

Bomb Defusal Manual



version 1.0

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Anatomy Of a Bomb

A bomb is made of many components, outlined below:

Buttons

You're familiar with buttons, right? Round colored things, press it with your finger and it does stuff? Yup, that's a button. Only press it when instructed.

Toggles

Like a light switch. A toggle is a switch with a long stick-looking part that you can flip up or down. These should all be left in the down position unless otherwise instructed.

Rockers

A rocker is kind of like a toggle, but not the same. You press one side to turn it on and press the other side to turn it off. Just like a toggle, these should be left in the down position until instructed otherwise.

Wires

Surely, you've heard of wires before. Like strings but with electricity in them? There will be five of these connected to a bomb. If you are instructed to pull one, press the release button and pull the wire from the bottom.

LED Screen

This screen displays a countdown timer - hint you do NOT want it to reach zero - as well as a serial number. You'll need that.

LED Lights

These flashing lights will give you hints to how your bomb works. If they all turn red. . . Well you won't need to worry.

Defusing a Bomb

Defusing a bomb is relatively simple. Just follow the list of instructions carefully, and with a little bit of luck you will survive! Otherwise . . . well then it's not your problem anymore, is it? Best of luck!

Rule One

If you flip too many wrong toggles, press too many wrong buttons, etc. . . Game over.

Rule Two

If you run out of time, you guessed it - Game over.

Rule Three

If you get the correct set of buttons, rockers, etc. the lights will turn green. You ~~have~~ to play another day!

Toggles

There are four toggles typically found on bombs, also in a row. As with buttons, they are different colors and should only be flipped when instructed. Careful!

The ORANGE toggle should be flipped only if the third character in the serial number is a number that is spelled with three letters. Also do NOT flip the ORANGE toggle if first LED color is blue.

If the third character in the serial number plus the first character in the serial number add up to an even number greater than fifteen, flip the GREEN toggle.

For the BLUE toggle, if the seventh character in the serial number is a vowel - A, E, I, O, or U - you can flip it as long as the second LED color isn't green.

If the eleventh character in the serial number is found in the word "ESCAPE", you should flip the WHITE toggle, otherwise do NOT flip the WHITE toggle.

If the last character in the serial number is a letter with an EVEN position in the alphabet (A=one, B=two, etc.), flip the RED toggle.

If the first two colors of the LED light sequence are some combination of green and red, flip the GREEN toggle.

If the last two colors of the flashing LED lights are green and red, or red and green, flip the RED toggle.

ROckers

Rockers are typically aligned on one side of the LCD display. They are "OFF" when the 'O' is down.

The GREEN rocker should be flipped if these two conditions are true: tenth character in the serial number is a number LESS than half the first number in the serial, AND the first LED color is NOT green. If both are true, flip the GREEN rocker.

If the eleventh character in the serial number is in the first half of the alphabet, flip the BLUE rocker.

The ORANGE rocker should be flipped if the first character in the serial number, plus the tenth character of the serial number, add up to thirteen.

The BLUE rocker can safely be flipped if the sixth character in the serial number is an even number.

If the first color of the flashing LED lights is the same as the last color, but NOT the same as the second color, you should flip the RED rocker. But if the first color and the last color do NOT match, you should NOT flip the RED rocker and should instead flip the ORANGE rocker.

Wires

Wires come in a row of four and should remain connected to the bomb at all times, unless you are told to disconnect them! Remember to press the release on the bottom of the wire and then gently pull it free. Pull too hard and you could set off the bomb, so take your time!

The BLACK wire can be disconnected if the first two colors of the LED light display are green or blue in any order.

Similarly, the YELLOW wire can be disconnected if the last two flashing colors are red and/or blue.

If the fifth character in the serial number is a number, and if that number is odd, you can safely disconnect the GREEN wire.

If the ninth character in the serial number is a digit that is spelled with a vowel as the first letter, you can safely disconnect the BLUE wire.

If the second character in the serial number is the third, fifth, seventh, or ninth letter of the English alphabet, please disconnect the RED wire.

Buttons

There are five common buttons found on an explosive device, often arranged in a row. They come in many different colors and should be pressed only when the conditions below are met. Speak to a supervisor if you are unsure.

On the row of blinking LEDs, if the last two LED colors to flash are blue and green in any order, press the BLUE button.

On that same row of blinking LEDs, if the first and second colors are blue and red in any order, press the WHITE button.

If the first & ninth characters of the serial number are both numbers, and they don't match, and they add up to form an even number, you may press the YELLOW button.

The GREEN button is trickier than the previous three. If the eighth character in the serial number is in the last half of the alphabet, press the green button unless the first LED color that flashes is red, in which case DO NOT PRESS THE GREEN BUTTON.

If the last character in the serial number is found in the word CIPHER, press the RED button, unless the second LED color to flash is red, in which case do NOT press the RED button.

If the fourth character in the serial number is in the first half of the alphabet, press the YELLOW button. However if the LED sequence has blue for the middle color, you must NOT press the YELLOW button.

Thank you for purchasing this Bomb Defusal Manual. We hope it has served your needs well. However if you experience any difficulties while defusing a bomb, please call our customer support hotline at 888-3-8888. Our team is happy to assist you seven days a week, from the hours of 10am through 3pm PST.

If you found this guide helpful in your daily bomb defusal needs, please leave us a Google review and tell your friends!

CIPHER SOLVER