

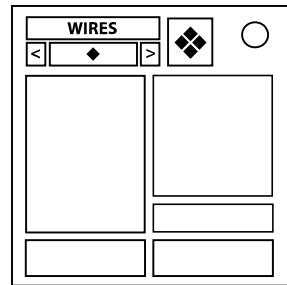
On the Subject of The Modkit

It is literally do or die.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.



- The module consists of a display with module components, a "❖" button, a "◆" button, multiple smaller buttons and several containers for a wire panel, a symbol keypad, an alphanumeric keypad, a set of LEDs and a set of arrow buttons.
- In order to disarm the module, choose the right components for it and then solve it using the corresponding instructions in the pages below.
- Interacting with module components when the current component selection is not the correct one will cause a strike.
- Use the arrow buttons near the top display to cycle between the possible module components and press the "◆" button to toggle the corresponding component.
- If no component meets its condition to be in the module, press the "❖" button to disarm the module.

Refer to the table below to decide what components to include. Use the column corresponding to the most common port type on the bomb. If multiple are tied (including the case where the bomb has no ports), use the leftmost tied column. Include a component if **any** of the characters in the corresponding table cell are in the serial number.

To avoid confusion, zeros in this manual are represented by the character Ø.

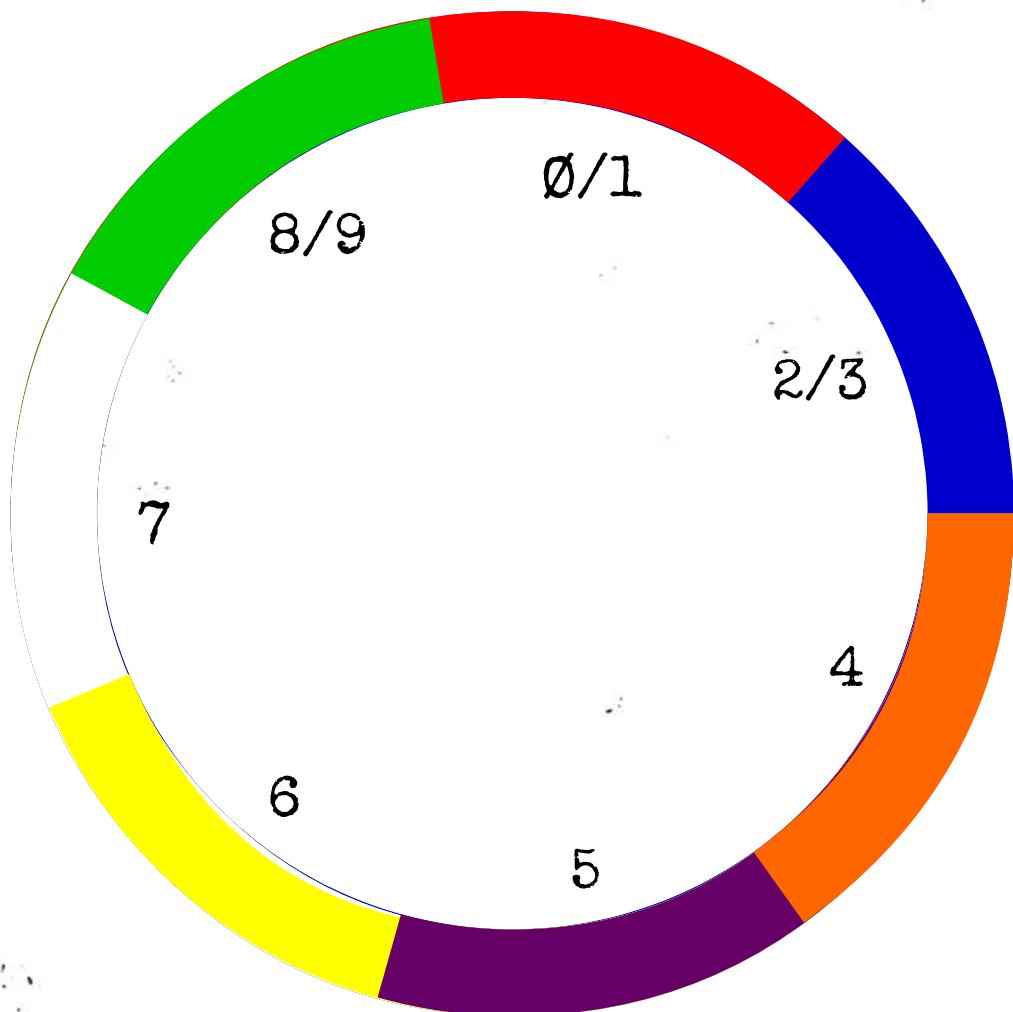
	Serial	Parallel	DVI-D	PS/2	Stereo RCA	RJ-45
Wires	CRY2	CAP1	HUTØ	REV1	RIB8	SIX6
Symbols	HAM8	MUDØ	RED3	SHY7	MAN1	FRY2
Alphabet	TED6	KIT9	PAC8	DIM4	SPY5	HUB9
LED	GIN3	FLY5	MIX2	TUG6	GELØ	LEG3
Arrows	FLU4	HER7	SKY9	LAW5	CUT7	JAW4

On the Subject of Colorful Wires

Note: If your module's components aren't exactly [Wires], you are looking at the wrong section of this manual!

To disarm the module, cut all necessary wires. If no wires meet their cut condition, instead press the "❖" button to disarm the module. Wire order is from top to bottom.

Locate in the wheel chart below the cell corresponding to the first digit of the serial number. Then, proceeding clockwise if the serial number has an even number of digits and counter-clockwise otherwise, cut the first wire if it is colored with any of the first three colors of the wheel. Then, use the following three colors in a similar fashion for the second wire, and so on.



On the Subject of Adjacent Symbols

Note: If your module's components aren't exactly [Symbols], you are looking at the wrong section of this manual!

To disarm the module, press all symbols in the right order. Each symbol needs to be pressed only once.

Take the serial number of the bomb and replace each letter with its alphabet position, obtaining a sequence of numbers. Then, convert those numbers into directions using the direction chart below.

Using the sequence of directions, obtain a sequence of symbols by traveling the symbol map below, starting in the black square. The black square has no corresponding symbol. The grid loops around (up/down movements remain on the same columns and left/right movements remain on the same row).

Press the symbols on the module in the order they appear in the symbol sequence, then press each symbol that did not appear in the sequence in the order they appear on the module, from left to right.

Number	Direction
1, 5, 9	▲
2, 6, Ø	▶
3, 7	▼
4, 8	◀

Ψ	*	Ж	҃	¶	Ӑ	Ӭ	Ӯ
Ω	Ӯ	б	Ҝ		Ҫ	Ҽ	՞
Ҫ	ڙ	ڻ	خ	☆	ڦ	ڻ	ڙ
©	★	ڦ	æ	ଓ	ڦ	ڪ	ڦ

On the Subject of Edgework Keys

Note: If your module's components aren't exactly [Alphabet], you are looking at the wrong section of this manual!

To disarm the module, press all the keys that have a digit greater than or equal to its letter's value in the table below. If there are no valid keys, press the "❖" button to disarm the module.

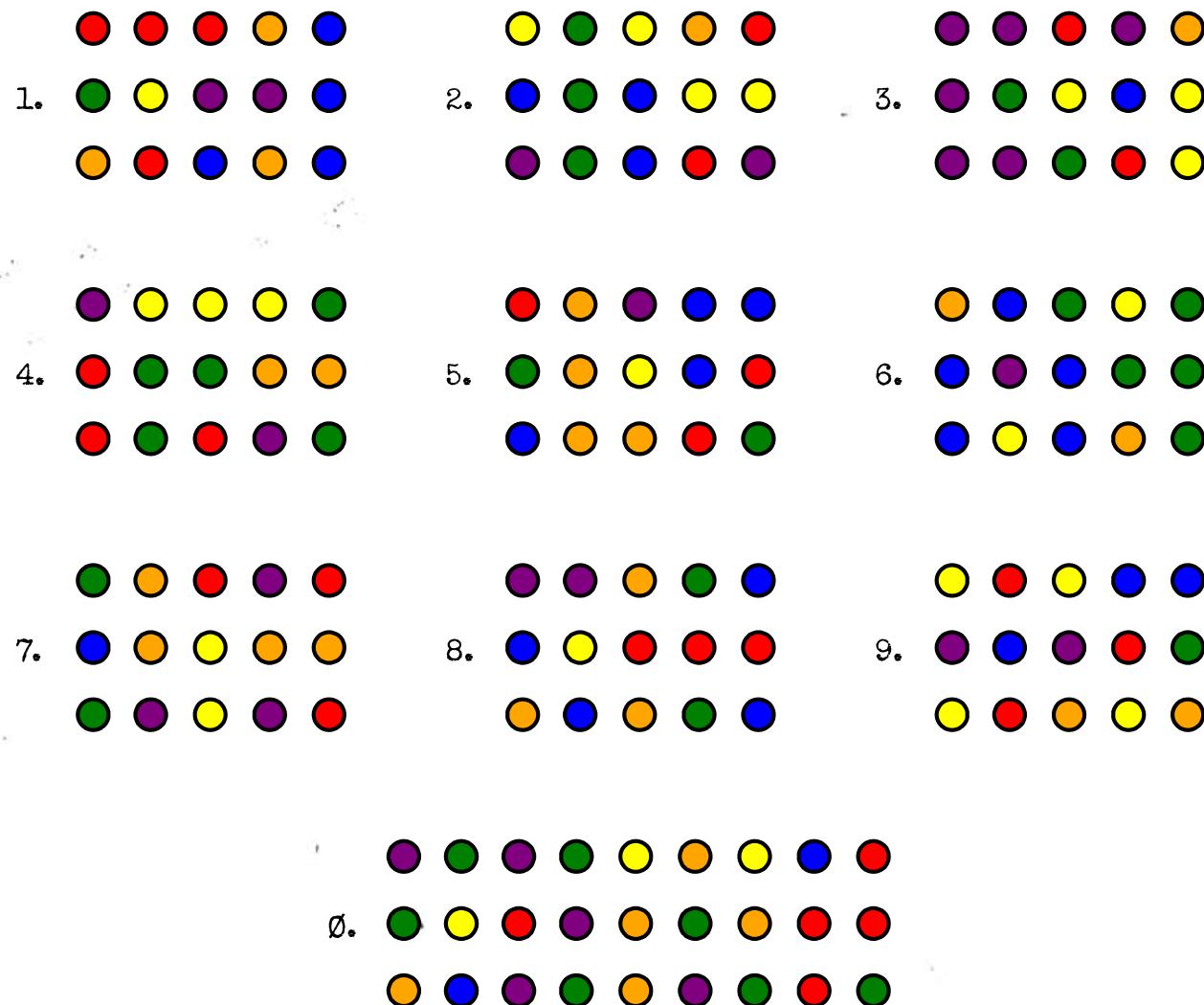
Letter	Rule
A	Second SN digit
B	Number of empty port plates
C	Number of PS/2 ports
D	Middle key digit
E	Number of lit indicators
F	Left key digit
G	Number of port plates
H	Number of AA batteries
I	Second to last SN digit
J	Number of batteries
K	Number of ports
L	Number of indicators
M	Number of DVI-D ports

Letter	Rule
N	Number of D batteries
O	First SN digit
P	Last SN digit
Q	Number of Parallel ports
R	Number of Stereo RCA ports
S	Number of battery holders
T	Number of RJ-45 ports
U	Number of unlit indicators
V	Number of port types
W	Right key digit
X	Number of SN digits
Y	Number of Serial ports
Z	Number of SN letters

On the Subject of LED Pattern

Note: If your module's components aren't exactly [LED], you are looking at the wrong section of this manual!

To disarm the module, locate the LED pattern present in the module in the grids below. A pattern may be part of more than one grid. Then, press the "❖" button when the last seconds digit on the countdown timer matches the number of any of the grids where the pattern is present.



On the Subject of Simon Shifts

Note: If your module's components aren't exactly [Arrows], you are looking at the wrong section of this manual!

One of the four colored buttons will flash. Press the "❖" to start the button flashing. The flashed sequence will lengthen by one each time you correctly enter a sequence until the module is disarmed.

For each flash in the sequence, use the table below to decide which button to press. Locate the cell with the color and arrow direction of the flashed button, then look at the cell pointed by it. If the total number of flashes in the sequence is odd, press the button with the same color of the arrow in the cell. Otherwise, press the button with the same arrow direction.

▶	▼	▶	▼
▲	▶	▼	◀
◀	▼	▶	▼
▲	◀	◀	◀

On the Subject of Runic Wires

Note: If your module's components aren't exactly [Wires, Symbols], you are looking at the wrong section of this manual!

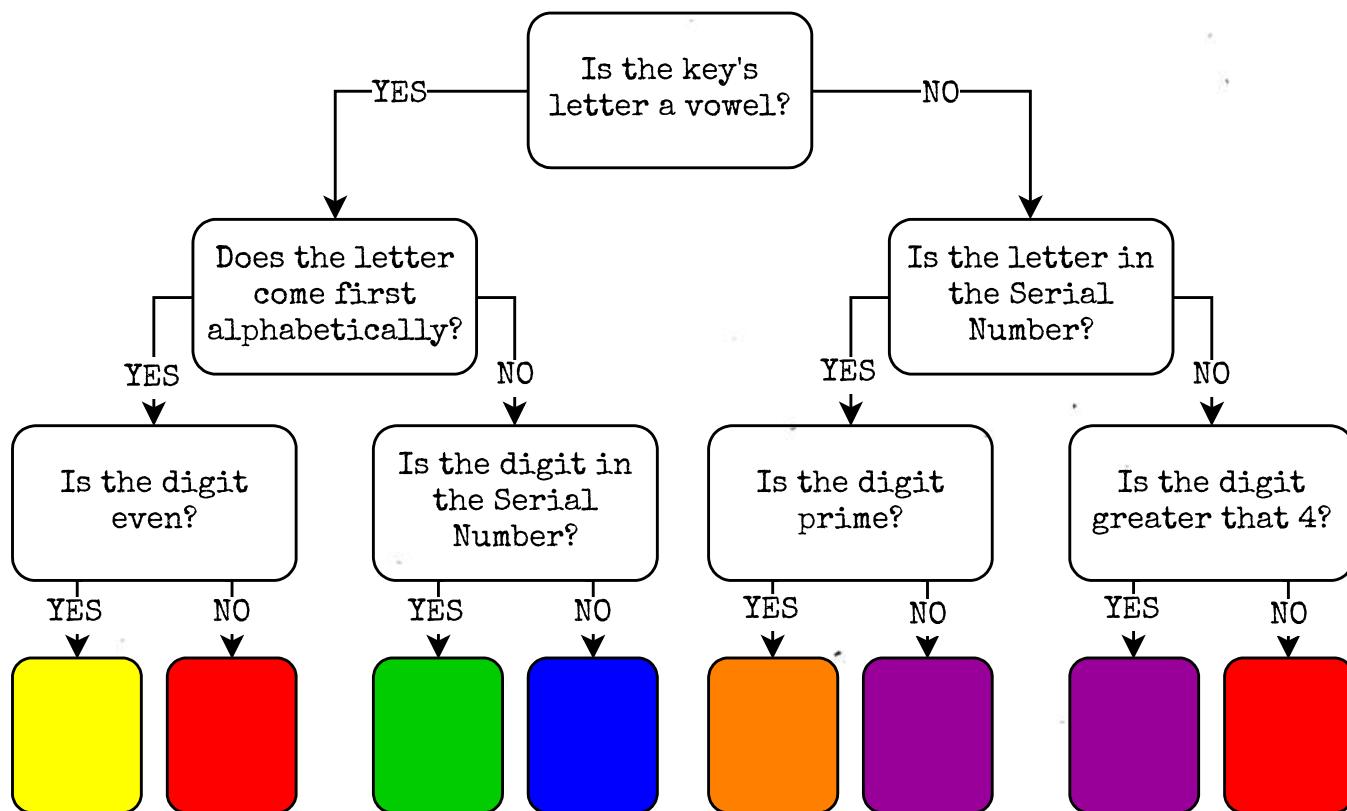
To disarm the module, cut all wires, from 1 to 5. Before you cut any wire, press all symbol keys that share a color with it. Use the list below to match each symbol to its colors.

- Fire runes (**Red**) – Symbols containing 2 or more unconnected line strokes.
- Water runes (**Blue**) – Symbols symmetrical over the vertical axis.
- Air runes (**Green**) – Symbols with a triangle or star.
- Earth runes (**Orange**) – Symbols with a dot, circle or ellipsis.
- Light runes (**Yellow**) – Symbols with no straight line segments.
- Darkness runes (**Purple**) – Symbols that belong to no other rune group.

On the Subject of Indexed Wires

Note: If your module's components aren't exactly [Wires, Alphabet], you are looking at the wrong section of this manual!

To disarm the module, press all alphanumeric keys. Keys must be pressed from left to right. An alphanumeric key can only be pressed if all the wires colored with that button's color have been cut. Use the chart below to determine each of the key's colors.



On the Subject of Wire Instructions

Note: If your module's components aren't exactly [Wires, LED], you are looking at the wrong section of this manual!

Use the LEDs on the module to build a rule using the tables below. Then, cut all wires that follow that rule. If no wires need to be cut, press the "❖" button to disarm the module.

First LED	
Red	Cut all odd wires...
Green	Cut wires 1 and 2...
Blue	Cut all wires colored with multiple colors...
Yellow	Cut all wires with blue coloring...
Orange	Cut all wires with purple coloring...
Purple	Cut all wires adjacent to wires with red coloring...

Second LED	
Red	...and wire 3,...
Green	...and all wires with green coloring,...
Blue	...and all even wires,...
Yellow	...and all wires adjacent to wires with purple coloring,...
Orange	...and wires with yellow coloring,...
Purple	...and all wires adjacent to wires with orange coloring,...

Third LED	
Red	...but do not cut wires colored with a single color.
Green	...but do not cut wires with white coloring.
Blue	...but do not cut wires 4 or 5.
Yellow	...but do not cut wires adjacent to wires with blue coloring.
Orange	...but do not cut wires with orange coloring.
Purple	...but do not cut wires with red coloring.

On the Subject of Wire Maze

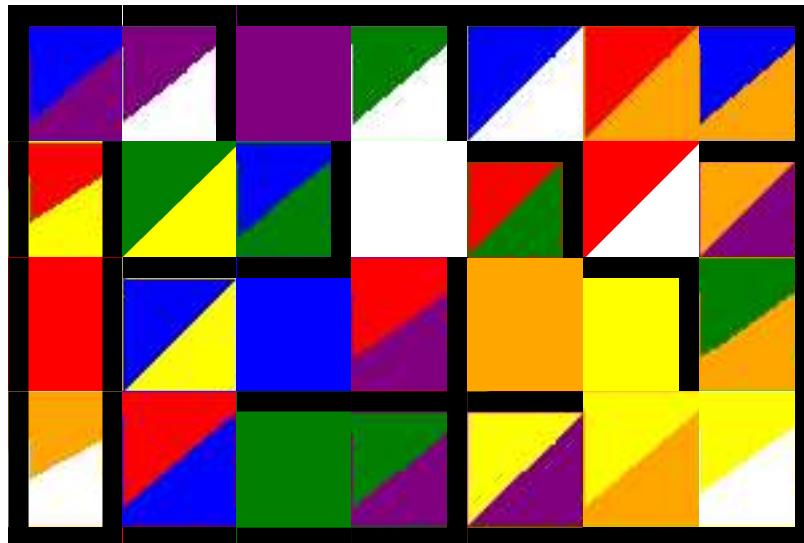
Note: If your module's components aren't exactly [Wires, Arrows], you are looking at the wrong section of this manual!

To disarm the module, use the arrow buttons to navigate the maze below from your starting location to your destination.

To start traveling the maze, cut two wires. The first cut wire color pattern corresponds to your destination cell and the second cut wire color pattern corresponds to your starting location cell.

Upon entering a new map cell, the wire panel will present five new wires. Before continuing traveling the maze, you must cut the wire with the color pattern corresponding to your current maze cell. This must also be done after you reach your destination.

Press the "❖" button to reset your position to the starting location.



On the Subject of Encrypted Keypad

Note: If your module's components aren't exactly [Symbols, Alphabet], you are looking at the wrong section of this manual!

Decrypt the alphanumeric keys using the columns below. Then, press all the keys that appear in the column below that contains the most symbols from both keypads (count all repeated symbols). If multiple columns are tied, use the leftmost one.

	A-E	F-J	K-N	O-R	S-V	W-Z
0	С	Х	Ҝ	Б	Ж	☆
1	҆	ڏ	Ҩ	ڦ	ڙ	ڙ
2	Ҥ	Ӭ	Ӯ	Ӯ	Ӑ	Ҫ
3	Ӵ	ӝ	ӝ	ӭ	ӕ	Ѡ
4	ڽ	★	Ԉ	Ӯ	Ӯ	Ѱ
5	Ѽ	Ѱ	Ӯ	Ӯ	҆	Ӯ
6	Ӑ	Ҝ	ӝ	ӝ	҆	Ӵ
7	ڦ	Ԉ	ӝ	ڦ	☆	ٻ
8	ڙ	Ѡ	ڙ	Ӭ	Ҥ	ڽ
9	Ӯ	ӕ	Ҫ	Ӯ	Ѽ	ڶ

On the Subject of Symbolic Morse

Note: If your module's components aren't exactly [Symbols, LED], you are looking at the wrong section of this manual!

To disarm the module, press all symbol keys in the right order. Press the "❖" button to start disarming the module. The LEDs will start transmitting a 3-letter word in morse code*. Use the given word to obtain the symbol pressing order. Ignore any symbols that are not in the keypad. Keys are numbered in reading order. Each key needs to be pressed only once.

Word	1st	2nd	Then
air	æ	λ	1, 2, 3
car	⌚	Ψ	2, 1, 3
fin	ꝝ	đ	2, 3, 1
hat	ꝑ	Ꝏ	3, 1, 2
key	ζ	¶	2, 3, 1
map	ꝝ	λ	2, 1, 3
pet	★	☆	1, 2, 3
set	✗	ꝑ	2, 1, 3
tar	ň	Ђ	3, 2, 1
use	ꝑ	❖	1, 3, 2
web	⌚	đ	1, 3, 2
yes	⌚	ꝑ	1, 2, 3

Word	1st	2nd	Then
art	❖	Ω	3, 1, 2
day	⌚	Ж	3, 2, 1
fix	✗	ꝝ	3, 2, 1
ink	ň	ꝑ	2, 3, 1
leg	ꝝ	ѧ	3, 2, 1
not	ꝝ	Ж	1, 2, 3
pub	Ӭ	Ӣ	1, 3, 2
sob	Ꝏ	ꝑ	3, 2, 1
ten	ꝑ	❖	1, 2, 3
vat	❖	ꝝ	3, 2, 1
win	¶	б	3, 2, 1
zip	λ	Ђ	2, 1, 3

Word	1st	2nd	Then
bat	ڽ	Ӭ	1, 2, 3
eel	★	Ђ	2, 1, 3
gym	б	ꝑ	2, 1, 3
jam	ꝑ	ꝝ	3, 1, 2
lip	Ӣ	☆	2, 1, 3
orb	ꝝ	æ	1, 3, 2
run	ꝝ	ѧ	3, 2, 1
sun	ꝝ	ζ	3, 2, 1
toy	⌚	Ψ	3, 2, 1
war	ڽ	⌚	1, 3, 2
xis	ζ	ꝑ	2, 1, 3
zoo	ꝝ	⌚	1, 2, 3

*Go [here](https://ktane.timwi.de/HTML/Morse%20Code.html) (<https://ktane.timwi.de/HTML/Morse%20Code.html>) for Morse Code reference.

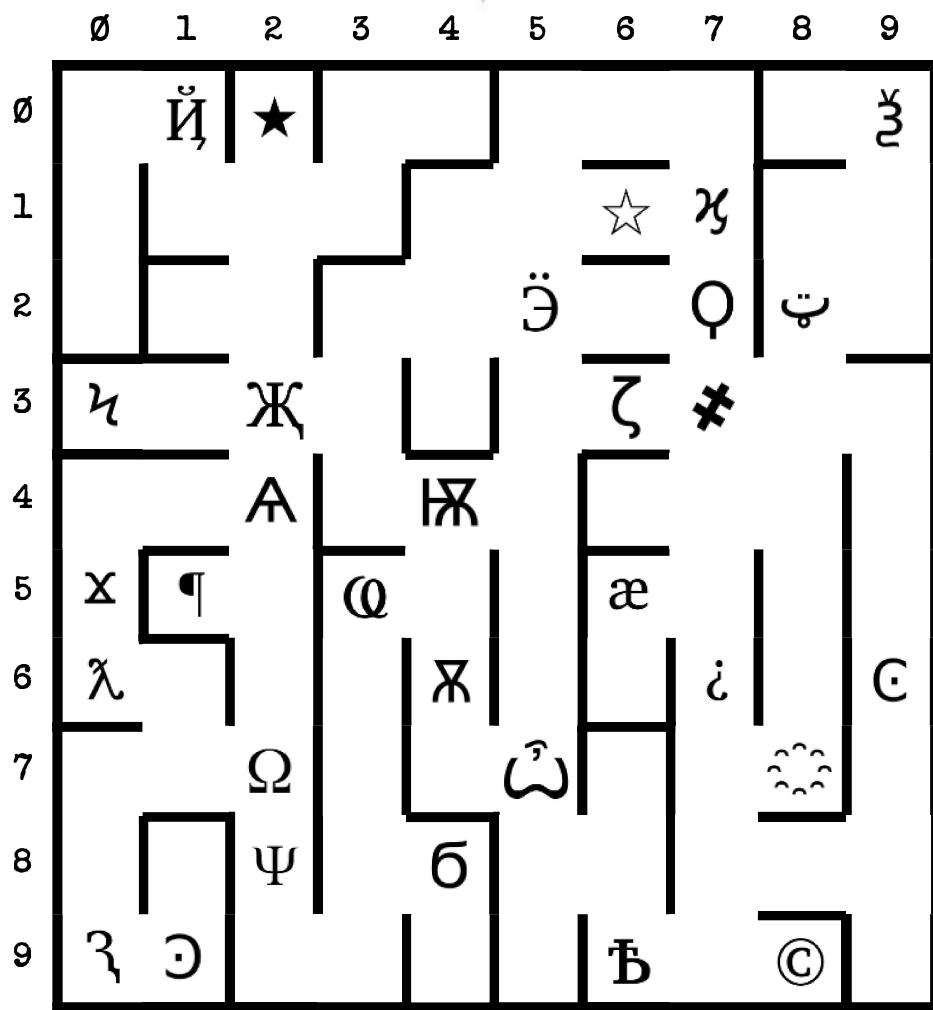
On the Subject of Perspective Symbols

Note: If your module's components aren't exactly [Symbols, Arrows], you are looking at the wrong section of this manual!

To disarm the module, press all symbols. Each symbol needs to be pressed only once. Use the arrow buttons to navigate the maze.

Use the first two digits of the serial number to determine your starting position in the maze (the first digit refers to the row and the second digit refers to the column). Press the "❖" button to reset your position to the starting position.

A symbol may only be pressed if the current position has line of sight over that symbol in the maze (a position is considered to have "line of sight" over a symbol if a straight line that does not cross any walls can be drawn between the middle point of the symbol's square and the middle point of the position's square).



On the Subject of Semaphore Keys

Note: If your module's components aren't exactly [Alphabet, LED], you are looking at the wrong section of this manual!

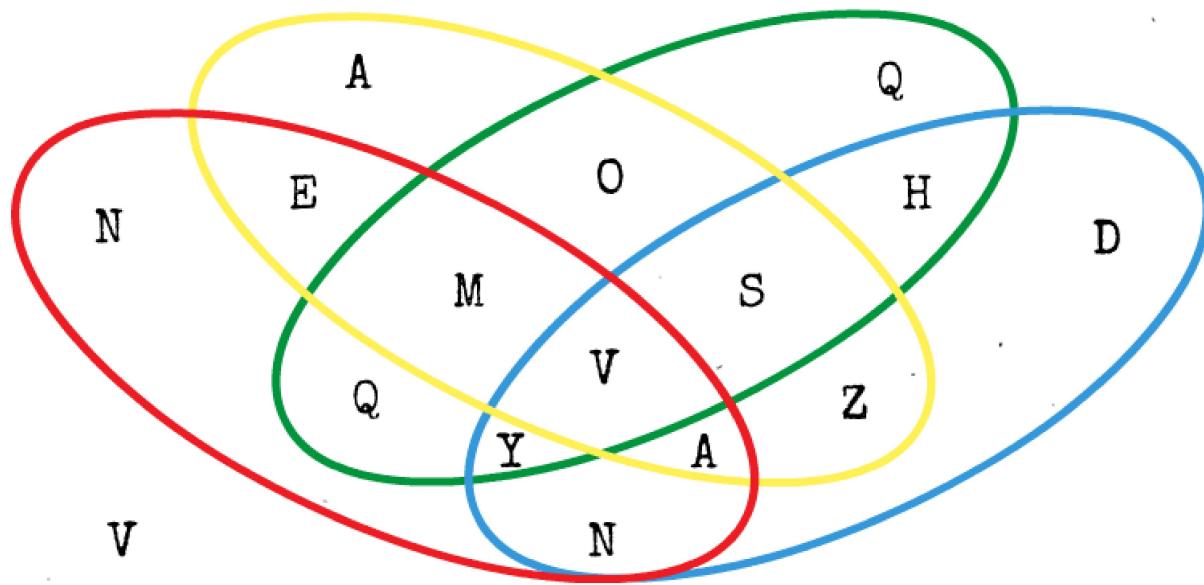
To disarm the module, follow the first rule that applies. If multiple keys are valid, only one of them needs to be pressed:

1. If the serial number contains both the letter and the digit of one of the keys, press that key.
2. Otherwise, if one of the keys' number is prime and there is a green LED on, press that key.
3. Otherwise, if all three LEDs have the same color, press the key that has the letter that comes first alphabetically.
4. Otherwise, if the digital root of the sum of the serial number digits is one of the keys' numbers, press the key with that number.
5. Otherwise, if one of the keys' letter is a vowel and there is an yellow LED on, press that key.
6. Otherwise, if one of the keys' number is equal to the number of orange LEDs, press that key.
7. Otherwise, if two or more keys have consecutive letters, press the key with the consecutive letter that comes last alphabetically.
8. Otherwise, if one of the keys' letter is in the word "PRESS" and two or more LEDs have the same color, press that key.
9. Otherwise, press the middle key.

On the Subject of Alphanumeric Order

Note: If your module's components aren't exactly [Alphabet, Arrows], you are looking at the wrong section of this manual!

To disarm the module, press all alphanumeric keys in the right order. Press the "❖" button to start disarming the module. This will cause zero or more arrow buttons will light up. Use those arrows' colors and the Venn diagram below to decide in which order to press the keys.



Letter	Order
A	Alphabetical
D	Reverse Numerical
E	Evens First
H	Homotopical
M	Reverse Keyboard
N	Numerical

Letter	Order
O	Odds First
Q	Keyboard
S	Reverse Odds First
V	Reverse Evens First
Y	Reverse Homotopical
Z	Reverse Alphabetical

Order	Characters
Alphabetical	ABCDEFGHIJKLMNPQRSTUVWXYZ
Keyboard	QWERTYUIOPASDFGHJKLZXCVBNM
Homotopical	ADOPQRBCFGHIJKLMNOPSTUVWXZY
Numerical	Ø123456789
Evens First	Ø246813579
Odds First	13579Ø2468

On the Subject of Color Compass

Note: If your module's components aren't exactly [LED, Arrows], you are looking at the wrong section of this manual!

To disarm the module, input three sequences of arrow buttons. After each successful input sequence, one LED will turn off. Use how many different LED colors and what LED colors are present to obtain each sequence from the table below. Each sequence symbol may refer to the color or direction of the arrows. A strike resets the current input sequence.

3 different colors							

2 different colors			

1 different color		

On the Subject of Sequence Cut

Note: If your module's components aren't exactly [Wires, Symbols, Alphabet], you are looking at the wrong section of this manual!

To disarm the module, cut all wires present in a specific color order. Identify the symbol present in the module with the lowest number in the table below to obtain an initial color order. Then, for each alphanumeric key, from left to right, perform a switch in the color order using the following rules:

- If the key's letter is in the serial number, its referring position is the same position of the first occurrence of that letter in the serial number. Otherwise, it is equal to that letter's alphabet position, modulo 7, plus 1.
- If the key's digit is between 1 and 7, it refers to that position. Otherwise, if the digit is 0, it refers to the position equal to the position of the first digit in the serial number. Otherwise, it refers to the last position of the order.
- Switch the position referred by the key's letter with the position referred by the key's number. If those positions are the same, no switch is made.

1.	ζ	Orange	Yellow	Red	Purple	Green	White	Blue
4.	Α	Yellow	Red	Green	Orange	Blue	White	Purple
7.	Ω	Purple	Orange	Blue	Green	Yellow	Red	White
10.	λ	Yellow	Purple	Green	White	Blue	Red	Orange
13.	Β	Purple	Yellow	Blue	White	Red	Green	Orange
16.	σ	Green	Orange	White	Yellow	Red	Purple	Blue
19.	Ω	Green	Purple	Orange	Blue	Red	Yellow	White
22.	Ω	Yellow	Blue	Red	Green	White	Purple	Orange
25.	æ	Purple	Orange	Green	White	Red	Blue	Yellow
28.	©	Purple	Red	White	Yellow	Orange	Blue	Green
31.	☆	Red	Green	Blue	Yellow	Orange	White	

2.	x	Purple	Red	Green	Orange	Yellow	Blue	
5.	Ж	Yellow	White	Green	Red	Orange	Purple	Blue
8.	Ѡ	Green	Blue	Red	Yellow	White	Orange	Purple
11.	*	Orange	Yellow	Blue	Red	Purple	Green	White
14.	η	Blue	White	Red	Orange	Purple	Yellow	Green
17.	ȝ	Green	Orange	White	Yellow	Purple	Red	Blue
20.	ἱ	Purple	Blue	Red	White	Green	Orange	Yellow
23.	Ѡ	Orange	Purple	White	Yellow	Green	Blue	Red
26.	Ҥ	Red	White	Green	Purple	Yellow	Orange	Blue
29.	Ѫ	Purple	Red	Green	Orange	Yellow	Blue	White

3.	Ѣ	Purple	Green	Orange	Yellow	White	Blue	Red
6.	Ѱ	White	Orange	Purple	Red	Green	Blue	Yellow
9.	Ӭ	Orange	White	Yellow	Red	Purple	Green	Blue
12.	¶	Orange	White	Green	Purple	Yellow	Blue	
15.	Ѽ	Blue	Red	Orange	Purple	White	Yellow	Green
18.	Ҫ	Blue	Green	Red	Yellow	White	Orange	Purple
21.	★	Red	White	Orange	Green	Blue	Yellow	
24.	Ѡ	Yellow	Blue	Green	White	Orange	Red	Purple
27.	Ӣ	Yellow	Orange	Red	Purple	Blue	White	Green
30.	Ѿ	White	Red	Orange	Yellow	Blue	Purple	

On the Subject of Hierarchical Wires

Note: If your module's components aren't exactly [Wires, Symbols, LED], you are looking at the wrong section of this manual!

To disarm the module, cut all necessary wires in all three stages, each corresponding to a symbol/LED pair, ordered from left to right. When all necessary wires have been cut in a stage, press the corresponding symbol button to advance to the next stage.

In each stage, all wires that share a color with stage LED must be cut. The order in which they need to be cut depends on the stage symbol and can be obtained in the table below.

©	3, 4, 5, 2, 1
★	3, 2, 5, 1, 4
☆	5, 1, 2, 4, 3
ც	4, 2, 1, 5, 3
Ж	1, 3, 2, 4, 5
Ω	2, 1, 4, 5, 3
☒	3, 4, 2, 5, 1
՞	2, 3, 1, 4, 5
Հ	1, 2, 3, 5, 4
Х	2, 5, 3, 4, 1
Բ	4, 3, 5, 2, 1

Կ	5, 4, 2, 3, 1
Ա	2, 5, 4, 3, 1
æ	3, 1, 4, 5, 2
Յ	5, 1, 4, 3, 2
Ӧ	4, 2, 5, 1, 3
ՀՀ	5, 4, 1, 2, 3
Ӯ	5, 2, 3, 4, 1
Յ	5, 4, 3, 2, 1
՞	4, 3, 5, 1, 2
Պ	2, 5, 1, 3, 4

Ը	1, 2, 4, 5, 3
Ծ	3, 1, 5, 4, 2
Ψ	3, 5, 2, 4, 1
Ճ	2, 5, 3, 4, 1
Ը	2, 4, 1, 5, 3
*	5, 1, 2, 3, 4
Ծ	2, 3, 5, 4, 1
Հ	3, 5, 1, 2, 4
Ճ	4, 1, 2, 3, 5
Բ	3, 2, 4, 1, 5

On the Subject of Wire Signaling

Note: If your module's components aren't exactly [Wires, Symbols, Arrows], you are looking at the wrong section of this manual!

Follow the first rule that applies in the table below. Each rule consists of one or more required symbol(s) and optional further requirements based on the arrow buttons. If a rule causes no wires to be cut, proceed as if the rule wasn't valid.

Required Symbol(s)	Further Requirements	Cut Rule
χ or ζ	Up arrow is yellow.	Cut all wires with green and/or white coloring.
HK	Left or down arrow is green.	Cut wires 3 and 5.
ω and \odot	Right arrow is not red.	Cut all wires that are not blue.
σ or \mathbb{B} or X	Down arrow is blue.	Cut all wires with prime numbers.
x	Red arrow adjacent to green arrow.	Cut all striped wires.
Not ψ nor C	Green arrow opposite to yellow arrow.	Cut all wires with orange coloring.
ψ and $\ddot{\text{o}}$	Up, down or left arrow is red.	Cut wires 1, 2 and 3.
\odot or A	Right arrow is green or red and down arrow is yellow.	Cut all wires adjacent to purple wires.
α	Right arrow is red, blue, green or yellow.	Cut all even numbered wires.
\star or x or !	Left arrow is blue.	Cut the first red wire and the last yellow wire.
No requirements	No requirements	Cut wires 2 and 4.

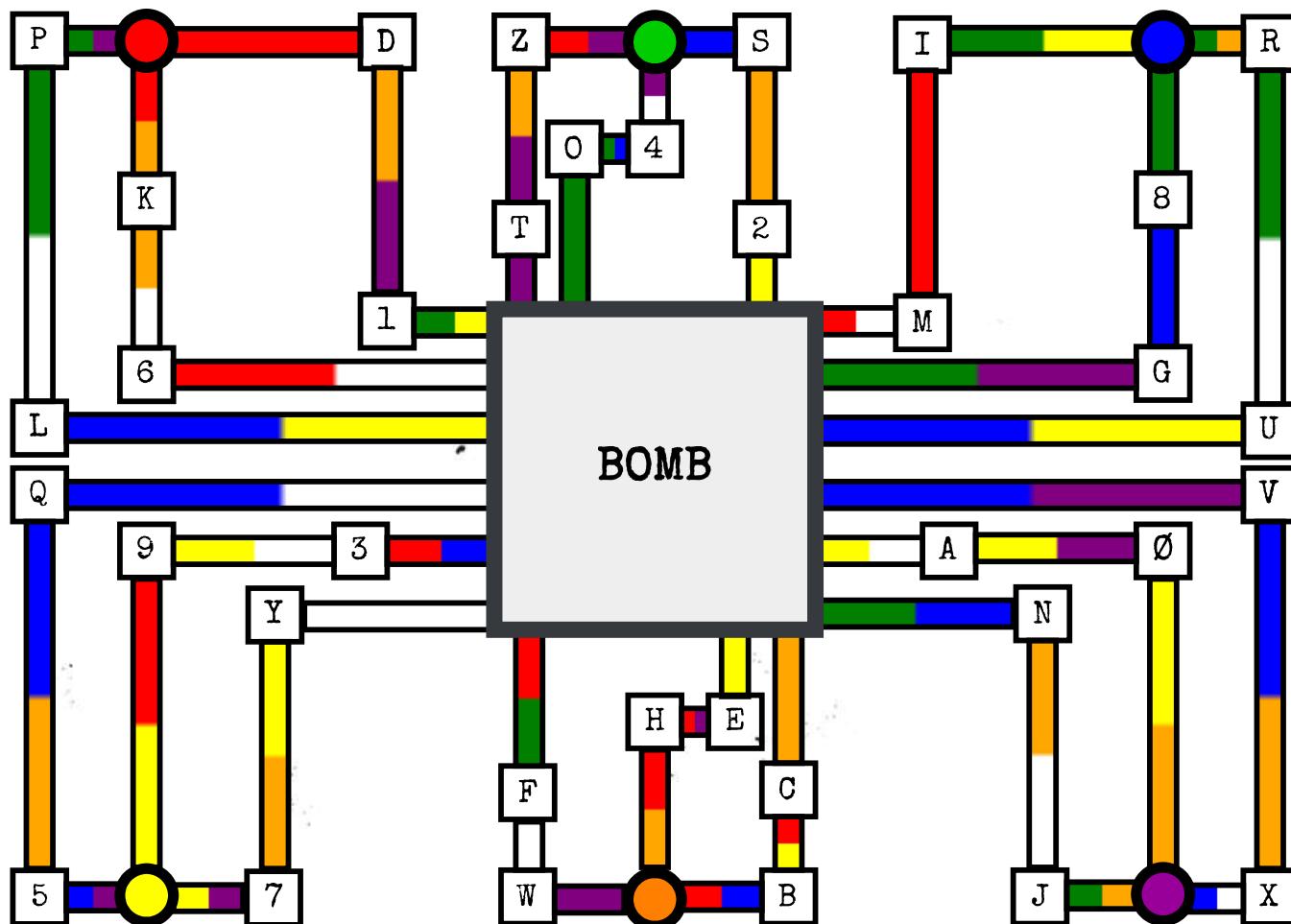
On the Subject of Power Grid

Note: If your module's components aren't exactly [Wires, Alphabet, LED], you are looking at the wrong section of this manual!

To disarm the module, cut all wires that can be cut. If no wires can be cut, press the "❖" button to disarm the module.

The diagram below represents the bomb's power grid. Each circle represents a power source. All power sources matching an LED on the module are emitting power. The others aren't. A live power supply is a sequence of wires that connects an emitting power source to the bomb passing through at least one character present in the alphanumeric keys.

All wires that DON'T belong to any live power supply can be cut. Any wires that belongs to at least one can't.



On the Subject of Cruel Wire Sequences

Note: If your module's components aren't exactly [Wires, Alphabet, Arrows], you are looking at the wrong section of this manual!

- Within this module there are several panels with wires on them, but only one panel is visible at a time. Switch to the next panel by using the down arrow and the previous panel by using the up arrow.
- Do not switch to the next panel until you are sure that you have cut all necessary wires on the current panel.
- Cut the wires as directed by the following table. Each table cell refers to the alphanumeric keys. Cut a wire if any of the cell characters is on the keys. If a wire is multiple colors, cut it if any of its colors in the table instructs you to. If a wire has none of the table colors, do not cut it.
- Wire occurrences are cumulative over all panels within the module.

Nº of occurrences	Red	Green	Blue	Yellow	Orange	Purple
1st or 9th	D, 8, 9	F, 2, 6	H, K, Y	R, U, 1	C, M, S	J, V, 4
2nd or 10th	W, Z, Ø	A, E, G	L, N, 5	X, 3, 7	I, P, Q	B, O, T
3rd or 11th	P, W, X	N, O, Ø	G, K, 3	R, 5, 6	M, Q, 7	B, H, 4
4th or 12th	C, S, Y	E, T, 1	D, J, Z	A, U, 2	F, I, 8	L, V, 9
5th or 13th	B, J, Ø	K, R, S	I, M, U	2, 6, 8	C, D, Q	L, X, 5
6th or 14th	F, O, 4	T, 1, 3	A, V, W	N, P, Z	E, G, H	Y, 7, 9
7th or 15th	D, U, 6	N, R, 7	H, M, V	A, E, 5	T, X, 2	G, Y, 9
8th	L, O, Ø	C, P, 1	K, 4, 8	F, Q, 3	B, J, W	I, S, Z

On the Subject of Blinking Wires

Note: If your module's components aren't exactly [Wires, LED, Arrows], you are looking at the wrong section of this manual!

Press any arrow to start disarming the module. One of the LEDs will flicker. Use the up and down arrows to change the color of the flickering LED and the left and right arrows to change which LED flickers.

Use the table below to obtain the correct color for each LED. Then, cut the **FIRST** wire you were instructed to cut. **DO NOT** cut any wires until all LEDs have been correctly set. Read the table from top to bottom.

First LED
<ul style="list-style-type: none">• If there are three or more orange wires, set the first LED to orange and cut the last orange wire.• Otherwise, if wire 4 is red, set the first LED to red.• Otherwise, if there are no blue wires, set the first LED to blue and cut wire 1.• Otherwise, if there is at least a purple, a green and a white wire, set the first LED to purple and cut the first purple wire.• Otherwise, if there are exactly two yellow wires, set the first LED to yellow.• Otherwise, set the first LED to green.
Second LED
<ul style="list-style-type: none">• If both the first and the last wire are green, set the second LED to green and cut the second green wire.• Otherwise, if exactly four wires are yellow, set the second LED to yellow and cut the non-yellow wire.• Otherwise, if there are two adjacent purple wires, set the second LED to purple and cut wire 2.• Otherwise, if there is no more than one red wire, set the second LED to red.• Otherwise, if wires 2 and 3 are orange, set the second LED to orange and cut wire 5.• Otherwise, set the second LED to blue.
Third LED
<ul style="list-style-type: none">• If there is at least one blue wire and no white wires, set the third LED to blue and cut the first blue wire.• Otherwise, if wires 3 and 5 are not green, set the third LED to green and cut the last non-green wire.• Otherwise, if all yellow wires are odd, set the third LED to yellow and cut wire 4.• Otherwise, if there are striped wires and none of them are red, set the third LED to red and cut the last striped wire.• Otherwise, if wires 2 or 4 are purple, but not both, set the third LED to purple and cut the first even purple wire.• Otherwise, set the third LED to orange and cut wire 3.

On the Subject of Key Score

Note: If your module's components aren't exactly [Symbols, Alphabet, LED], you are looking at the wrong section of this manual!

To disarm the module, press all symbols and alphanumeric keys in ascending order of their score. Ties are broken indiscriminately.

The score of each alphanumeric key is equal to the alphabet position of its letter multiplied by its digit. The score of each symbol key is equal to the symbol value multiplied by the LED value in the same position. Both values can be obtained in the tables below.

©	1
★	2
☆	3
⌚	4
Ж	5
Ω	6
☒	7
Ѡ	8
ϗ	9
ҳ	10
б	11

՚	12
Ա	13
æ	14
Յ	15
Ӧ	16
Հ	17
Ӯ	18
ӹ	19
՞	20
՚	21

Ը	22
Ծ	23
Ψ	24
Ճ	25
Զ	26
*	27
Օ	28
Շ	29
Ճ	30
Ֆ	31

Red	1
Green	2
Blue	3
Yellow	4
Orange	5
Purple	6

On the Subject of Lying Keys

Note: If your module's components aren't exactly [Symbols, Alphabet, Arrows], you are looking at the wrong section of this manual!

Press the "❖" button to start disarming the module. The keys will display an LED sequence. Use the up and down arrows to cycle through the available sequences.

Each of the displayed sequences is one of the sequences in the grid below, except that one and only one of the keys has its LED opposite of what it should be. That key is a lying key. To disarm the module, press the only key that isn't a lying key.

Black rectangles represent off LEDs and white rectangles represent on LEDs.

On the Subject of Color Offset

Note: If your module's components aren't exactly [Symbols, LED, Arrows], you are looking at the wrong section of this manual!

Each of the arrow buttons has associated to it an offset between 1 and 6. The same is true for the symbol keys.

When an arrow button is pressed, each LED will change to another color using the table below, going to the column corresponding with the sum of the pressed arrow's offset with the offset of the symbol in the same position of the LED, modulo 6.

To disarm the module, press the symbol key that has a different offset than the offset that symbol has in the table at the bottom of the page.

Previous Color	Ø	1	2	3	4	5
Red	Green	Yellow	Orange	Purple	Red	Blue
Green	Blue	Green	Red	Orange	Purple	Yellow
Blue	Blue	Purple	Yellow	Orange	Green	Red

Ø	1	2	3	4	5
Green	Yellow	Orange	Purple	Red	Blue
Blue	Green	Red	Orange	Purple	Yellow
Blue	Purple	Yellow	Orange	Green	Red

Previous Color	Ø	1	2	3	4	5
Yellow	Purple	Green	Yellow	Orange	Blue	Red
Orange	Green	Red	Orange	Purple	Yellow	Blue

Ø	1	2	3	4	5
Purple	Green	Yellow	Red	Blue	Red
Green	Blue	Yellow	Red	Purple	Orange
Orange	Purple	Red	Green	Yellow	Blue

Offset	Symbols
1	Ж ☆ ؟ ئ ئ ئ ئ ئ
2	Ѱ ئ ئ ئ ئ ئ
3	؟ ب ئ ئ ئ ئ ئ

Offset	Symbols
4	ڙ * ڻ ڻ ڻ ڻ
5	ae C l w C
6	★ ¶ J Q H

On the Subject of LED Directions

Note: If your module's components aren't exactly [Alphabet, LED, Arrows], you are looking at the wrong section of this manual!

To disarm the module, complete all three stages. Each stage corresponds to an alphanumeric key/LED pair, from left to right.

In each stage, follow the rules of the stage's LED color, then press the corresponding alphanumeric key to submit the input. A strike resets input.

Red	Yellow
<ul style="list-style-type: none"> If the key's number is 5, press ▲. If the key's letter is in the serial number, press ►. If the bomb has a DVI-D port, press ▲. If all LED are unique, press ▼. If no buttons were pressed in the stage, press ◀. 	<ul style="list-style-type: none"> If the bomb has four or more batteries, press ◀. If the key's number is prime, press ▼. If the up or down arrow is blue, press ▼. If the key's letter is a vowel, press ►. If no buttons were pressed in the stage, press ▲.
Green	Orange
<ul style="list-style-type: none"> If the key's letter is in the word "STAGE", press ►. If the right arrow is not green, press ▲. If the bomb has a "BOB" indicator, press ▼. If the key's number is less than 6, press ◀. If no buttons were pressed in the stage, press ►. 	<ul style="list-style-type: none"> If two or more LEDs have the same color, press ◀. If the serial number has four or more digits, press ◀. If the key's number is even, press ▼. If the key's letter appears before "L" in the alphabet, press ►. If no buttons were pressed in the stage, press ▲.
Blue	Purple
<ul style="list-style-type: none"> If the bomb has an empty port plate, press ▼. If the left arrow is red or blue, press ▲. If the key's number is less than 1 or 9, press ◀. If the key's letter is between "H" and "P" in the alphabet, press ►. If no buttons were pressed in the stage, press ▲. 	<ul style="list-style-type: none"> If the bomb has no indicators, press ◀. If the key's letter is in the word "LETTER", press ►. If the key's number is in the serial number, press ▼. If the red arrow is adjacent to the yellow arrow, press ►. If no buttons were pressed in the stage, press ▲.

On the Subject of The Third Wire

Note: If your module's components aren't exactly [Wires, Symbols, Alphabet, LED], you are looking at the wrong section of this manual!

To disarm the module, press the one correct key. Look at the colors of the third wire, then count the number of other wires that share a color with it and the number of LEDs that share a color with it.

Use the sum of the obtained values to find the target character in the table below. If that character is in one of the keys, press that key. Otherwise, find the character with the smallest Manhattan distance to the target character that is in one of the keys and press that key. If multiple characters are tied, choose any of them. The map does **NOT** wrap around.

(A Manhattan distance is defined as the sum of the horizontal and vertical distances between points on a grid.)

		Third Wire Color Matches							
		Ø	1	2	3	4	5	6	7
First Serial Number Digit	Ø	M	G	5	X	⌚	J	ζ	λ
	1	η	R	Ø	¶	2	L	Ѡ	X
	2	H	*	Ҫ	Ҋ	U	S	Ҥ	★
	3	4	Ӣ	Ӯ	҂	Y	Q	B	8
	4	ӟ	©	E	☆	O	Ж	W	3
	5	T	Ӯ	Ӯ	Ѱ	Ҫ	K	N	I
	6	Q	Ӑ	Ӯ	9	V	Ӯ	æ	P
	7	C	7	Ӯ	6	Z	F	ڦ	D
	8	ڦ	A	1	8	U	W	N	4
	9	S	D	C	T	A	H	X	Ҫ

On the Subject of The Last in Line

Note: If your module's components aren't exactly [Wires, Symbols, Alphabet, Arrows], you are looking at the wrong section of this manual!

To disarm the module, press all keys. Press the leftmost symbol to start disarming the module. After each key press, use the table below and the wires present to find a valid movement to another key. To make a move, press the corresponding arrow followed by the key you moved to.

If, at some point, you have no valid moves, press the "❖" button to get a new set of wires. This new set guarantees at least one valid move.

Wire	Rule
Red	▼ from even digit to digit in SN
Blue	► from symbol to digit in SN
Orange	◀ from alphanumeric to even digit
	► from digit in SN to symbol
Red/Blue	▲ from odd digit to vowel
Red/Orange	◀ from vowel to digit in SN
	► from odd digit to symbol
Green/Yellow	◀ from even digit to symbol
Purple	▼ from vowel to odd digit
Blue/Yellow	► from even digit to vowel
Blue/Purple	► from letter in SN to vowel
Yellow/Orange	▲ from alphanumeric to vowel
	◀ from alphanumeric to digit in SN
Orange	▲ from symbol to alphanumeric

Wire	Rule
Green	◀ from letter in SN to odd digit
Yellow	▲ from letter in SN to even digit
Purple	▼ from symbol to vowel
Red/Green	▲ from alphanumeric to odd digit
Red/Yellow	► from alphanumeric to symbol
	▼ from symbol to even digit
Green/Blue	▲ from symbol to odd digit
Green/Orange	▼ from symbol to letter in SN
	▲ from odd digit to even digit
Blue/Orange	◀ from even digit to odd digit
Blue/Purple	◀ from alphanumeric to letter in SN
Yellow/Purple	▼ from odd digit to digit in SN
Orange/Purple	► from symbol to symbol
Purple	▼ from vowel to even digit

On the Subject of Color Dominance

Note: If your module's components aren't exactly [Wires, Symbols, LED, Arrows], you are looking at the wrong section of this manual!

Press the "❖" button to start disarming the module. The symbol keys will light up. For each non-white color, count the number of wires, symbol keys and LEDs that are of that color. The dominant color is the color where this number is greatest.

Complete all four stages in the table below to disarm the module, using the dominant color to decide what column to use. If more than one color is dominant, use the leftmost dominant column.

Cut wires, off symbol keys and off LEDs do not count towards color dominance. Recheck what color is dominant after each stage.

The module resets to Stage 1 after a strike.

	Red	Green	Blue	Yellow	Orange	Purple
Stage 1: Cut wire	1	4	2	1	5	3
Stage 2: Press the ... key.	leftmost	rightmost	leftmost	center	leftmost	center
Stage 3: Press the ... arrow.	▼	◀	▶	◀	▲	▼
Stage 4: Press the "❖" button when the last digit of the countdown timer is	4	2	0	5	9	8

On the Subject of Precise Wires

Note: If your module's components aren't exactly [Wires, Alphabet, LED, Arrows], you are looking at the wrong section of this manual!

Follow this instructions below, from top to bottom:

1. Use the table below to get the corresponding color of each alphanumeric key. Then, for each alphanumeric key pair, cut the wire that is exactly those keys' colors, if present.
2. For each LED pair, cut the wire that is exactly those LEDs' colors, if present.
3. For pair of opposite arrows, cut the wire that is exactly those arrows' colors, if present.
4. For pair of adjacent arrows, cut the wire that is exactly those arrows' colors, if present.
5. For each alphanumeric key/LED pair occupying the same relative position, cut the wire that is exactly their corresponding colors, if present.
6. Cut any remaining wires in ascending numerical order.

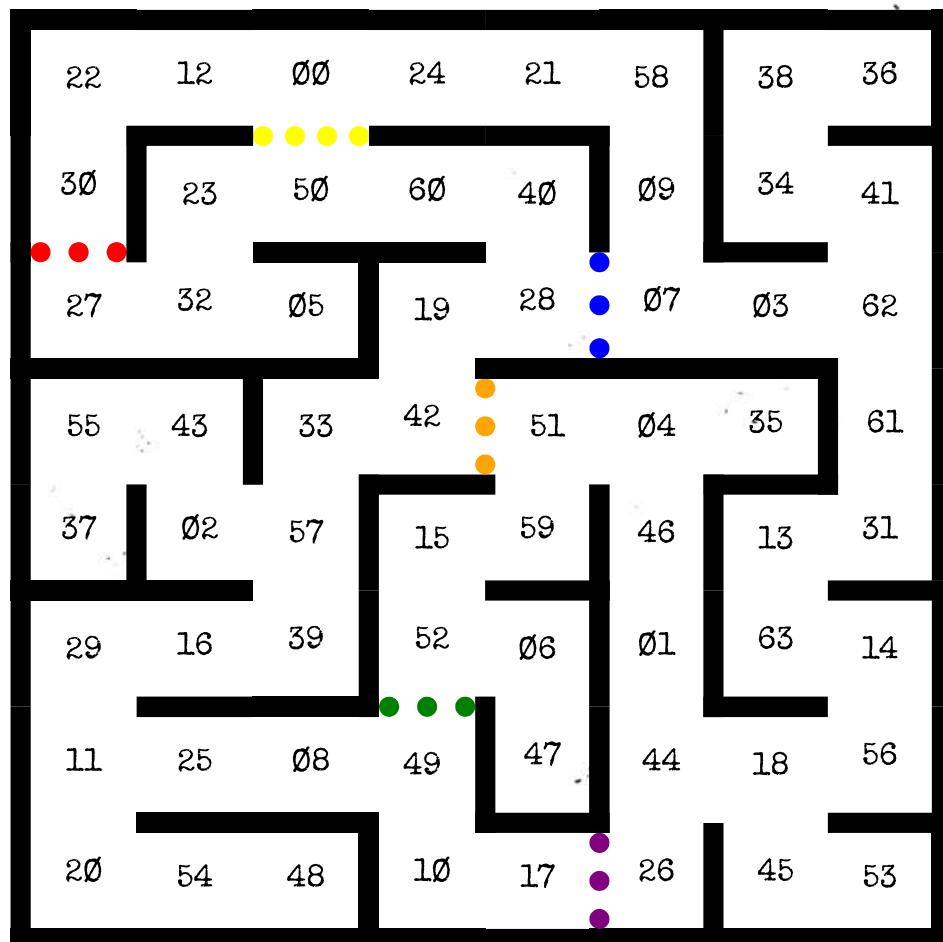
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Ø	Blue	Green	Yellow	Orange	Purple	Red	White	Orange	Red	Blue	Purple	Green	Yellow	Green	Blue	Orange	Red	Purple	White	Yellow	Red	Yellow	Blue	Purple	Green	
1	Orange	White	Purple	Yellow	Blue	Orange	Red	White	Green	Blue	Yellow	White	Orange	Purple	Red	Green	Yellow	Orange	Red	White	Blue	Purple	Green	Blue	Red	
2	Orange	Yellow	White	Purple	Red	Green	Orange	Yellow	Blue	White	Purple	Orange	Orange	Purple	Red	Blue	Yellow	Green	Orange	White	Red	White	Purple	White	Blue	
3	Orange	Red	Green	Blue	White	Purple	Yellow	Green	Purple	Red	Orange	White	Yellow	Blue	White	Blue	Yellow	Green	Orange	Red	White	White	Purple	White	Red	
4	Purple	Green	Blue	Orange	Red	White	Yellow	Yellow	White	Purple	Green	Red	Blue	White	Green	Blue	Yellow	Orange	Red	Purple	White	Blue	Blue	Red	Yellow	
5	Orange	White	Red	Yellow	Blue	Purple	Green	White	Blue	Purple	Orange	Red	Yellow	Blue	White	Blue	Orange	Red	Purple	Green	White	Blue	Green	White	White	
6	Orange	White	Green	Purple	Blue	Red	Yellow	Yellow	Green	White	Purple	Red	Blue	Blue	White	Blue	Orange	White	Purple	Yellow	Red	White	Orange	Red	Purple	
7		Orange	Blue	Green	Red	Purple	White	Yellow	Green	Blue	Orange	Red	Blue	Blue	Red	Blue	Red	White	Orange	Red	White	Blue	Green	White	White	
8	Red	Orange	Blue	White	Green	Yellow	Purple	White	Green	Blue	Yellow	Orange	Blue	Blue	Red	Blue	Yellow	Orange	Green	Red	White	Blue	Red	Green	White	
9	Green	Yellow	Purple	White	Orange	Blue	Red	Purple	Yellow	Orange	Red	Blue	White	Green	Yellow	Purple	White	Red	Green	Blue	Yellow	Orange	Purple	White	Green	

On the Subject of Gated Maze

Note: If your module's components aren't exactly [Symbols, Alphabet, LED, Arrows], you are looking at the wrong section of this manual!

Press the "❖" button to start disarming the module. The six keys will display a binary number, with on keys representing 1's and the bit farthest left being the most significant. That is your starting position in the maze below. Your destination is the cell corresponding to the sum of all serial number digits, modulo 64. Use the arrow buttons to navigate the maze.

Walls on the maze represented by colored dotted lines can be transposed if an LED is lit with the same color of the wall.



*Go [here](https://ktane.timwi.de/HTML/Bases.html) (<https://ktane.timwi.de/HTML/Bases.html>) for Binary Conversion reference.

On the Subject of Paranormal Wires

Note: If your module's components aren't exactly [Wires, Symbols, Alphabet, LED, Arrows], you are looking at the wrong section of this manual!

To disarm the module, cut all wires. Any wire is safe to cut first. After each cut wire, something will change about another of the module's components. Follow the rule that applies to the most recent change to decide which wire to cut next. Rules consider only uncut wires. If a rule instructs you to cut a wire that does not exist, instead cut the topmost uncut wire.

If a symbol changed:	If a symbol's light turned on:
<ul style="list-style-type: none"> If two or more symbols are the same, cut the first red wire. Otherwise, if that symbol was the leftmost symbol, cut the last white wire. Otherwise, cut the first wire that is a single color. 	<ul style="list-style-type: none"> If the light is green, cut the first blue wire that is not wire 1 or 2. Otherwise, if that symbol was the center symbol, cut the second to last yellow wire. Otherwise, cut the third orange wire.
If an alphanumeric key changed:	If an alphanumeric light turned on:
<ul style="list-style-type: none"> If the new letter is a vowel, cut the last striped wire. Otherwise, if the new number is in the serial number, cut the last green wire that is not wire 1, 3 or 5. Otherwise, cut the blue and purple wire. 	<ul style="list-style-type: none"> If the light is red, cut the last odd wire that is not white. Otherwise, if that key was the rightmost key, cut the first non-red, non-orange wire. Otherwise, cut the second blue wire.
If an LED changed color:	If an LED started flickering:
<ul style="list-style-type: none"> If the new color is red or yellow, cut the red and yellow wire. Otherwise, all three LEDs have the same color, cut the first even wire. Otherwise, cut the last yellow wire. 	<ul style="list-style-type: none"> If the LED's color is green, cut the first green wire that is not orange. Otherwise, if that LED was the rightmost LED, cut the first non-red wire. Otherwise, cut the second white wire.
If an arrow changed color:	If an arrow's light turned on:
<ul style="list-style-type: none"> If the new color is yellow, cut the first prime red wire. Otherwise, if there are two or more adjacent arrows with the same color, cut the first purple wire. Otherwise, cut the first red wire that is not wire 1, 3 or 4. 	<ul style="list-style-type: none"> If that arrow is the up arrow, cut the last wire that is a single color. Otherwise, if two or more arrows are lit, cut the blue and white wire. Otherwise, cut wire 4.