

On the Subject of Micro-Modules

Does this bomb look smaller to you? Wait... Why is it mounted on a bigger bomb?

- This module consists of a smaller bomb, containing 6 "Micro-Modules".
- 4 of these can be solved; the other two are to reset the "Micro-Modules" and to disarm the main module when all 4 "Micro-Modules" are solved.
- To disarm this module, solve every Micro-Module in the correct order if necessary and press submit on the top-middle micro-module.
- All solve and strike rules can be found in each Micro-Module's part of the manual.

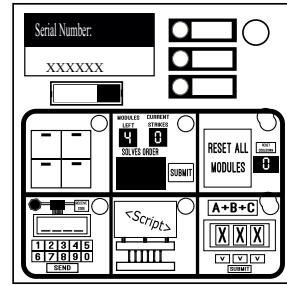


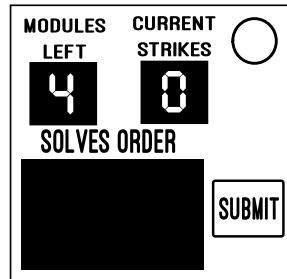
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On the Subject of the Solve Button + Module Order

A winner is you! If you have the correct order that is...

- This micro module consists of a submit button and 4 screens, displaying the amount of micro-modules unsolved, the current strike count for this micro-module and the solve order.
- Once all micro-modules are solved, the alarm light will light up.
- To solve this module, press Submit when all modules are solved in the correct order.
- Pressing the button while all modules are solved, but in the incorrect order, will hand you a strike.
- However, as long as there is at least one unsolved Micro-module, you can freely click the submit button harmlessly.



Module solving order.

This will go over the order in which the Micro-modules have to be solved. Refer to the Micro-module ID (The number in the bottom-right, typically) and the list below.

- If the micro-module "Code Morse" has an ID of 1 and there is any regular module whose name contains the word "Morse", then the module "Code Morse" **will have to be solved first**.
- Otherwise, if the micro-module "Directional Keypads" has an ID of 2 and there is more than 1 module whose name contains the word "Button", then the module "Directional Keypads" **will have to be solved first**.
- Otherwise, if the micro-module "The Math Code" has an ID of 3 and either Micro-Indicators "MINI" or "BOMB" are present, then the module "Math Code" **will have to be solved first**.
- Otherwise, if the micro-module "Script Wires" has an ID of 4 and the Micro-Battery's color is a primary color, then the module "Script Wires" **will have to be solved first**.
- Otherwise, if none of the above rules apply and a lit BOMB on the Micro-Bomb OR a lit BOB on the regular bomb are present, then the order doesn't matter.
- Otherwise, **solve the modules in regular order, starting with the module that has an ID of 1.**

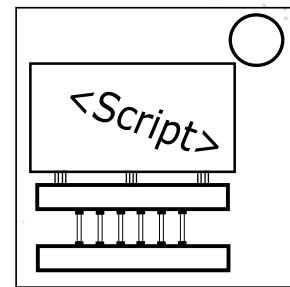
First solve the module you got from above, then solve the next module, by number. (I.E. If the solved module's ID is 1, you solve the one with ID of 2, and so on. If the solved module's ID is 4 the next module to solve must have an ID of 1.)

Repeat until all 4 micro-modules are done.

On the Subject of Script Wires

He scripted a way out; how about you?

- This module consists of a set of 6 different wires.
- Above the wires is a screen with code.
- One of the lines is a MeshRenderer[]. Check its name and check the table below.
- To solve this module, you need to cut wires which color matches that of the entry in the list (See below).
- Cutting an incorrect wire will result in a strike.
- From left to right in this module, the wires are labeled 1 to 6 in the instructions provided.



The Color Lists

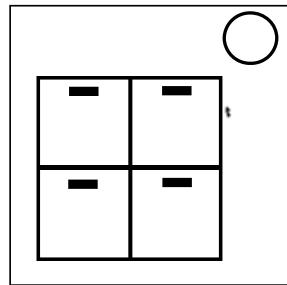
One of the variables in the script is a List<Color>. It contains data of all wires. If the entry matches the current wire, then cut it. If none of the wire colors match their entry in the list, then cut the 6th wire.

<p>List 1: If the name of the Mesh Renderer is a Micro-Bomb indicator.</p> <p>List of wire colors in order:</p> <table style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 50%;">1. Red</td> <td style="width: 50%;">4. Blue</td> </tr> <tr> <td>2. Yellow</td> <td>5. White</td> </tr> <tr> <td>3. Green</td> <td>6. Black</td> </tr> </tbody> </table>	1. Red	4. Blue	2. Yellow	5. White	3. Green	6. Black	<p>List 2: If the name of the Mesh Renderer is a regular bomb indicator.</p> <p>List of wire colors in order:</p> <table style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 50%;">1. Black</td> <td style="width: 50%;">4. Green</td> </tr> <tr> <td>2. White</td> <td>5. Yellow</td> </tr> <tr> <td>3. Blue</td> <td>6. Red</td> </tr> </tbody> </table>	1. Black	4. Green	2. White	5. Yellow	3. Blue	6. Red
1. Red	4. Blue												
2. Yellow	5. White												
3. Green	6. Black												
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2. White	5. Yellow												
3. Blue	6. Red												
<p>List 3: If the name is a port.</p> <p>List of wire colors in order:</p> <table style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 50%;">1. Green</td> <td style="width: 50%;">4. Black</td> </tr> <tr> <td>2. Blue</td> <td>5. Red</td> </tr> <tr> <td>3. White</td> <td>6. Yellow</td> </tr> </tbody> </table>	1. Green	4. Black	2. Blue	5. Red	3. White	6. Yellow	<p>List 4: If it's none of the others.</p> <p>List of wire colors in order:</p> <table style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 50%;">1. White</td> <td style="width: 50%;">4. Black</td> </tr> <tr> <td>2. Green</td> <td>5. Blue</td> </tr> <tr> <td>3. Red</td> <td>6. Yellow</td> </tr> </tbody> </table>	1. White	4. Black	2. Green	5. Blue	3. Red	6. Yellow
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On the Subject of Directional Keypads

Arrows! These keypads have ARROWS on them!

- This module consists of a set of 4 keys on a keypad.
- All the keys have arrows on them.
- To solve this module, you need to follow 4 arrows and then **press the button you end up on even if the button is not fake**.
- If at any point you encounter a fake button, press it and **do not continue to follow the arrow**.
- Pressing an incorrect button will result in a strike.



Step 1: Picking the starting offset key

To find out with what key to begin, refer to the list below.

- Take the last digit of the Micro-Bomb's serial number.
- Add the module ID of this module.
- Then multiply the number by the amount of lit indicators on the regular bomb (1 minimum).
- If the number is higher than 4, keep subtracting 4 until your number is between 1 to 4 inclusive.
- Then use the number you got to get the starting key in the list below.
 1. Top-left key
 2. Top-right key
 3. Bottom-left key
 4. Bottom-right key

Step 2: Arrow information

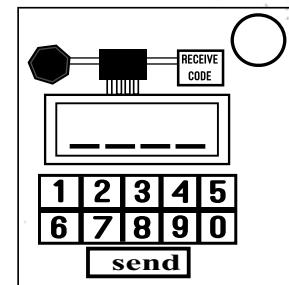
All the infomation about the arrows is listed below. Keep in mind to follow 4 arrows.

<u>Directional arrow:</u>	Left	Right	Reverse
<u>Examples:</u>			
<u>Fake if:</u>	All of the Micro-Bomb's indicators are lit.	The Micro-Bomb contains an indicator labelled "INDC".	The Mirco bomb's serial number and regular bomb's serial number have at least a vowel.
<u>Action if not fake:</u>	Follow the button on the left.	Follow the button on the right.	Follow the button above/below this one. (E.G. Symbol on TR, follow to BR)
<u>Directional Arrow:</u>	Clockwise	Swap	Diagonal
<u>Examples:</u>			
<u>Fake if:</u>	The Micro-Bomb's battery is red.	The Micro-Module's ID is 4	The regular bomb contains more than 2 D-Batteries
<u>Action if not fake:</u>	Follow the button clockwise from this one. (E.G. Symbol on TL, follow to TR)	Follow the button diagonally from this one. (E.G. Symbol on TL, follow to BR)	Follow the button in the direction the arrow is pointing, as if it were in the middle of the keypad. (E.G. Symbol on TL and pointing BR, follow to BR)

On the Subject of Code Morse

No. This is not Morse Code. It's a code, deciphered using Morse.

- This module consists of a display with 4 digits, a Morse light, a keypad with numbers 0-9, a “Send” key and a “Receive Code” key.
- To solve this module, You need to enter the correct code and send it.
- To get the initial code or recheck it, press “Receive Code”.
- Every dot/line is indicated by a yellow light, a new character is indicated by a magenta light and the end of the code is indicated with a red light.
- This system will only allow inputs when the code isn't being received.
- If you press a key while a code is being received or if an incorrect code is sent, you will get a strike.
- Keep in mind, the only way to clear the code is to send it, or by pressing the reset button (See appendix TRB).



Notable
Morse
Characters

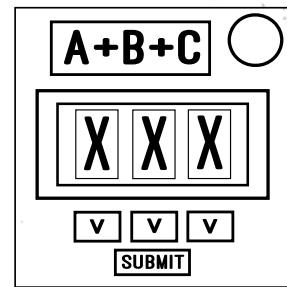
1	-----
2-
3	...--
4-
5
6	-.....
7	----.
8	-----
9	----.
0	-----

- Take the 4 digits from the received Morse code.
- Add the product of the amount of batteries on the regular bomb and 10, to the number.
- If the Micro-Bomb's battery is a primary color, multiply by 30.
- Divide by the last digit of the regular bomb's serial number. (If it's 0, multiply by 5.) **Do not round the number, but remove the decimals.**
- If the number after the operations above is odd, add 101 to the number.
- Then multiply by the Micro-Module's ID number.
- Lastly, if the number is higher than 9999, keep subtracting 1000 until the number is between 0 and 9999 inclusive.
- Input the code that you now have in the device, removing leading 0's before inputting.

On the Subject of the Math Code

Math! As if you didn't need math for enough situations yet.

- This module consists of a screen with 3 letters.
- Above the characters is a Mathematical expression.
- To solve this module, You need to enter the correct code and press submit.
- Submitting an incorrect code will result in a strike.



Solving This Module

- Take every letter from the screen and convert it to a number using A1Z26 ciphering.
- Fill the number from the first character in A, the second in B and the last number in C. Do not yet calculate the expression.
- If the Micro-Bomb's battery has a primary colored label, add 5 to A.
- If one of the starting letters is a vowel*, multiply B by 3. Otherwise, subtract 3 from B.
- Add the number of batteries on the regular bomb to C.
- Lastly, multiply numbers A, B and C by the amount of lit indicators on the regular bomb (1 minimum).
- Now calculate the expression. Do not round the number, but remove the decimals after every division operation.
- Until the value is between 100 and 999 inclusive, keep subtracting 100 if the value is over 999 or adding 100 if the value is under 100.

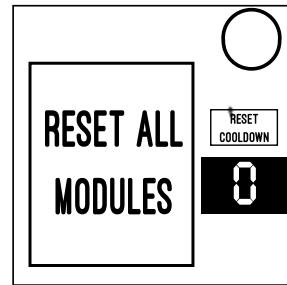
Submit the 3 digit number in the screen, using the arrows below each digit.

* "Y" is not considered as a vowel for this module.

Appendix TRB: The Reset Button

At first you don't succeed, uh... How does it go again?

- One of the modules on this bomb is a reset button.
- When pressed, everything on the Micro-Bomb will reset to its original state.
- Once the bomb is reset, the button will be on a timeout.
- The light at the top right indicates when the button is off-cooldown. When the light is not red, it's off-cooldown.
- Additionally, a countdown will be going down to the right of the button.
- The initial timer is 30 seconds, but everytime the button goes off-cooldown, 10 seconds will be added for the next reset. Be careful when to press it.



Appendix EW: Micro-Bomb edgework

New bomb, new edgework. Even more to remember...

- This module also contains its own edgework.
- There are 3 indicators, a colored battery and a serial number (Note: For the Serial Number for the Micro-Bomb, the digits are marked red).
- Common occurrences for indicators and battery colors are listed below.

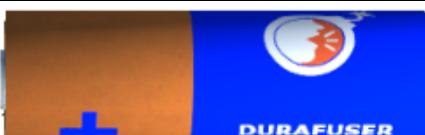
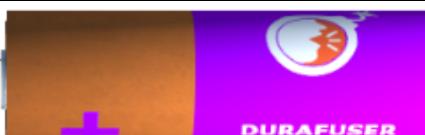
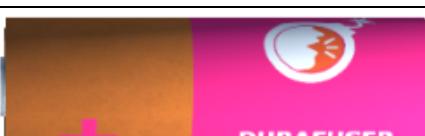
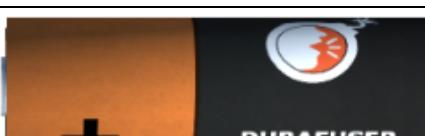
Part 1: Indicators.

Common Micro-Indicators are as follows.

- INDC
- EXPL
- BOOM
- MINI
- BOMB
- MDLE
- BLNK
- XXXX
- NULL

Part 2: Batteries

Common battery colors are as follows.

	Red (Primary)		Orange
	Yellow		Green (Primary)
	Blue (Primary)		Purple
	Pink		Black

Appendix: Morse Code

How did that not fit in the main page?

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

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	— — ● ●

1	● — — — —
2	● ● — — —
3	● ● ● — —
4	● ● ● ● —
5	● ● ● ● ●
6	— ● ● ● ●
7	— — — ● ● ●
8	— — — — ● ●
9	— — — — — ●
0	— — — — —