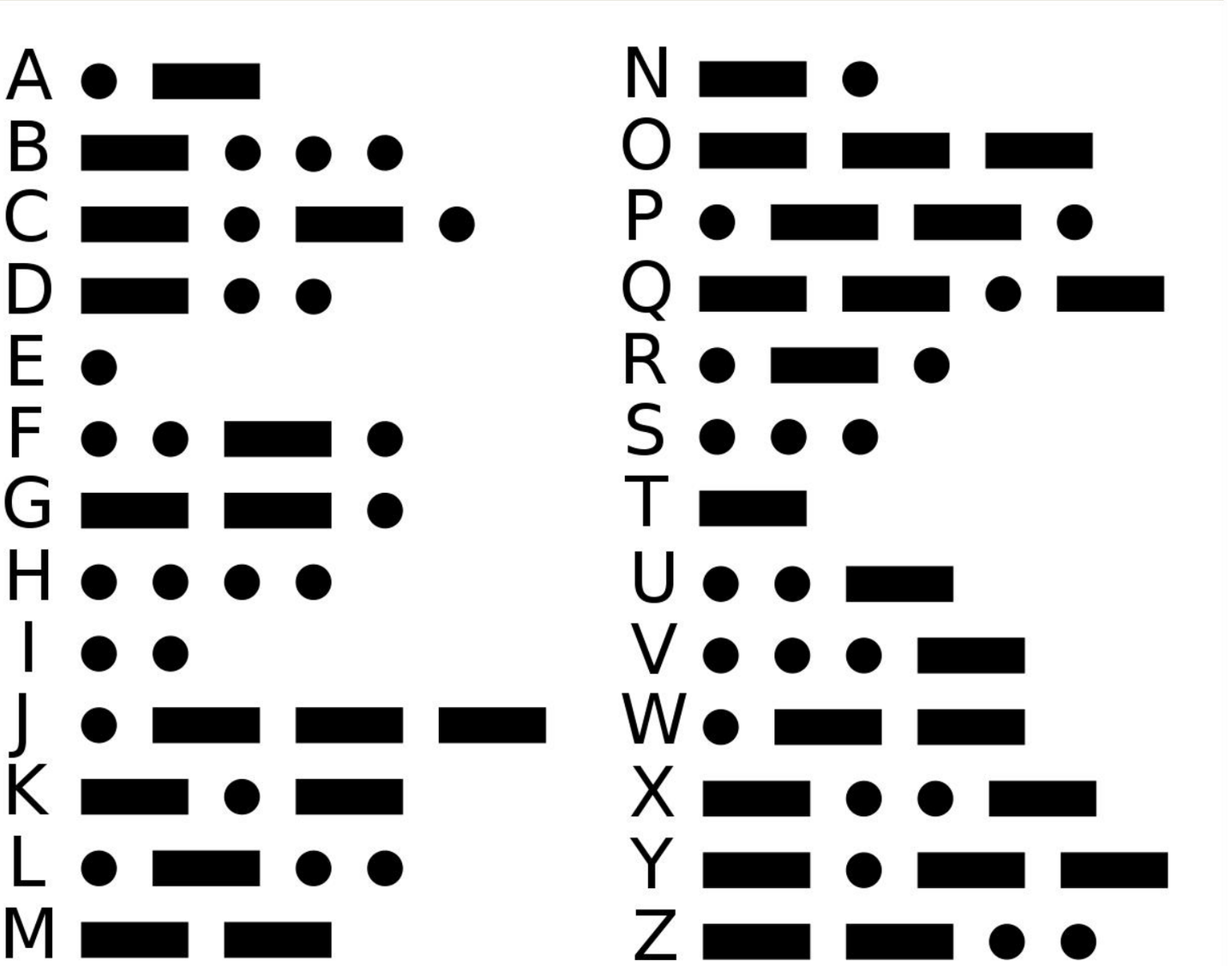
Memory module

Switch module

01 The radio module

Press the “Receive” button and decode the morse message.

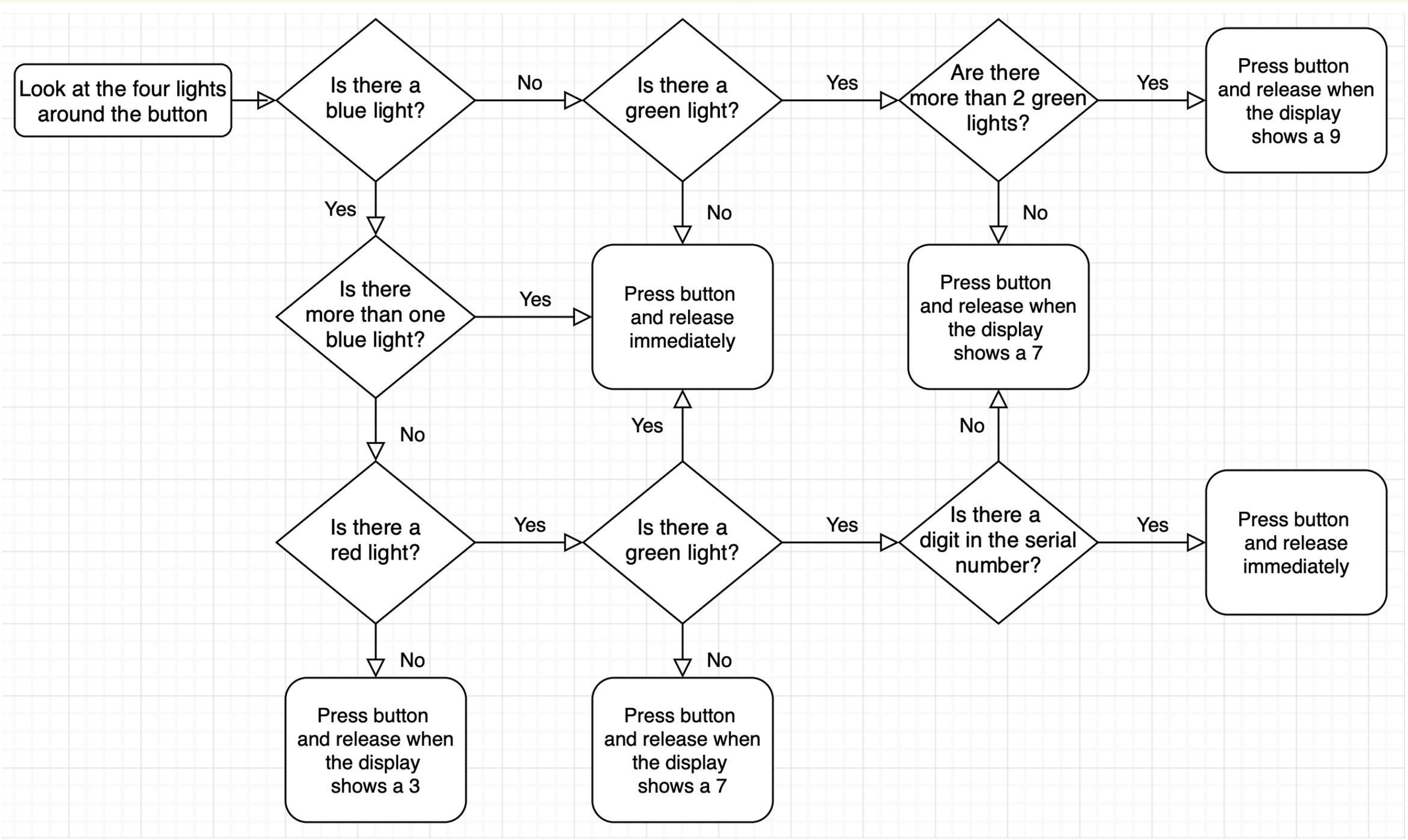
Then transmit on the correct frequency.



Word	Frequency
slick	500 MHz
trick	510 MHz
leaks	520 MHz
break	530 MHz
boxes	540 MHz
brick	550 MHz
steak	560 MHz
beats	570 MHz

02 The button module

Just press the button. But how long?



03 The memory module

Repeat the blinking pattern. Press the correct buttons for the color according to these tables:

Use this table if there is an ‘A’ in the serial

RED	UP
GREEN	DOWN
YELLOW	LEFT
BLUE	RIGHT

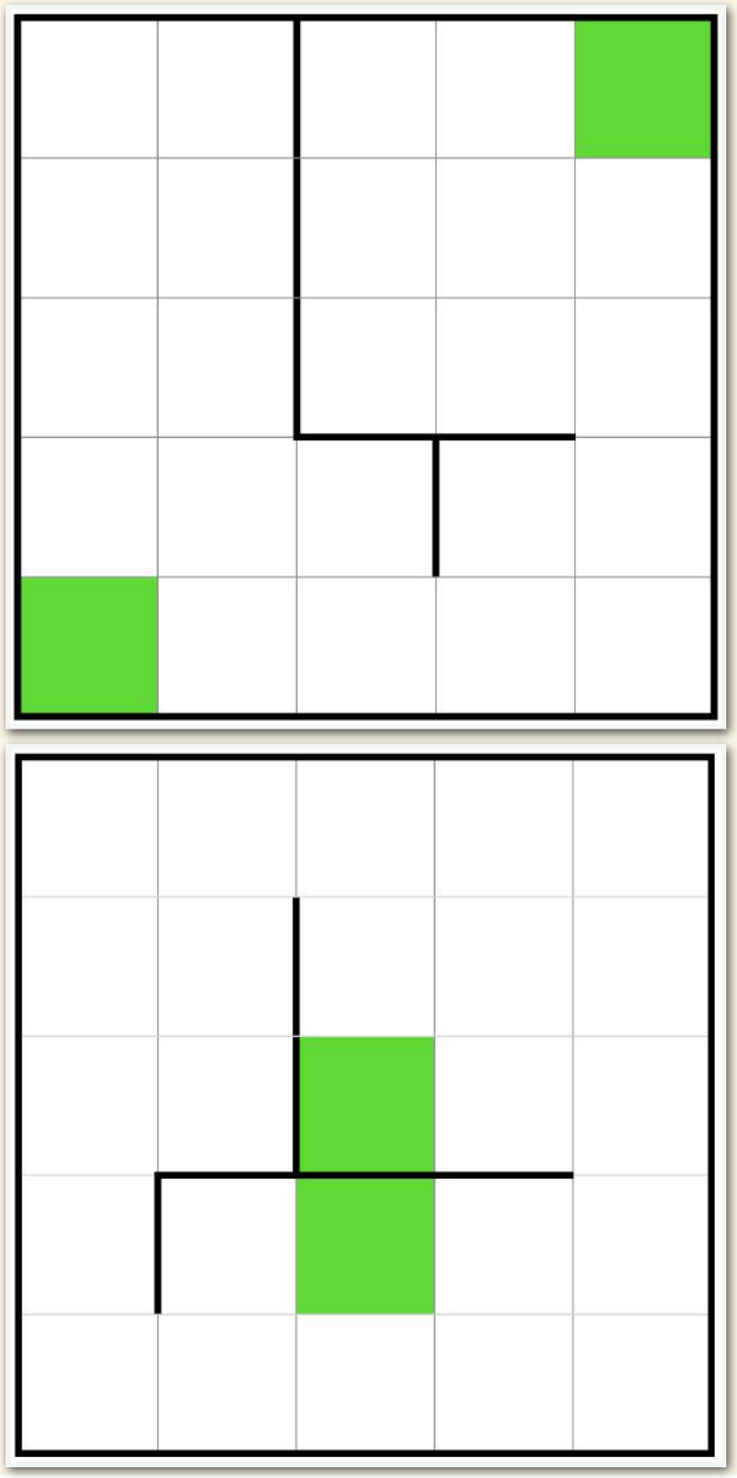
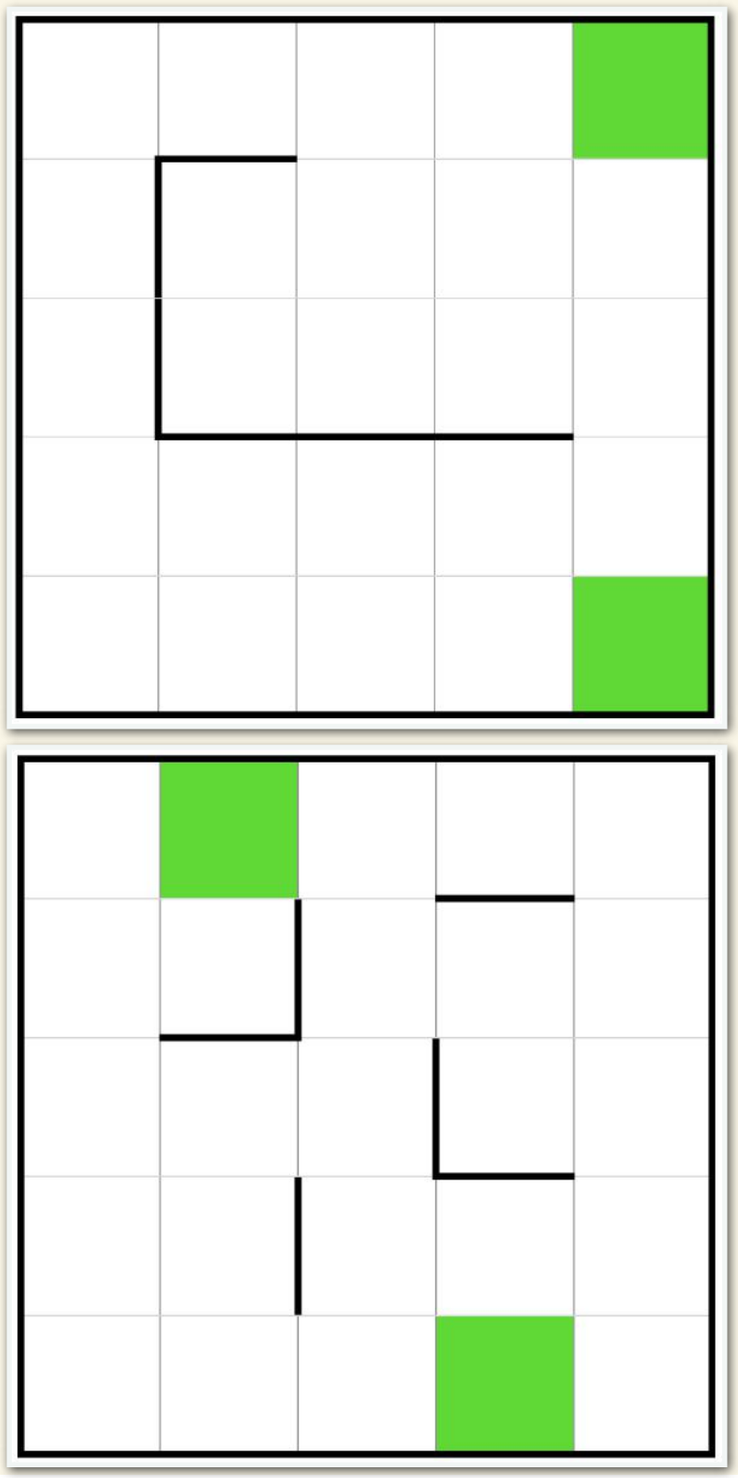
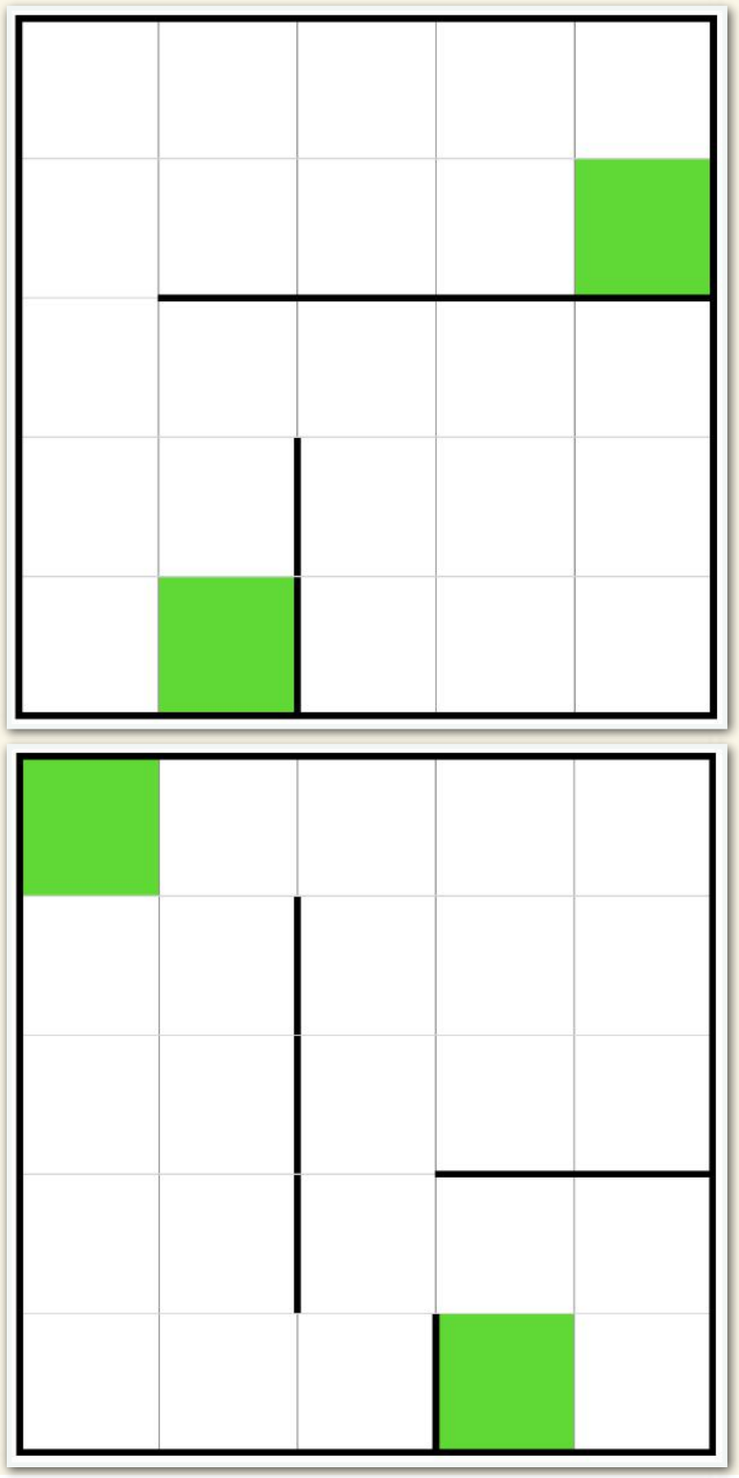
Use this table if there is no ‘A’ in the serial

RED	DOWN
GREEN	RIGHT
YELLOW	UP
BLUE	LEFT

04 The switch module

Set up the switches according to the color of the LEDs above and below it.

Below / Above	RED	GREEN	BLUE	OFF
RED	OFF	ON	ON	OFF
GREEN	ON	OFF	OFF	ON
BLUE	OFF	OFF	ON	ON
OFF	ON	ON	OFF	OFF

05 The maze module

Identify the maze by the green lights. Get the blue dot to the red dot.