



BOMB DEFUSAL MANUAL

Version 1

Verification Code: 241

Welcome to the dangerous and challenging world of bomb defusing.

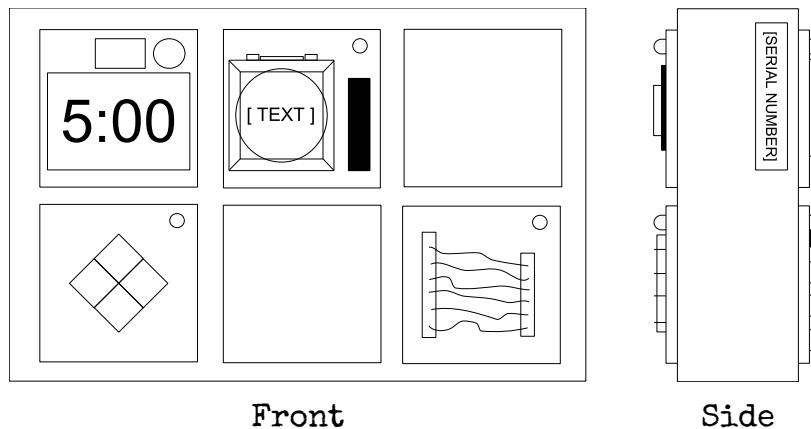
Study this manual carefully; you are the expert. In these pages you will find everything you need to know to defuse even the most insidious of bombs.

And remember — One small oversight and it could all be over!

Defusing Bombs

A bomb will explode when its countdown timer reaches 0:00 or when too many strikes have been recorded. The only way to defuse a bomb is to disarm all of its modules before its countdown timer expires.

Example Bomb



Modules

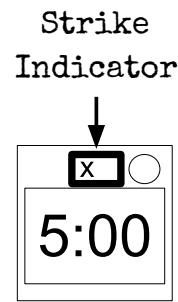
Each bomb will include up to 11 modules that must be disarmed. Each module is discrete and can be disarmed in any order.

Instructions for disarming modules can be found in Section 1. "Needy" modules present a special case and are described in Section 2.

Strikes

When the Defuser makes a mistake the bomb will record a strike which will be displayed on the indicator above the countdown timer. Bombs with a strike indicator will explode upon the third strike. The timer will begin to count down faster after a strike has been recorded.

If no strike indicator is present above the countdown timer, the bomb will explode upon the first strike, leaving no room for error.



Gathering Information

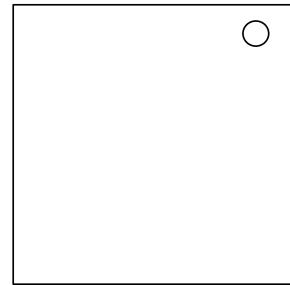
Some disarming instructions will require specific information about the bomb, such as the serial number. This type of information can typically be found on the top, bottom, or sides of the bomb casing. See Appendix A, B, and C for identification instructions that will be useful in disarming certain modules.

Section 1: Modules

Modules can be identified by an LED in the top right corner.

When this LED is lit green the module has been disarmed.

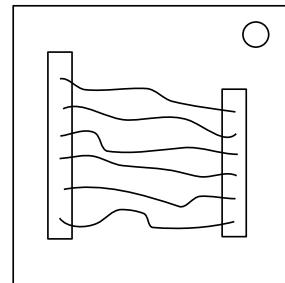
All modules must be disarmed to defuse the bomb.



On the Subject of Wires

*Wires are the lifeblood of electronics! Wait, no, electricity is the lifeblood.
Wires are more like the arteries. The veins? No matter...*

- A wire module can have 3–6 wires on it.
- Only the one correct wire needs to be cut to disarm the module.
- Wire ordering begins with the first on the top.



3 wires:

If there are no red wires, cut the second wire.

Otherwise, if the last wire is white, cut the last wire.

Otherwise, if there is more than one blue wire, cut the last blue wire.

Otherwise, cut the last wire.

4 wires:

If there is more than one red wire and the last digit of the serial number is odd, cut the last red wire.

Otherwise, if the last wire is yellow and there are no red wires, cut the first wire.

Otherwise, if there is exactly one blue wire, cut the first wire.

Otherwise, if there is more than one yellow wire, cut the last wire.

Otherwise, cut the second wire.

5 wires:

If the last wire is black and the last digit of the serial number is odd, cut the fourth wire.

Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.

Otherwise, if there are no black wires, cut the second wire.

Otherwise, cut the first wire.

6 wires:

If there are no yellow wires and the last digit of the serial number is odd, cut the third wire.

Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.

Otherwise, if there are no red wires, cut the last wire.

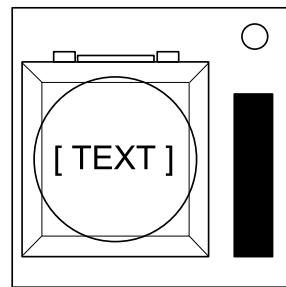
Otherwise, cut the fourth wire.

On the Subject of The Button

You might think that a button telling you to press it is pretty straightforward. That's the kind of thinking that gets people exploded.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.



Follow these rules in the order they are listed. Perform the first action that applies:

1. If the button is blue and the button says "Abort", hold the button and refer to "Releasing a Held Button".
2. If there is more than 1 battery on the bomb and the button says "Detonate", press and immediately release the button.
3. If the button is white and there is a lit indicator with label CAR, hold the button and refer to "Releasing a Held Button".
4. If there are more than 2 batteries on the bomb and there is a lit indicator with label FRK, press and immediately release the button.
5. If the button is yellow, hold the button and refer to "Releasing a Held Button".
6. If the button is red and the button says "Hold", press and immediately release the button.
7. If none of the above apply, hold the button and refer to "Releasing a Held Button".

Releasing a Held Button

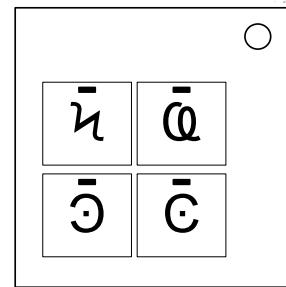
If you start holding the button down, a colored strip will light up on the right side of the module. Based on its color you must release the button at a specific point in time:

- Blue strip: release when the countdown timer has a 4 in any position.
- White strip: release when the countdown timer has a 1 in any position.
- Yellow strip: release when the countdown timer has a 5 in any position.
- Any other color strip: release when the countdown timer has a 1 in any position.

On the Subject of Keypads

I'm not sure what these symbols are, but I suspect they have something to do with occult.

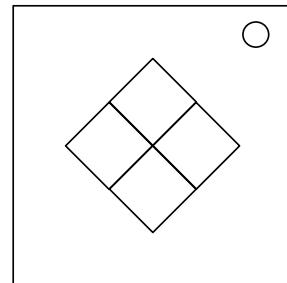
- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.



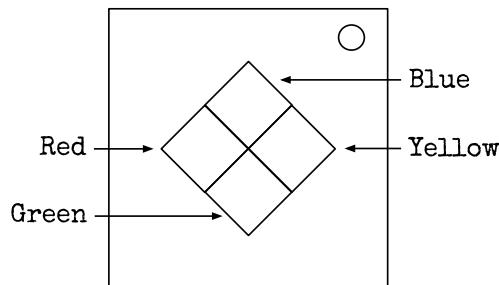
| | | | | | |
|---|---|---|---|---|---|
| Q | Ё | © | б | Ψ | б |
| À | Ӯ | ӭ | ҃ | Ӯ | Ё |
| Ӷ | ҂ | ҄ | ҅ | Ӯ | ӷ |
| ӵ | ҇ | ҈ | ҉ | ҁ | æ |
| Ӱ | ★ | Ҍ | Ҋ | ҁ | Ψ |
| Ӳ | Ӳ | Ӷ | ҋ | ӷ | Ӵ |
| ӱ | ? | ★ | Ӯ | ★ | Ω |

On the Subject of Simon Says

This is like one of those toys you played with as a kid where you have to match the pattern that appears, except this one is a knockoff that was probably purchased at a dollar store.



1. One of the four colored buttons will flash.
2. Using the correct table below, press the button with the corresponding color.
3. The original button will flash, followed by another. Repeat this sequence in order using the color mapping.
4. The sequence will lengthen by one each time you correctly enter a sequence until the module is disarmed.



If the serial number contains a vowel:

| | | Red Flash | Blue Flash | Green Flash | Yellow Flash |
|------------------|------------|-----------|------------|-------------|--------------|
| Button to press: | No Strikes | Blue | Red | Yellow | Green |
| | 1 Strike | Yellow | Green | Blue | Red |
| | 2 Strikes | Green | Red | Yellow | Blue |

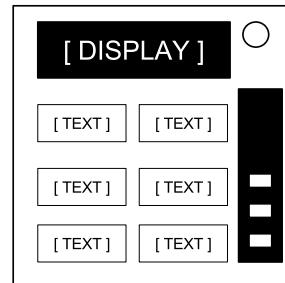
If the serial number does not contain a vowel:

| | | Red Flash | Blue Flash | Green Flash | Yellow Flash |
|------------------|------------|-----------|------------|-------------|--------------|
| Button to press: | No Strikes | Blue | Yellow | Green | Red |
| | 1 Strike | Red | Blue | Yellow | Green |
| | 2 Strikes | Yellow | Green | Blue | Red |

On the Subject of Who's on First

This contraption is like something out of a sketch comedy routine, which might be funny if it wasn't connected to a bomb. I'll keep this brief, as words only complicate matters.

1. Read the display and use step 1 to determine which button label to read.
2. Using this button label, use step 2 determine which button to push.
3. Repeat until the module has been disarmed.



Step 1:

Based on the display, read the label of a particular button and proceed to step 2:

| | | | | | |
|-----------------|---------------|----------------|----------------|----------------|----------------|
| YES | FIRST | DISPLAY | OKAY | SAYS | NOTHING |
| | | | | | |
| | | | | | |
| | | | | | |
| BLANK | NO | LED | LEAD | READ | |
| | | | | | |
| | | | | | |
| | | | | | |
| RED | REED | LEED | HOLD ON | YOU | YOU ARE |
| | | | | | |
| | | | | | |
| | | | | | |
| YOUR | YOU'RE | UR | THERE | THEY'RE | THEIR |
| | | | | | |
| | | | | | |
| | | | | | |
| THEY ARE | SEE | C | CEE | | |
| | | | | | |
| | | | | | |
| | | | | | |

Step 2:

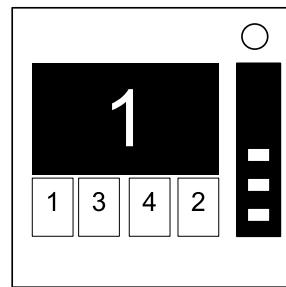
Using the label from step 1, push the first button that appears in its corresponding list:

| | |
|-------------------|---|
| "READY": | YES, OKAY, WHAT, MIDDLE, LEFT, PRESS, RIGHT, BLANK, READY, NO, FIRST, UHHH, NOTHING, WAIT |
| "FIRST": | LEFT, OKAY, YES, MIDDLE, NO, RIGHT, NOTHING, UHHH, WAIT, READY, BLANK, WHAT, PRESS, FIRST |
| "NO": | BLANK, UHHH, WAIT, FIRST, WHAT, READY, RIGHT, YES, NOTHING, LEFT, PRESS, OKAY, NO, MIDDLE |
| "BLANK": | WAIT, RIGHT, OKAY, MIDDLE, BLANK, PRESS, READY, NOTHING, NO, WHAT, LEFT, UHHH, YES, FIRST |
| "NOTHING": | UHHH, RIGHT, OKAY, MIDDLE, YES, BLANK, NO, PRESS, LEFT, WHAT, WAIT, FIRST, NOTHING, READY |
| "YES": | OKAY, RIGHT, UHHH, MIDDLE, FIRST, WHAT, PRESS, READY, NOTHING, YES, LEFT, BLANK, NO, WAIT |
| "WHAT": | UHHH, WHAT, LEFT, NOTHING, READY, BLANK, MIDDLE, NO, OKAY, FIRST, WAIT, YES, PRESS, RIGHT |
| "UHHH": | READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, UHHH, MIDDLE, WAIT, FIRST |
| "LEFT": | RIGHT, LEFT, FIRST, NO, MIDDLE, YES, BLANK, WHAT, UHHH, WAIT, PRESS, READY, OKAY, NOTHING |
| "RIGHT": | YES, NOTHING, READY, PRESS, NO, WAIT, WHAT, RIGHT, MIDDLE, LEFT, UHHH, BLANK, OKAY, FIRST |
| "MIDDLE": | BLANK, READY, OKAY, WHAT, NOTHING, PRESS, NO, WAIT, LEFT, MIDDLE, RIGHT, FIRST, UHHH, YES |
| "OKAY": | MIDDLE, NO, FIRST, YES, UHHH, NOTHING, WAIT, OKAY, LEFT, READY, BLANK, PRESS, WHAT, RIGHT |
| "WAIT": | UHHH, NO, BLANK, OKAY, YES, LEFT, FIRST, PRESS, WHAT, WAIT, NOTHING, READY, RIGHT, MIDDLE |
| "PRESS": | RIGHT, MIDDLE, YES, READY, PRESS, OKAY, NOTHING, UHHH, BLANK, LEFT, FIRST, WHAT, NO, WAIT |
| "YOU": | SURE, YOU ARE, YOUR, YOU'RE, NEXT, UH HUH, UR, HOLD, WHAT?, YOU, UH UH, LIKE, DONE, U |
| "YOU ARE": | YOUR, NEXT, LIKE, UH HUH, WHAT?, DONE, UH UH, HOLD, YOU, U, YOU'RE, SURE, UR, YOU ARE |
| "YOUR": | UH UH, YOU ARE, UH HUH, YOUR, NEXT, UR, SURE, U, YOU'RE, YOU, WHAT?, HOLD, LIKE, DONE |
| "YOU'RE": | YOU, YOU'RE, UR, NEXT, UH UH, YOU ARE, U, YOUR, WHAT?, UH HUH, SURE, DONE, LIKE, HOLD |
| "UR": | DONE, U, UR, UH HUH, WHAT?, SURE, YOUR, HOLD, YOU'RE, LIKE, NEXT, UH UH, YOU ARE, YOU |
| "U": | UH HUH, SURE, NEXT, WHAT?, YOU'RE, UR, UH UH, DONE, U, YOU, LIKE, HOLD, YOU ARE, YOUR |
| "UH HUH": | UH HUH, YOUR, YOU ARE, YOU, DONE, HOLD, UH UH, NEXT, SURE, LIKE, YOU'RE, UR, U, WHAT? |
| "UH UH": | UR, U, YOU ARE, YOU'RE, NEXT, UH UH, DONE, YOU, UH HUH, LIKE, YOUR, SURE, HOLD, WHAT? |
| "WHAT?": | YOU, HOLD, YOU'RE, YOUR, U, DONE, UH UH, LIKE, YOU ARE, UH HUH, UR, NEXT, WHAT?, SURE |
| "DONE": | SURE, UH HUH, NEXT, WHAT?, YOUR, UR, YOU'RE, HOLD, LIKE, YOU, U, YOU ARE, UH UH, DONE |
| "NEXT": | WHAT?, UH HUH, UH UH, YOUR, HOLD, SURE, NEXT, LIKE, DONE, YOU ARE, UR, YOU'RE, U, YOU |
| "HOLD": | YOU ARE, U, DONE, UH UH, YOU, UR, SURE, WHAT?, YOU'RE, NEXT, HOLD, UH HUH, YOUR, LIKE |
| "SURE": | YOU ARE, DONE, LIKE, YOU'RE, YOU, HOLD, UH HUH, UR, SURE, U, WHAT?, NEXT, YOUR, UH UH |
| "LIKE": | YOU'RE, NEXT, U, UR, HOLD, DONE, UH UH, WHAT?, UH HUH, YOU, LIKE, SURE, YOU ARE, YOUR |

On the Subject of Memory

Memory is a fragile thing but so is everything else when a bomb goes off, so pay attention!

- Press the correct button to progress the module to the next stage. Complete all stages to disarm the module.
- Pressing an incorrect button will reset the module back to stage 1.
- Button positions are ordered from left to right.



Stage 1:

If the display is 1, press the button in the second position.

If the display is 2, press the button in the second position.

If the display is 3, press the button in the third position.

If the display is 4, press the button in the fourth position.

Stage 2:

If the display is 1, press the button labeled "4".

If the display is 2, press the button in the same position as you pressed in stage 1.

If the display is 3, press the button in the first position.

If the display is 4, press the button in the same position as you pressed in stage 1.

Stage 3:

If the display is 1, press the button with the same label you pressed in stage 2.

If the display is 2, press the button with the same label you pressed in stage 1.

If the display is 3, press the button in the third position.

If the display is 4, press the button labeled "4".

Stage 4:

If the display is 1, press the button in the same position as you pressed in stage 1.

If the display is 2, press the button in the first position.

If the display is 3, press the button in the same position as you pressed in stage 2.

If the display is 4, press the button in the same position as you pressed in stage 2.

Stage 5:

If the display is 1, press the button with the same label you pressed in stage 1.

If the display is 2, press the button with the same label you pressed in stage 2.

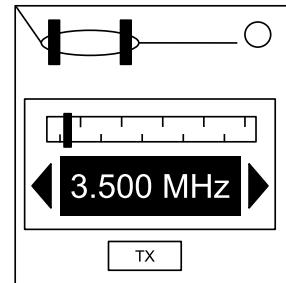
If the display is 3, press the button with the same label you pressed in stage 4.

If the display is 4, press the button with the same label you pressed in stage 3.

On the Subject of Morse Code

An antiquated form of naval communication? What next? At least it's genuine Morse Code, so pay attention and you might just learn something.

- Interpret the signal from the flashing light using the Morse Code chart to spell one of the words in the table.
- The signal will loop, with a long gap between repetitions.
- Once the word is identified, set the corresponding frequency and press the transmit (TX) button.



How to Interpret

- A short flash represents a dot.
- A long flash represents a dash.
- There is a long gap between letters.
- There is a very long gap before the word repeats.

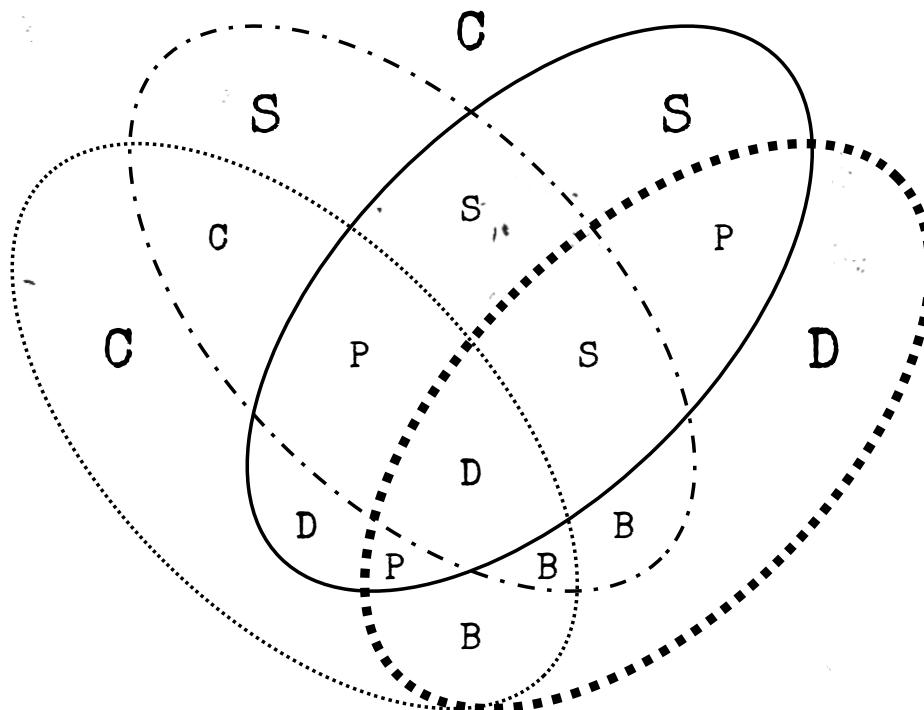
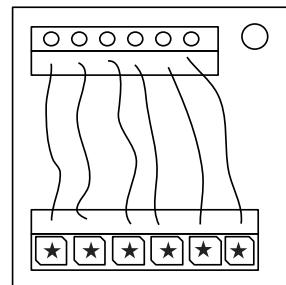
| | | | |
|---|-----------|---|-------------|
| A | ● - | U | ● • - |
| B | - - . . | V | ● • • - |
| C | - - . - . | W | ● - - |
| D | - - . . | X | - - . - |
| E | ● | Y | - - . - - |
| F | ● . - - . | Z | - - - . . |
| G | - - - . | | |
| H | ● . . . | | |
| I | ● ● | | |
| J | ● - - - | | |
| K | - - . - | 1 | ● - - - - |
| L | . - - . | 2 | ● . - - - |
| M | - - - | 3 | ● • - - |
| N | - - . | 4 | ● • • - |
| O | - - - | 5 | ● • • . |
| P | ● - - - . | 6 | - - . . . |
| Q | - - - . - | 7 | - - |
| R | . - - . | 8 | - - - . . |
| S | ● . . | 9 | - - - - . |
| T | - - | 0 | - - - - - |

| If the word is: | Respond at frequency: |
|-----------------|-----------------------|
| shell | 3.505 MHz |
| halls | 3.515 MHz |
| slick | 3.522 MHz |
| trick | 3.532 MHz |
| boxes | 3.535 MHz |
| leaks | 3.542 MHz |
| strobe | 3.545 MHz |
| bistro | 3.552 MHz |
| flick | 3.555 MHz |
| bombs | 3.565 MHz |
| break | 3.572 MHz |
| brick | 3.575 MHz |
| steak | 3.582 MHz |
| sting | 3.592 MHz |
| vector | 3.595 MHz |
| beats | 3.600 MHz |

On the Subject of Complicated Wires

These wires aren't like the others. Some have stripes! That makes them completely different. The good news is that we've found a concise set of instructions on what to do about it! Maybe too concise...

- Look at each wire: there is an LED above the wire and a space for a ★ symbol below the wire.
- For each wire/LED/symbol combination, use the Venn diagram below to decide whether or not to cut the wire.
- Each wire may be striped with multiple colors.



| | |
|--|------------------------|
| | Wire has red coloring |
| | Wire has blue coloring |
| | Has ★ symbol |
| | LED is on |

| Letter | Instruction |
|--------|---|
| C | Cut the wire |
| D | Do not cut the wire |
| S | Cut the wire if the last digit of the serial number is even |
| P | Cut the wire if the bomb has a parallel port |
| B | Cut the wire if the bomb has two or more batteries |

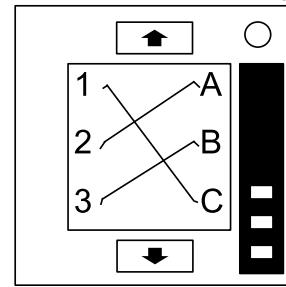
See Appendix B for battery identification reference.

See Appendix C for port identification reference.

On the Subject of Wire Sequences

It's hard to say how this mechanism works. The engineering is pretty impressive, but there must have been an easier way to manage nine wires.

- 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 button and the previous panel by using the up button.
- 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. Wire occurrences are cumulative over all panels within the module.

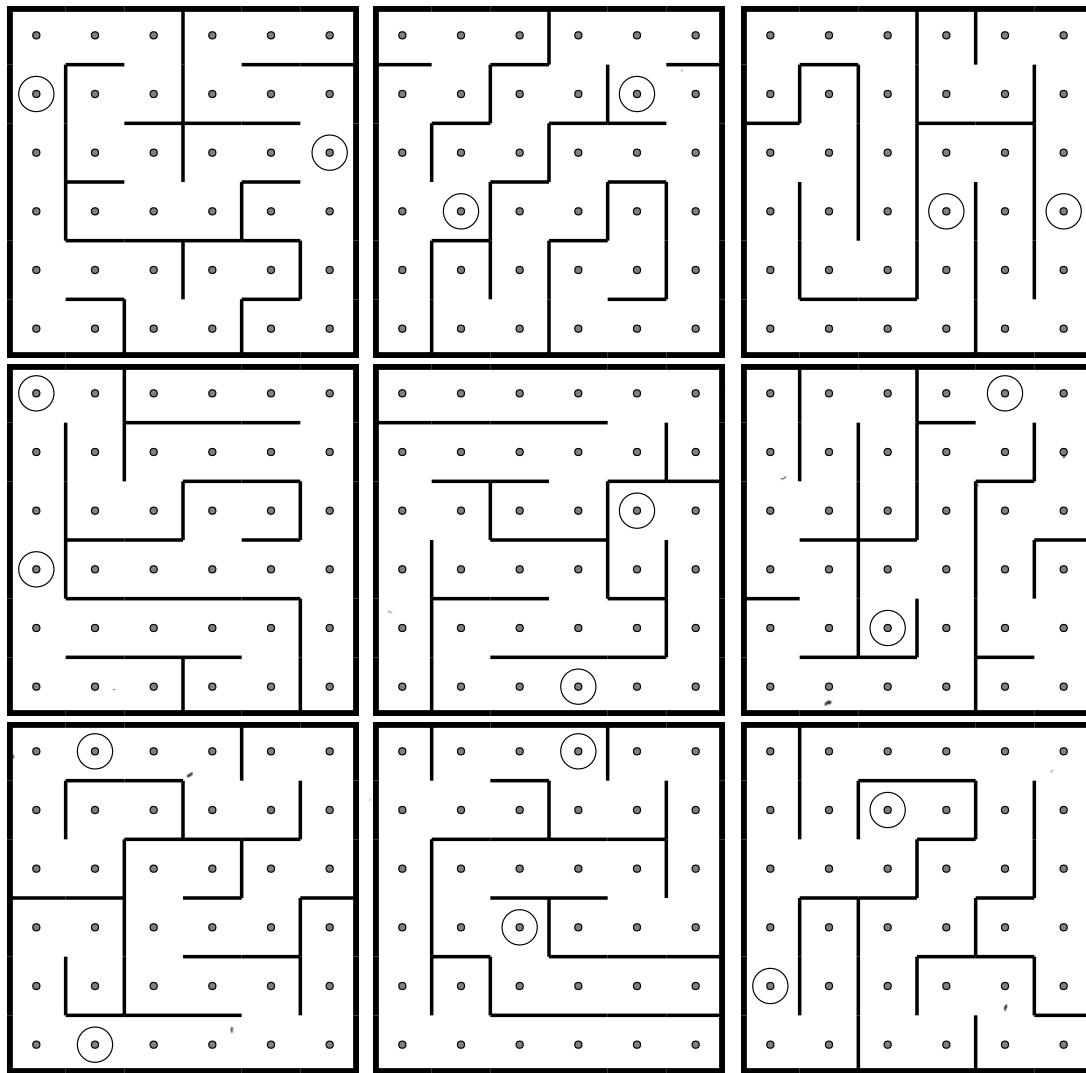
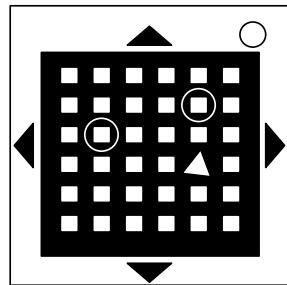


| Red Wire Occurrences | | Blue Wire Occurrences | | Black Wire Occurrences | |
|------------------------|----------------------|-------------------------|----------------------|--------------------------|----------------------|
| Wire Occurrence | Cut if connected to: | Wire Occurrence | Cut if connected to: | Wire Occurrence | Cut if connected to: |
| First red occurrence | C | First blue occurrence | B | First black occurrence | A, B or C |
| Second red occurrence | B | Second blue occurrence | A or C | Second black occurrence | A or C |
| Third red occurrence | A | Third blue occurrence | B | Third black occurrence | B |
| Fourth red occurrence | A or C | Fourth blue occurrence | A | Fourth black occurrence | A or C |
| Fifth red occurrence | B | Fifth blue occurrence | B | Fifth black occurrence | B |
| Sixth red occurrence | A or C | Sixth blue occurrence | B or C | Sixth black occurrence | B or C |
| Seventh red occurrence | A, B or C | Seventh blue occurrence | C | Seventh black occurrence | A or B |
| Eighth red occurrence | A or B | Eighth blue occurrence | A or C | Eighth black occurrence | C |
| Ninth red occurrence | B | Ninth blue occurrence | A | Ninth black occurrence | C |

On the Subject of Mazes

This seems to be some kind of maze, probably stolen off of a restaurant placemat.

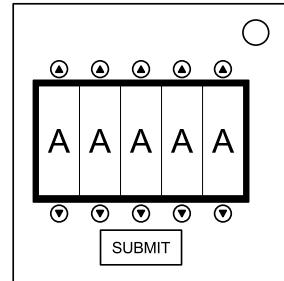
- Find the maze with matching circular markings.
- The defuser must navigate the white light to the red triangle using the arrow buttons.
- **Warning:** Do not cross the lines shown in the maze. These lines are invisible on the bomb.



On the Subject of Passwords

Fortunately this password doesn't seem to meet standard government security requirements: 22 characters, mixed case, numbers in random order without any palindromes above length 3.

- The buttons above and below each letter will cycle through the possibilities for that position.
- Only one combination of the available letters will match a password below.
- Press the submit button once the correct word has been set.



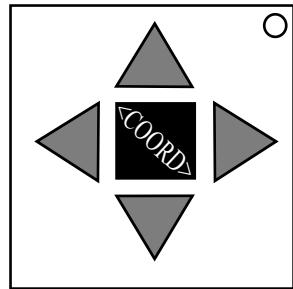
| | | | | |
|-------|-------|-------|-------|-------|
| about | after | again | below | could |
| every | first | found | great | house |
| large | learn | never | other | place |
| plant | point | right | small | sound |
| spell | still | study | their | there |
| these | thing | think | three | water |
| where | which | world | would | write |

On the Subject of Blue Arrows

Like a guide, pointing at the completely wrong thing.

On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Blue, you're looking at a different module.



On the screen is a coordinate within the first grid below. Find where that spot is, and assign each arrow a letter relative to that position, by giving the letter directly above it to the Up button, the letter directly below it to the Down button, and etc. If the position is on the edge of the chart or next to a bolded letter in a cell, loop to the other side of the chart and use the first non-bolded letter.

Next, determine the **Priority String** using the instructions given.

To disarm the module, press all four buttons in the correct order based on the **Priority String**. That is, the first button's letter that appears in the **Priority String** reading from left to right is the first move, and then the second, and so on.

Pressing an incorrect button will reset the module and give a new coordinate.

| | A | 1 | B | 8 | F | 4 | E | 6 |
|---|---|---|---|---|---|---|---|---|
| C | A | G | Y | F | J | D | K | B |
| 3 | K | E | I | T | S | R | P | P |
| G | J | O | N | D | X | W | I | T |
| 7 | B | Z | Q | K | A | U | L | N |
| D | V | S | G | C | O | H | H | Y |
| 5 | F | N | M | P | L | R | T | B |
| H | W | R | E | U | F | Z | V | O |
| 2 | D | A | X | I | M | C | S | Q |

Determining the Priority String

1. Start with the entire English alphabet in order.
2. Caesar shift the string down by the last digit of the Serial Number. Going down mean to go from B to A, A to Z, Z to Y, etc.
3. Move the first letter of the Serial Number to the front of the string. If it's already in front, move it to the back instead.
4. Check each condition in the table below in order, from top to bottom. If it returns true, perform the action specified by that row to the current string.

| <u>Condition</u> | <u>Action</u> |
|---|---|
| Lit BOB indicator present, no batteries, no port plates, no unlit indicators, and Serial Number contains a vowel. | Revert the string back to the entire alphabet in order and ignore the rest of the table. |
| Lit BOB indicator present. | Reverse the entire string. |
| Even number of batteries. | Move all vowels to the back of the string, keeping the order they appeared. |
| DVI-D port NOT present. | Reverse the second half of the string. |
| Stereo RCA port present. | Move R, C, and A to the front of the string, placing them in the mentioned order. |
| The coordinate consists of numbers ONLY and the previous condition was true. | Undo the action performed in the previous row. |
| Odd number of batteries holders. | Take all prime numbered positions out of the string, form a substring with order of appearance, reverse it, and put it back at the very front of the main string. |
| A "Yellow Arrows", "Green Arrows", or "The Sphere" module is present. | Move everything currently between the letters A and E to the very front of the string. |
| The Up Arrow's assigned letter is a vowel. | Take the alphanumeric position of the Left button's letter, and Caesar shift the entire string down by that number. |

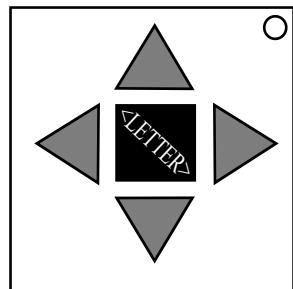
| <u>Condition</u> | <u>Action</u> |
|--|---------------------------------------|
| The Down Arrow's assigned letter is a vowel. | Reverse the first half of the string. |
| The coordinate consists of letters ONLY. | Move X to the back of the string. |

On the Subject of Yellow Arrows

Points!

On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Yellow, you're looking at a different module.



On the display is a random English letter. That is your **Starting Row**. Then, take the last digit of the Serial Number plus one, and move down that many rows. Perform that instruction, and move down again by the same number (If Z is reached but you still have more down moves, loop back to A and continue). Keep doing that, and the module will be disarmed after 5 consecutive correct presses.

Pressing an incorrect button will register a Strike, and the module will reset itself with a new **Starting Row**, and you must start over.

| Letter | Press.../If.../Otherwise.. |
|--------|---|
| A | Up/The Up button is present/Eat a Screwdriver |
| B | Down/Previous input is Left/Right |
| C | Left/The Serial Number ends with a 3/Up |
| D | Up/This is the Starting Row/Down |
| E | Right/Lit SIG present/Left |
| F | Down/No (PS/2) port present on the bomb/Any |
| G | Up/Down hasn't been pressed yet/Down |
| H | Any/Serial Port present/Right |
| I | Down/No Needy present/Any |
| J | Left/Previous input was Down/Up |
| K | Down/9 is an odd number/Go back to kindergarten |
| L | Up/No batteries on bomb/Down |
| M | Right/Number of battery holders is less than 3/Left |
| N | Any/This is the Starting Row/Right |
| O | Left/The Serial Number contains the letter O/Down |

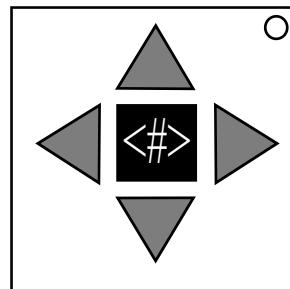
| Letter | Press.../If.../Otherwise.. |
|--------|---|
| P | Down/Serial Number has 4 letters/Up |
| Q | Down/Previous input was Right/Left |
| R | Up/Unlit CLR present/Down |
| S | Left/You're not on the 42nd of June/Quit Game |
| T | Left/Number of batteries is even/Down |
| U | Any/No modules on bomb starts with a Y/Any |
| V | Up/Previous input was Up/Down |
| W | Right/No port plates present/Any |
| X | Up/This is the Starting Row/Left |
| Y | Any/Up hasn't been pressed yet/Up |
| Z | Right/Right is Right OR is on the Right/Right |

On the Subject of Red Arrows

I think you get the point now.

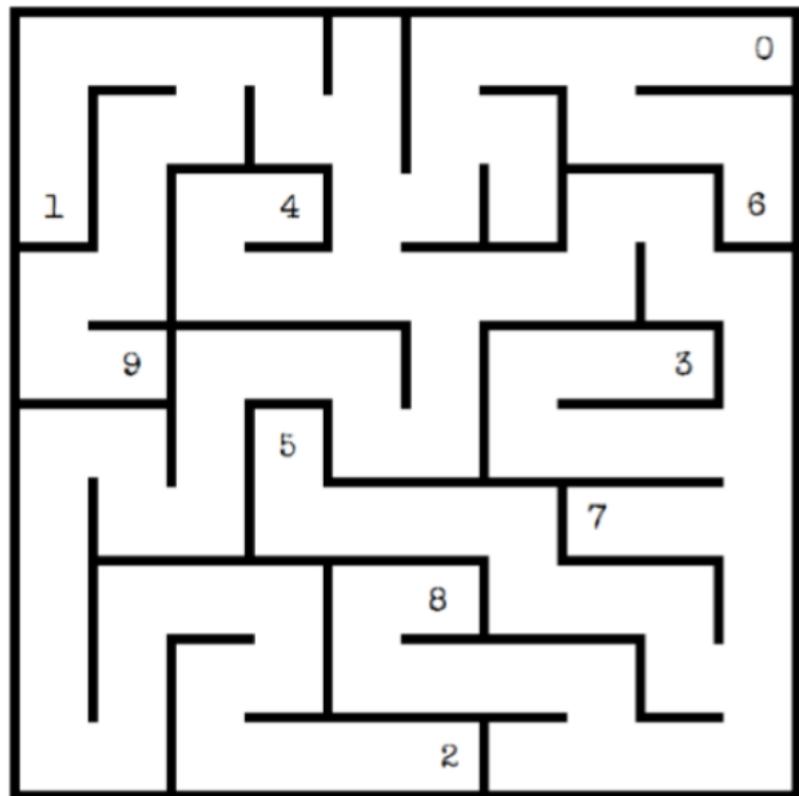
On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Red, you're looking at a different module.



On the screen is a random number somewhere between 0 to 9. That is your starting position in the maze below. Once your first valid move have been made, the display will turn blank.

To solve the module, use the buttons to navigate the maze toward the last digit of the Serial Number.

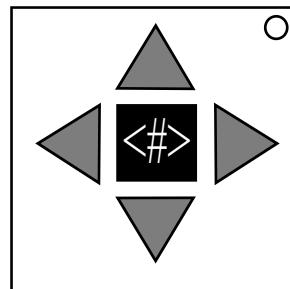


On the Subject of Green Arrows

What's the point?

On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Green, you're looking at a different module.



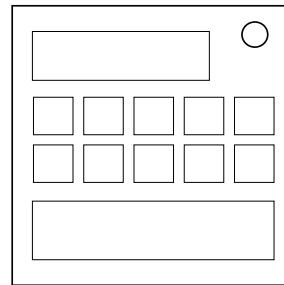
On the screen is a random number somewhere between 00 and 99. Look at the table below to find the correct button to press. Use the 10s digit as the column, and the 1s digit as the row. After each correct presses, the number will change. Keep repeating the process, and the module will be disarmed after 7 consecutive correct presses. Pressing the wrong button will register a strike and reset your streak.

| | 1- | 2- | 3- | 4- | 5- | 6- | 7- | 8- | 9- | 0- |
|----|------|-------|-------|-------|-------|-------|-------|-------|------|-------|
| -0 | Up | Right | Left | Right | Up | Right | Left | Right | Up | Down |
| -9 | Left | Right | Up | Down | Left | Down | Up | Down | Left | Right |
| -8 | Down | Up | Right | Left | Right | Down | Right | Left | Down | Up |
| -7 | Up | Down | Up | Down | Up | Right | Left | Right | Up | Down |
| -6 | Left | Right | Left | Right | Left | Down | Down | Up | Left | Right |
| -5 | Down | Up | Down | Up | Down | Up | Left | Down | Down | Up |
| -4 | Up | Down | Right | Up | Right | Down | Up | Left | Up | Down |
| -3 | Left | Right | Up | Right | Up | Right | Right | Up | Left | Right |
| -2 | Down | Up | Down | Up | Down | Up | Up | Right | Down | Up |
| -1 | Up | Down | Right | Left | Down | Left | Right | Up | Down | Left |

On the Subject of Zoni

Remember, the universe has a wonderful sense of humour. The trick is, learning how to take a joke.

This module displays a word encoded in the Zoni language. Using the **conversion table**, convert the word into English.



Using the **word table**, press the correct numbered button according to the word displayed on the module. An incorrect button press will cause a strike. After 3 correct button presses the module will disarm.

Conversion table:

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 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 |
| Ⓝ | ● | Ⓒ | Ⓠ | Ⓡ | Ⓢ | Ⓣ | Ⓤ | Ⓥ | Ⓦ | Ⓧ | Ⓨ | Ⓩ |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | | | |
| — | ÷ | ÷ | ÷ | ≡ | ≡ | ≡ | ≡ | ≡ | ≡ | ≡ | ≡ | ≡ |

Word table:

| Word: | #: |
|-------|----|-------|----|-------|----|-------|----|-------|----|-------|----|-------|----|
| angel | 1 | large | 5 | enemy | 7 | pizza | 4 | piano | 6 | after | 2 | | |
| smile | 6 | thing | 7 | blood | 1 | phone | 3 | never | 0 | every | 9 | | |
| brain | 3 | radio | 1 | dance | 0 | plaza | 6 | bread | 8 | clear | 4 | | |
| awful | 0 | other | 7 | crazy | 8 | heavy | 2 | flush | 5 | water | 1 | | |
| yacht | 6 | jumpy | 9 | brick | 1 | queen | 4 | quote | 3 | ovens | 2 | | |
| learn | 4 | there | 8 | ghost | 9 | spook | 2 | point | 0 | found | 3 | | |
| clank | 7 | crack | 1 | timer | 8 | extra | 4 | plant | 6 | quark | 5 | | |
| voice | 6 | magic | 2 | devil | 7 | magma | 8 | idiot | 9 | index | 4 | | |
| light | 1 | great | 0 | image | 5 | pilot | 3 | quest | 4 | greed | 8 | | |

On the Subject of Mistake Modules

Somewhere deep inside, I know it may be wrong, but I'm ready to commit Mistake No. 2.

Our deepest apologies, but the bomb you were sent contains an unfinished module where the components were not added on schedule. For that reason, we ask that you must destroy it. However, even though there are no components, the internal circuitry of the module is still present.

Since there are no components, the plastic of the module is very fragile, and can be destroyed simply by touching it. However, the circuitry is still active, and won't allow you to touch the module whenever you want. Read below to learn what we suggest you do so you don't get unintentional strikes on your bomb.

We also understand that there are other functional modules that look identical to the one you were accidentally sent. Appendix NOT contains information about how to differentiate this module from those modules.

Disarming this module:

You should be able to touch the module once without any problems. If done correctly, you should hear the plastic shattering and the module should crack.

Be careful from now on, we don't think that touching the module anytime is safe anymore. We suggest that you touch it a second time when the last digit of the bomb's timer is equal to the last digit of the bomb's serial number.

Don't worry, this is the last instruction we give you. If our hypotheses are correct, you can touch the module again when the seconds section of the bomb's timer are equal to the sum of the digits of the bomb's serial number. This should solve the module after a few seconds. If it doesn't, please contact us.

Should the module give a strike, the module will still shatter, and you should proceed to the next direction above. The module may also solve even if it struck you shortly before. However, we don't suggest that you keep touching it.

Thank you for your cooperation. - The workers at the Bomb Factory

We don't receive enough credit.

Differentiating this module from others:

Hinges:

On a Hinges module, the status light is not initially visible and some of the hinges of the plastic are missing. The module you were sent has all the hinges intact and the status light should always be visible.

Braille:

When hovering over a Braille module, you can feel dots in Braille. There are no dots on the module you were sent.

Polygons:

When hovering over a Polygons module, you can see the outlines of the hidden shapes. There are no hidden shapes on the module you were sent.

Blind Alley:

When hovering over a Blind Alley module, you can hear the eight different sections of the module. The module you were sent only has one section. If you are unable to hear the differing sections, touching the status light of a Blind Alley module does nothing. On the module you were sent, pressing it will make the module shatter.

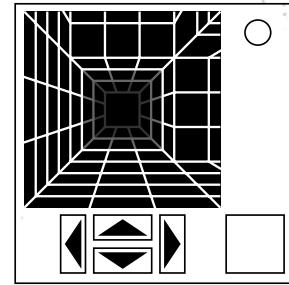
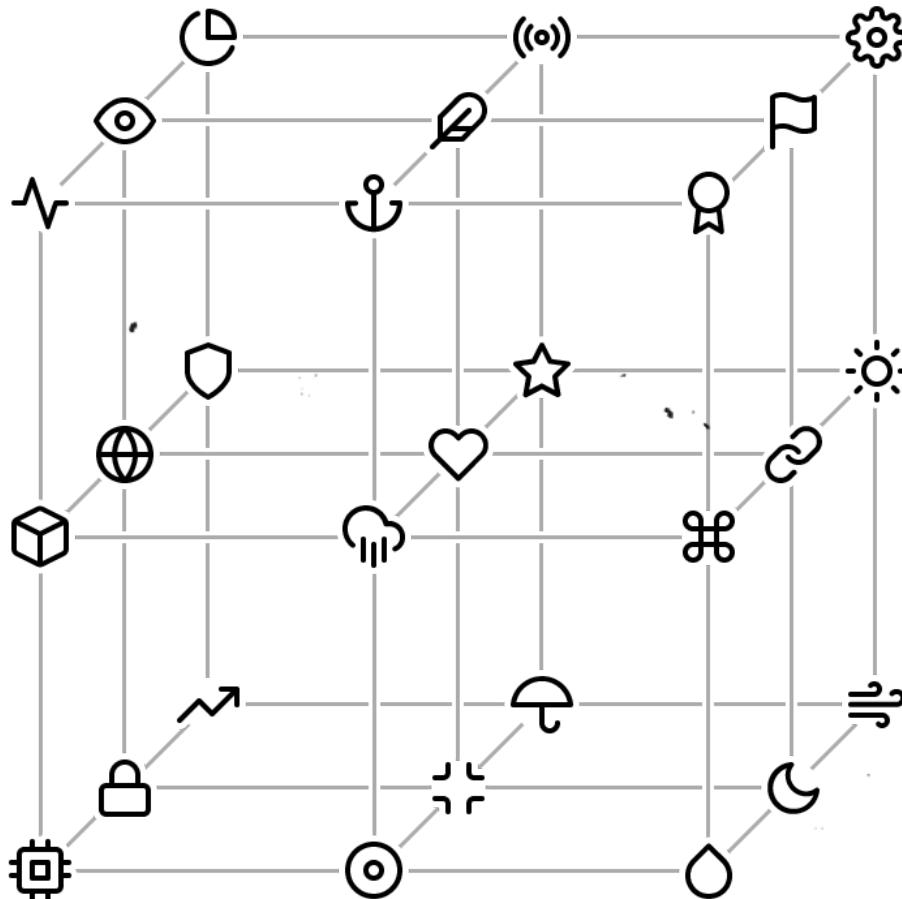
Tap Code:

Unfortunately, the module you were sent can't be distinguished from a Tap Code module by hovering over parts of the module. However, when touching on a Tap Code module anywhere, it will either play a series of taps or record the taps you entered. Either way, the module will not appear to shatter, as the module you were sent does. This is also completely safe because the input for a Tap Code module can be reset at any time by holding the module.

Our reports of defusers encountering this module have also led us to believe that it will only appear on the side of the bomb that contains the timer.

On the Subject of 3D Tunnels

Let's take this to another dimension.



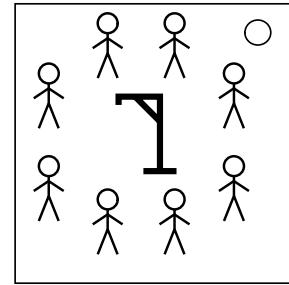
You control a hovercraft inside a grid of nodes connected by tunnels. Nodes are identified by a unique symbol. Use the four arrow buttons to travel through the grid. There's also a button with a symbol on it, representing your next goal node. Travel there and press the goal button. Repeat this three times to solve the module.

- Only some of the nodes will show the symbol of that node. Find them to determine your current location and orientation.
 - The arrow buttons *rotate* the hovercraft in that direction. The thrust button is broken and has been removed. (But no worries! I've fixed it!) **After every rotate command, the hovercraft will go one node forward.**
 - If you fly into a wall, you'll get a strike.
 - If you press the goal button while not at the goal node, you'll get a strike.

On the Subject of Mafia

Godfather is him, Mafia is her, kill them, save them. I'm innocent!AHHHHH!

In this module, there are 8 named people that sit around a gallows. It's your job to deduce who is the Godfather, whom you then have to execute. To figure out who is the Godfather, follow the following instructions:



- Take all the values of the serial number, changing letters into numbers by their placement in the alphabet (A=1, B=2 etc.), and add them together.
- Starting from the top of the list below, count this many names. Then keep going until you get to a name that's on the module. If you go past #50, loop back around to #1.
- Rule out people by crossing off the name from the previous step and going around the circle by skipping people equal to the last number of the serial. Go clockwise if you have less than 2 indicators and counter-clockwise otherwise.
- Continue around the circle, skipping over people you have ruled out, until you have one person left.
- Find the name that's left in the table and look at their "Innocence Condition". If they do not meet the condition, they are the Godfather and should be executed. If they are found innocent, execute the person referred to in the "Otherwise" column.

*FRP = First Ruled-out Person

*LRP = Last Ruled-out Person

*SSN = Same Side Neighbor (Person who is on the same side of the module with them: top 2, bottom 2, left 2, right 2)

| # | Name | Innocent/Godfather Condition | Otherwise, Godfather is... |
|----|--------|--|--|
| 1 | Rob | Innocent if the serial number contains a vowel. | Person clockwise after Rob. |
| 2 | Tim | Innocent if there is a "Friendship", "Only Connect", "Battleship" or "Marble Tumble". | FRP |
| 3 | Mary | Innocent if Bob, Walter or Cher is present. | Person on the left in the top pair, SSN if it is Mary. |
| 4 | Briane | Innocent if there is a Two Factor or lit CAR indicator. | LRP |
| 5 | Hunter | Innocent if there are more ports than batteries. | Rick, or 4th ruled-out player if Rick is absent. |
| 6 | Macy | Innocent if Tommy is present. | Tommy |
| 7 | John | Innocent if John is the only person on the module whose name starts with "J". | SSN |
| 8 | Will | Innocent if there is a PS/2 or DVI port and at least one even number in the serial number. | 5th person ruled out. |
| 9 | Lacy | Innocent if there is a "Boolean Venn Diagram", "Bitwise Operations", or any module containing "Logic" in its name. | SSN |
| 10 | Claire | Innocent if there are less than 20 modules. | LRP |
| 11 | Kenny | Innocent if there are <u>no</u> unlit indicators. | Person clockwise after FRP (skip Kenny) |
| 12 | Rick | Innocent if there is an empty port plate. | Person counterclockwise from Rick. |
| 13 | Walter | Innocent if serial number contains any letters from Walter's name. | FRP |
| 14 | Bonnie | Innocent if there is another person on the module whose name starts with "B". | First person clockwise from Bonnie whose name starts with "B". |
| 15 | Luke | Always Innocent. | Person with lowest number (excluding Luke). |
| 16 | Bill | Innocent if last number of serial number is prime or zero. | Person with highest number (excluding Bill). |

| N# | Name | Innocent/Godfather Condition | Otherwise, Godfather is... |
|----|-------|--|--|
| 17 | Sarah | Innocent if there is a colored indicator, HDMI port, or if "S", "H", or "3" is in the serial number. | LRP |
| 18 | Larry | Larry is colorblind. Innocent if there are <u>no</u> modules containing "Color" in their name. | FRP |
| 19 | Kate | Innocent if there is an "L", "O", "S", or "T" in the serial number, or if "The Swan" is present. | John; SSN if John is absent |
| 20 | Stacy | Innocent if there are fewer modules than starting time in minutes. | FRP |
| 21 | Diane | Innocent if there is a VGA or USB port, or if there is "The Screw". | LRP |
| 22 | Mac | Innocent if there is a parallel port on the same plate as a serial port. | 6th person ruled out |
| 23 | Jim | Jim is a musician. Innocent if there is a "Chord Qualities", "Rhythms", or any module with "Piano Keys", "Jukebox" or "Guitar Chords" in the name. | SSN |
| 24 | Clyde | Innocent if Bonnie is present. | Bonnie |
| 25 | Tommy | Innocent if there are <u>neither</u> batteries nor ports. | 4th person ruled out |
| 26 | Lenny | Innocent if SSN's name does <u>not</u> contain exactly 3 letters. | SSN |
| 27 | Molly | Innocent if there is <u>no</u> module apart from Mafia whose name starts with "M" or "The M". | Person clockwise after Molly. |
| 28 | Benny | Innocent if Hunter, Cher, or Nick are not the FRP. | The third person after Benny in clockwise order. |
| 29 | Phil | Innocent if not on the right of the bottom two. | Person on the right of the bottom two. |
| 30 | Bob | Innocent if there is "Laundry", "Morse-A-Maze", "Big Circle", "Painting", "Dr. Doctor", "The Code", or a BOB indicator. Thanks for everything, Bob! | 3rd person ruled out. |
| 31 | Gary | Gary is lazy and likes to eat. Innocent if there is a "Cheap Checkout", "Ice Cream" or "Cooking". | LRP |
| 32 | Ted | Ted is an astronaut. Innocent if there is a "Black Hole", "The Sun", "The Moon", "Lightspeed" or "Astrology". | SSN |
| 33 | Kim | Innocent if FRP's number is 25 or less. | FRP |

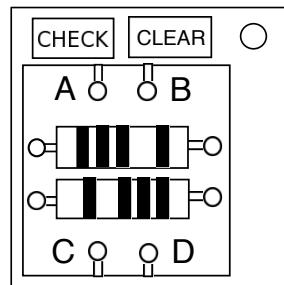
| N# | Name | Innocent/Godfather Condition | Otherwise, Godfather is... |
|----|--------|--|--|
| 34 | Nate | Innocent if there are more lit indicators than unlit. | Person clockwise after Nate. |
| 35 | Cher | Innocent if there is <u>no</u> needy module and 1 or more ports. | LRP |
| 36 | Ron | Innocent if letters of the serial number share letters with any indicator on the bomb. | SSN |
| 37 | Thomas | Thomas doesn't like being stuck in mazes. Innocent if there is <u>no</u> module with "maze" in the name. | Second person counterclockwise after Thomas. |
| 38 | Sam | Innocent if there is "Creation", "The Gamepad", "Minesweeper" or "Skewed Slots". | LRP |
| 39 | Duke | Innocent if LRP's number is greater than 25. | LRP |
| 40 | Jack | Innocent if SSN has 4 letters in their name. | SSN |
| 41 | Ed | Innocent if the total number of "Gridlock", "Human Resources", "Lasers" and modules containing "Double-Oh" is exactly one. | 2nd person ruled out. |
| 42 | Ronny | Innocent if there are <u>no</u> vanilla modules or there are 4 or more ports. | FRP |
| 43 | Terry | Innocent if there are 3 or more batteries on the bomb. | 3rd person ruled out. |
| 44 | Claira | Innocent if there are at least two port plates that have at least an RJ, RCA, or PS/2 port on them. | SSN |
| 45 | Nick | Innocent if there is <u>no</u> "Zoo", "Nonogram", "Murder" or "X01". | FRP |
| 46 | Cob | Cob loves inception. Innocent if there are 2 or more of the same module. | First person clockwise from Cob with the most letters in their name. |
| 47 | Ash | Innocent if there are any modules pertaining to Monsplodes. | LRP |
| 48 | Don | <u>Always guilty.</u> | N/A |
| 49 | Jerry | Innocent if "The Clock", "Rubik's Clock", "The Stopwatch", "Timezone" or "The Time Keeper" is present. | Person counterclockwise after Jerry. |
| 50 | Simon | Simon likes to be alone. Innocent if there are <u>no</u> modules with Simon's name. | SSN |

On the Subject of Resistors

"It is easier to resist at the beginning than at the end."

- Leonardo da Vinci, on procrastination

The module contains 2 input pins (**A** and **B**), 2 resistors, and 2 output pins (**C** and **D**). Follow the rules to make the correct connections. To make a connection, click one pin and then another. Press **CLEAR** to remove all connections.



1. Take the first digit of the bomb's serial number (or 0 if there are no digits).
The *primary input* is **A** if even, **B** if odd.
2. Take the last digit of the bomb's serial number (or 0 if there are no digits).
The *primary output* is **C** if even, **D** if odd.
3. The *target resistance* in Ω is calculated as follows:
 1. Take the first two digits of the bomb's serial number.
e.g. **2E7X19** \rightarrow 27, **ZJ3MLN** \rightarrow 3, **ABCDEF** \rightarrow 0
 2. For each battery present on the bomb (up to a max of 6), multiply by 10.

4. Connect the primary input to the primary output, with the target resistance.

Note: all resistance values are checked to be within 5% accuracy.

5. If a lit **FRK** indicator is present, also connect the primary input to the other (secondary) output, with the target resistance.

Note: this means C and D will also be connected with some non-infinite resistance. This value is not checked as part of your solution, and so can be anything.

6. If step 5 did not apply and at least 1 **D cell** battery is present, connect the secondary input to the secondary output, with 0Ω resistance.

7. Press **CHECK** when finished to check the solution. All input/output pairs not mentioned should be disconnected.

Consult the following page to learn how to produce the target resistance.

Producing resistance

An input and output can be connected via one of five paths.

1. **No resistors**, 0Ω of resistance.

2. **Top resistor**.

3. **Bottom resistor**.

4. **Both resistors in serial**.

i.e. input → top resistor → bottom resistor → output

The combined resistance is the sum of the individual resistances.

5. **Both resistors in parallel**.

i.e. input → top resistor, input → bottom resistor,

top resistor → output, bottom resistor → output

The combined resistance is less than either of the individual resistances.

For the curious... it's: $1 / (1 / (\text{top resistance}) + 1 / (\text{bottom resistance}))$

Don't worry, this won't be on the test!

Reading resistors

Each resistor has a sequence of three colored bands, indicating a two-digit number and a multiplier. A fourth band indicates a tolerance value (not used). The fourth band is separated by a gap from the first three. Resistors can be rotated; take care to read the bands in the correct direction.

| Color | First Band | Second Band | Multiplier |
|--------|------------|-------------|--------------------|
| Black | 0 | 0 | 1Ω |
| Brown | 1 | 1 | 10Ω |
| Red | 2 | 2 | 100Ω |
| Orange | 3 | 3 | $1,000\Omega$ |
| Yellow | 4 | 4 | $10,000\Omega$ |
| Green | 5 | 5 | $100,000\Omega$ |
| Blue | 6 | 6 | $1,000,000\Omega$ |
| Violet | 7 | 7 | $10,000,000\Omega$ |
| Gray | 8 | 8 | — |
| White | 9 | 9 | — |
| Gold | — | — | 0.1Ω |
| Silver | — | — | 0.01Ω |

For example, **Green Violet Yellow** indicates $57 \times 10,000\Omega = 570,000\Omega$.

On the Subject of Logic

Logic is easy, but logic AND bomb defusal might not.

- Each row displays 3 letters. Each letter represents a statement which can be found in table 1.
- On each row, solve the statements inside the brackets first.
- Statements are joined with logical connective symbols. Find how each symbol works in table 2.
- Apply negation (NOT gate: false becomes true and true becomes false) to each statement first if the red LED above that statement is lit.
- Find the end result of each row, and then use the T/F button to the right to select True/False. Press “Submit” when done.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

Table 1: Statement list

| Letter | Statement | Letter | Statement |
|--------|--|--------|-------------------------------------|
| A | Number of batteries = number of indicators | N | More than 2 battery holders |
| B | Serial number has more letters than digits | O | Has both lit and unlit indicators |
| C | Has IND indicator | P | Has parallel port |
| D | Has FRK indicator | Q | Exactly 2 ports |
| E | Exactly 1 unlit indicator | R | Has PS/2 port |
| F | More than 1 port type | S | Sum of digits in serial number > 10 |
| G | 2 batteries or more | T | Has MSA indicator |
| H | Less than 2 batteries | U | Exactly 1 battery holder |
| I | Last digit of serial number is odd | V | Serial number contains vowels |
| J | More than 4 batteries | W | No indicators |
| K | Exactly 1 lit indicator | X | Exactly 1 indicator |
| L | More than 2 indicators | Y | More than 5 ports |
| M | No duplicate ports | Z | Less than 2 ports |

Table 2: Logical connective symbol list

| Logical Connective | Symbol | Logic Gate Equivalent | Meaning |
|-----------------------|-------------------|-----------------------|--|
| Conjunction | \wedge | AND | Returns true if all inputs are true. Else returns false. |
| Disjunction | \vee | OR | Returns true if any input is true. Else returns false. |
| Exclusive Disjunction | $\vee\!\vee$ | XOR | Returns true if exactly one input is true. Else returns false. |
| Alternative Denial | ! | NAND | Returns false if all inputs are true. Else returns true. |
| Joint Denial | \downarrow | NOR | Returns false if any input is true. Else returns true. |
| Biconditional | \leftrightarrow | XNOR | Returns false if exactly one input is true. Else returns true. |
| Implication (Left) | \rightarrow | - | Returns false when left input is true and right input is false. Else returns true. |
| Implication (Right) | \leftarrow | - | Returns false when left input is false and right input is true. Else returns true. |

On the Subject of Wire Placement

Sometimes, the wire may look like a face, calming you down... and then you explode.

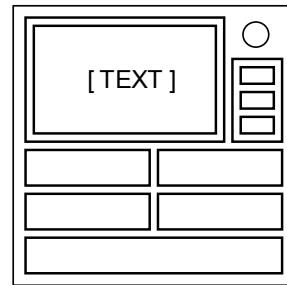
- This module contains a grid of wires.
- There are always 8 wires on it.
- Wires can be red, blue, yellow, black or white.
- In the following table, use only the column corresponding to the color of the wire connected to C3.
- Cut a wire if it is a specific color and is connected to a specific spot on the grid as indicated in the table.

| A | B | C | D | |
|---|---|---------|---|--|
| 1 | ~ | { } { } | | |
| 2 | | { } | | |
| 3 | | | | |
| 4 | ~ | { } { } | | |

| | | Wire connected to C3 is | | | | |
|--------------|--|-------------------------|------|-----|-------|--------|
| | | Black | Blue | Red | White | Yellow |
| Cut if color | | is connected to: | | | | |
| Yellow | | D2 | D1 | D2 | A2 | D1 |
| Blue | | A2 | C4 | A1 | C4 | D4 |
| White | | D3 | D2 | D4 | B3 | B2 |
| White | | B2 | C1 | B4 | A1 | C1 |
| Red | | A1 | B3 | C4 | B2 | B3 |
| Blue | | C3 | C2 | C1 | D3 | B1 |
| Black | | B1 | D4 | A4 | D2 | B4 |
| Red | | C4 | D3 | B1 | C1 | C2 |
| Yellow | | A3 | C3 | A2 | A4 | A3 |
| Yellow | | D1 | A1 | B2 | B4 | A4 |

On the Subject of Sea Shells

Clear communication is crucial when defusing bombs. One can only assume that this module doesn't want to be defused.



- The Sea Shells module consists of a display and five buttons.
- The display shows a phrase. The first two words of the phrase refer to a row of Table 1. The third and fourth words refer to a column of Table 1. The remainder of the phrase refers to Table 2.
- Table 1 will give a code, and Table 2 will provide a key to turn the code into a sequence of words.
- The buttons must be used to input the sequence of words. Pressing an incorrect button will result in a strike and reset the current stage of the module.
- Inputting a correct sequence three times will disarm the module.

Table 1:

| | SEA SHELLS | SHE SHELLS | SEA SELLS | SHE SELLS |
|------------|------------|------------|-----------|-----------|
| SHE SELLS | BDABDAB | ACEEAC | EACEACE | DAABDAB |
| SHE SHELLS | BEEBBE | CDCCDB | EAEEAA | BEEDA |
| SEA SHELLS | ABABA | EAAEEA | D BEAC | ABDBAA |
| SEA SELLS | ACACEAC | DBAEC | E BDADAB | CECEC |

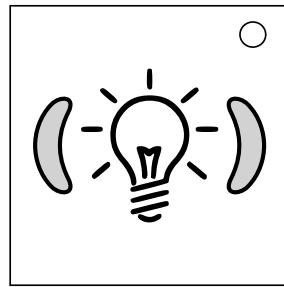
Table 2:

| | | | |
|------------------|---------------------------------|---------------------------|------------|
| ON THE SEA SHORE | A = shoe D = sit | B = shih tzu E = sushi | C = she |
| ON THE SHE SORE | A = can D = 2 | B = toucan E = cancan | C = tutu |
| ON THE SHE SURE | A = witch D = twitch | B = switch E = stitch | C = itch |
| ON THE SEESAW | A = burglar alarm D = burger | B = Bulgaria E = llama | C = armour |

On the Subject of The Bulb

How many bomb defusal experts does it take to screw in a light bulb?

This module has two buttons labeled **I** and **O** and a light bulb, which is either see-through (translucent) or opaque, and is one of six colors: blue, green, purple, red, white or yellow.



If you incur a strike because you pushed a wrong button, ignore it and continue. If you incur a strike because you unscrewed or screwed in the bulb at an incorrect time, you must undo that before continuing.

Begin at Step 1 below.

While the bulb is screwed in, a long press on either button will reset the module back to Step 1. Attempting this while the bulb is out will incur a strike.

Step 1 • If the light is on and the bulb is see-through, press **I** and go to **Step 2**.

- If the light is on and the bulb is opaque, press **O** and go to **Step 3**.
- Otherwise, unscrew the bulb and go to **Step 4**.

Step 2 • If the bulb is red, press **I**, then unscrew it and go to **Step 5**.

- If the bulb is white, press **O**, then unscrew it and go to **Step 6**.
- Otherwise, unscrew the bulb and go to **Step 7**.

Step 3 • If the bulb is green, press **I**, then unscrew it and go to **Step 6**.

- If the bulb is purple, press **O**, then unscrew it and go to **Step 5**.
- Otherwise, unscrew the bulb and go to **Step 8**.

Step 4 • If the bomb has any of the following indicators: CAR, IND, MSA or SND, press **I** and go to **Step 9**.

- Otherwise, press **O** and go to **Step 10**.

Step 5 • If the light went off at Step 1, press the same button again, then screw the bulb back in.

- Otherwise, press the button you haven't yet pressed, then screw the bulb back in.

Step 6 • If the bulb went off when you pressed **I**, press the button that you pressed in Step 1, then screw the bulb back in.

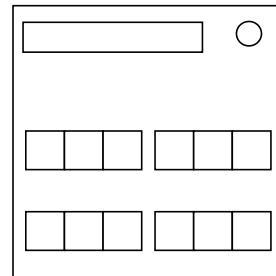
- Otherwise, press the button that you pressed in Step 2 or 3, then screw the bulb back in.

- Step 7**
- If the bulb is green, press **I**, remember SIG and go to **Step 11**.
 - If the bulb is purple, press **I**, then screw it back in and go to **Step 12**.
 - If the bulb is blue, press **O**, remember CLR and go to **Step 11**.
 - Otherwise, press **O**, then screw the bulb back in and go to **Step 13**.
- Step 8**
- If the bulb is white, press **I**, remember FRQ and go to **Step 11**.
 - If the bulb is red, press **I**, then screw it back in and go to **Step 13**.
 - If the bulb is yellow, press **O**, remember FRK and go to **Step 11**.
 - Otherwise, press **O**, then screw the bulb back in and go to **Step 12**.
- Step 9**
- If the bulb is blue, press **I** and go to **Step 14**.
 - If the bulb is green, press **I**, then screw it back in and go to **Step 12**.
 - If the bulb is yellow, press **O** and go to **Step 15**.
 - If the bulb is white, press **O**, then screw it back in and go to **Step 13**.
 - If the bulb is purple, screw it back in, then press **I** and go to **Step 12**.
 - Otherwise, screw the bulb back in, then press **O** and go to **Step 13**.
- Step 10**
- If the bulb is purple, press **I** and go to **Step 14**.
 - If the bulb is red, press **I**, then screw it back in and go to **Step 13**.
 - If the bulb is blue, press **O** and go to **Step 15**.
 - If the bulb is yellow, press **O**, then screw it back in and go to **Step 12**.
 - If the bulb is green, screw it back in, then press **I** and go to **Step 13**.
 - Otherwise, screw the bulb back in, then press **O** and go to **Step 12**.
- Step 11**
- If the bomb has the remembered indicator, press **I**, then screw the bulb back in.
 - Otherwise, press **O**, then screw the bulb back in.
- Step 12**
- If the light is now on, press **I**.
 - Otherwise, press **O**.
- Step 13**
- If the light is now on, press **O**.
 - Otherwise, press **I**.
- Step 14**
- If the bulb is opaque, press **I**, then screw the bulb back in.
 - Otherwise, press **O**, then screw the bulb back in.
- Step 15**
- If the bulb is see-through, press **I**, then screw the bulb back in.
 - Otherwise, press **O**, then screw the bulb back in.

On the Subject of Connection Check

What is this, some kind of circuit visualization? I don't even care anymore...

- This module contains 4 number pairs placed on each side of 4 LEDs and a "Check" button.
- To disarm this module, you must follow these steps:



1. Find out in which chart you will be looking for connections, using the rules given below.
2. For each LED look at the numbers on each side of it and check if there is a line connecting the circles denoted with those numbers in the right chart.
3. If there is such a connection, switch the LED to GREEN, otherwise switch it to RED.
4. Press the "CHECK" button. If LED positions are correct, the module will disarm. Otherwise the bomb will register a strike.

To determine the right chart on the next page you will need a character of the bomb's serial number. Use the following rules to find out which character you need. Then, on the next page, search for that character in the codes that label the charts. The chart with a code containing your character is the chart you are looking for.

If all of the numbers on this module are **distinct**, use the **last** character of the serial number.

Otherwise, if there is **more than one "1"** on the module, look at the **first** character of the serial number.

Otherwise, if there is **more than one "7"** on the module, look at the **last** character of the serial number.

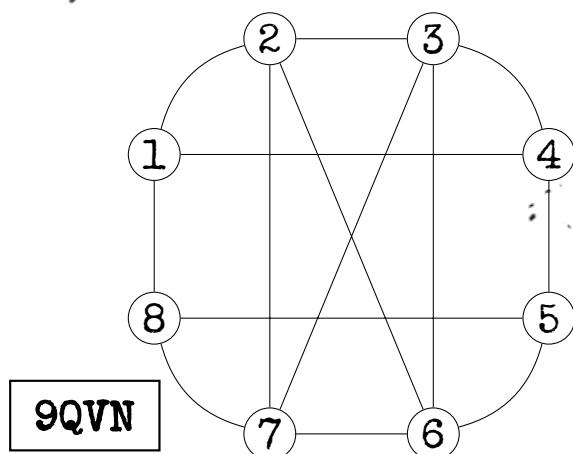
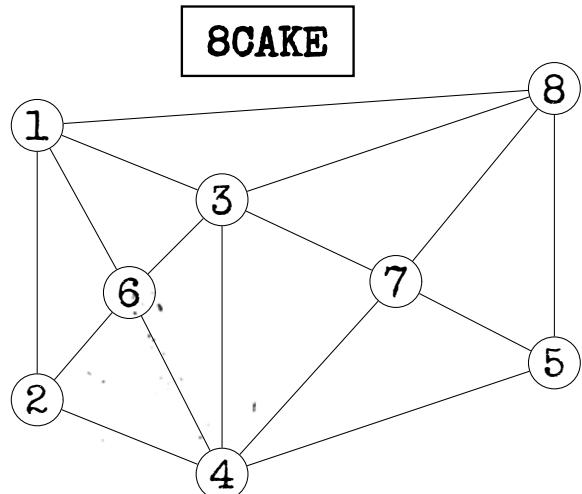
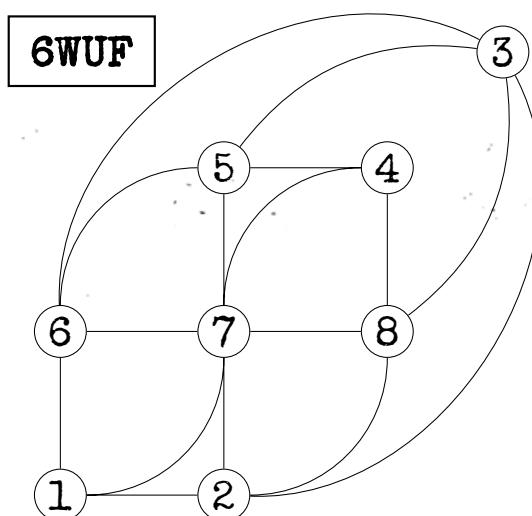
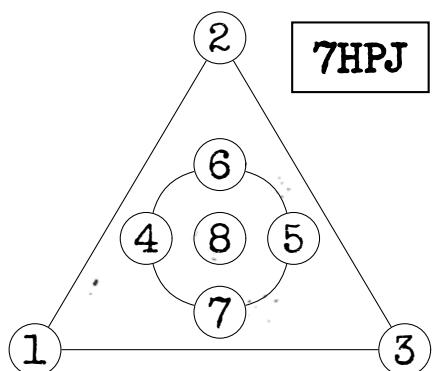
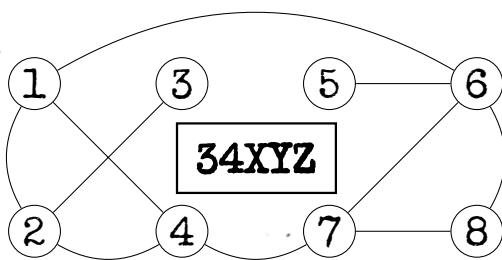
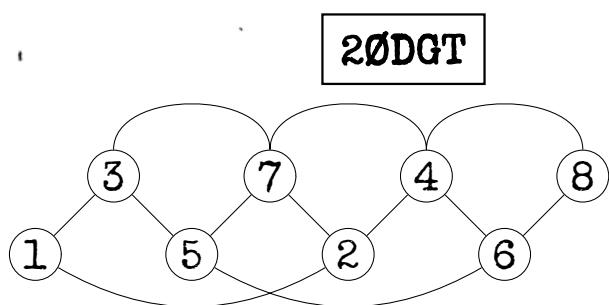
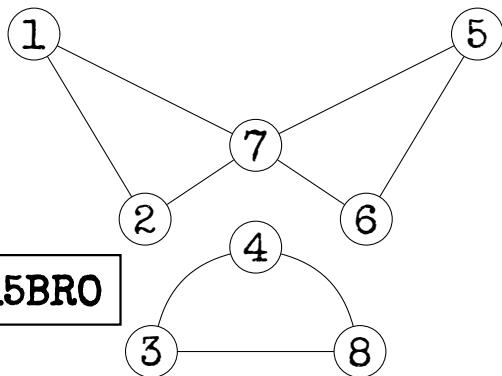
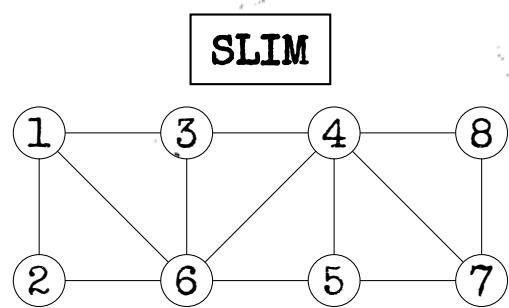
Otherwise, if there are **at least three "2"** on the module, look at the **second** character of the serial number.

Otherwise, if there is **no "5"** on the module, look at the **fifth** character of the serial number.

Otherwise, if there are **exactly two "8"**s on the module, look at the **third** character of the serial number.

Otherwise, if there are **more than 6 batteries** or **no batteries** on the bomb, look at the **last** character of the serial number.

Otherwise, **count the number of batteries** on the bomb. Use that number to decide which character of the serial number you should look at. E.g.: if there are 3 batteries, look at the third character of the serial number.

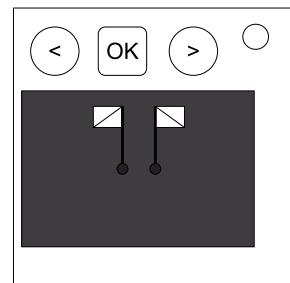


On the Subject of Semaphore

This module demands attention from the sea - unlucky for you the bomb's bone dry.

See the next page for semaphore reference.

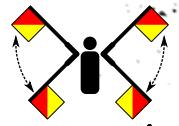
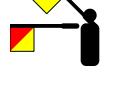
- A semaphore module will present with a previous button, a next button, an OK button and a semaphore indicator.
- Use the previous and next buttons to navigate through the semaphore sequence, starting from the left-most semaphore character to the right-most semaphore character.
- The semaphore sequence will contain some characters from the serial number on the bomb, but also includes one other character not present in the serial number.
- Navigate to the one and only character that is missing from the serial number, and then press the OK button.
- Control characters, such as 'Numerals', 'Letters', 'Error', 'Rest' and 'Cancel' are not considered as a valid answer.



Semaphore Reference

Numbers are signalled by first signalling 'Numerals', then the numbers.
 Similarly, letters are signalled by first signalling 'Letters', then the letters.

Use the following graphics as a reference to how to interpret semaphore characters.

| | | | | |
|---|---|--|---|---|
|  |  |  Error / Attention |  |  |
|  |  |  |  |  |
|  |  |  J or Letters |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  Cancel / Annul |

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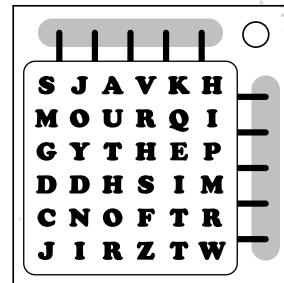
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(<https://commons.wikimedia.org/>)

On the Subject of Word Search

LZIEAJDHARDERBNCOJWTHANPQIEYBZITLOOKSYWH

A field of 36 letters will appear on the screen within the module. Some of these letters will spell out words, which may be spelled backwards and appear in any direction.



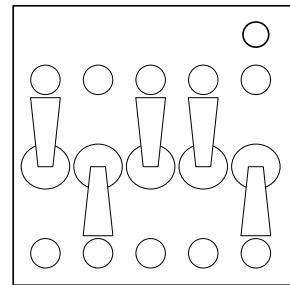
1. The chart below contains boxes with letters in the corners. For each of the four letters in the corners of the display, find a box on the chart that has that letter in the same corner.
2. Once all the relevant boxes have been located, use the last digit of the serial number (even or odd) to determine the correct words to reference.
3. Only one of those words will appear on the display. Select the first and last letter of the correct word to disarm the module. The bomb will record a strike if any other words are selected.

| | | | | | | |
|--------|--------|--------|--------|--------|--------|--------|
| [even] | HOTEL | SEARCH | ADD | SIERRA | FINISH | |
| — | — | — | — | — | — | |
| [odd] | DONE | QUEBEC | CHECK | FIND | EAST | |
| — | V | U | S | Z | | |
| PORT | BOOM | LINE | KABOOM | PANIC | MANUAL | DECOY |
| — | — | — | — | — | — | — |
| COLOR | SUBMIT | BLUE | ECHO | FALSE | ALARM | CALL |
| P | Q | N | X | F | Y | |
| SEE | INDIA | NUMBER | ZULU | VICTOR | DELTA | HELP |
| — | — | — | — | — | — | — |
| TWENTY | NORTH | LOOK | GREEN | XRAY | YES | LOCATE |
| T | I | M | E | D | A | |
| ROMEO | TRUE | MIKE | FOUND | BOMBS | WORK | TEST |
| — | — | — | — | — | — | — |
| BEEP | EXPERT | EDGE | RED | WORD | UNIQUE | JINX |
| K | B | W | H | J | O | |
| GOLF | TALK | BRAVO | SEVEN | MODULE | LIST | YANKEE |
| — | — | — | — | — | — | — |
| LETTER | SIX | SERIAL | TIMER | SPELL | TANGO | SOLVE |
| R | L | C | G | | | |
| CHART | MATH | READ | LIMA | COUNT | | |
| — | — | — | — | — | | |
| OSCAR | NEXT | LISTEN | FOUR | OFFICE | | |

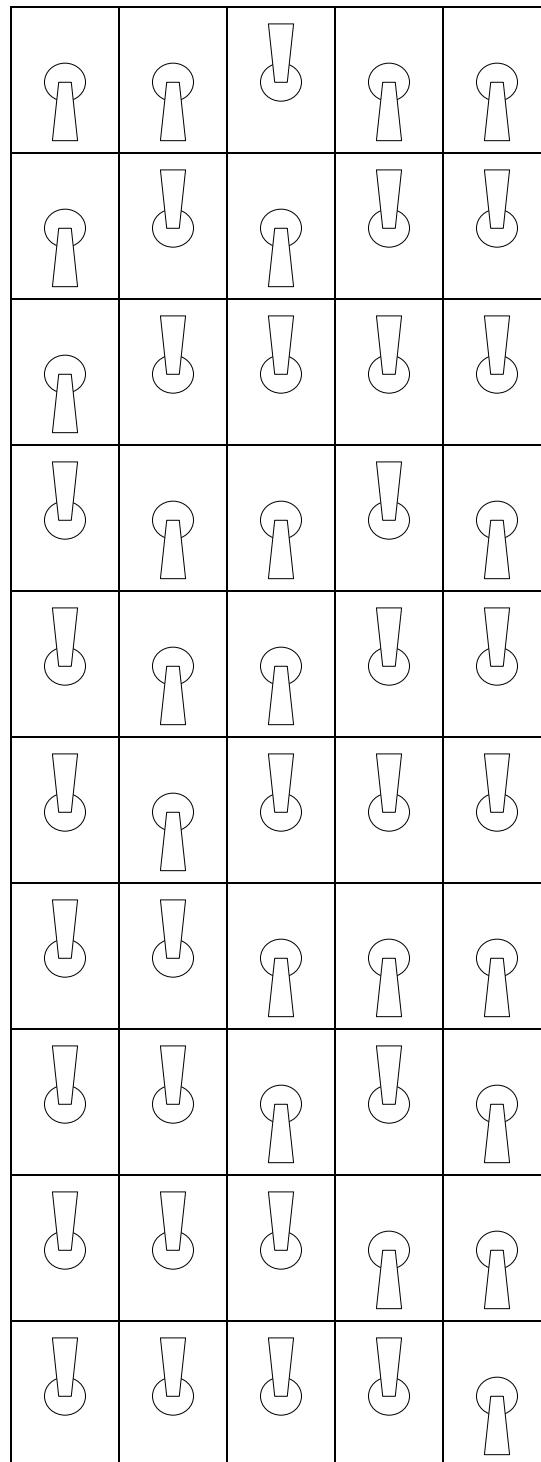
On the Subject of Switches

A yes or no choice isn't too bad. Unfortunately you have to make five of them and any of them could be your last.

Switches need to be flipped to match the lit indicators either above or below them.



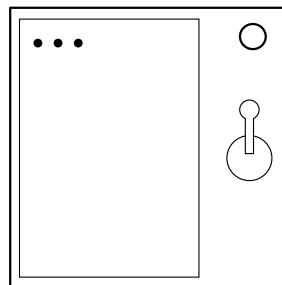
Avoid the following switch states:



On the Subject of Crazy Talk

Nothing. Literally nothing. Blank. Nada.

1. Text will appear on a display.
2. Find the exact match and the action in the table below.
3. Flip the switch down when the bomb timer has the number before the forward slash in the seconds column.
4. Flip the switch back up when the bomb timer has the number after the forward slash in the seconds column.



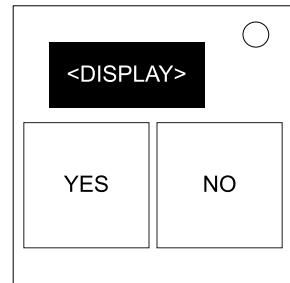
| Display | Action | Display | Action |
|--|--------|--|--------|
| ← → ← → → | 5/4 | NO REALLY. | 5/2 |
| 1 3 2 4 | 3/2 | ← LEFT → LEFT → RIGHT | 5/6 |
| LEFT ARROW LEFT WORD RIGHT ARROW LEFT WORD RIGHT ARROW RIGHT WORD | 5/8 | ONE AND THEN 3 TO 4 | 4/7 |
| BLANK | 1/3 | STOP TWICE | 7/6 |
| LITERALLY BLANK | 1/5 | LEFT | 6/9 |
| FOR THE LOVE OF ALL THAT IS GOOD AND HOLY PLEASE FULLSTOP FULLSTOP. | 9/0 | .. | 8/5 |
| AN ACTUAL LEFT ARROW LITERAL PHRASE | 5/3 | PERIOD PERIOD | 8/2 |
| FOR THE LOVE OF - THE DISPLAY JUST CHANGED, I DIDN'T KNOW THIS MOD COULD DO THAT. DOES IT MENTION THAT IN THE MANUAL? | 8/7 | THERE ARE THREE WORDS NO PUNCTUATION READY? STOP DOT PERIOD | 5/0 |
| ALL WORDS ONE THREE TO FOR FOR AS IN THIS IS FOR YOU | 4/0 | NOVEMBER OSCAR SPACE, LIMA INDIGO TANGO ECHO ROMEO ALPHA LIMA LIMA YANKEE SPACE NOVEMBER OSCAR TANGO HOTEL INDEGO NOVEMBER GOLF | 2/9 |
| LITERALLY NOTHING | 1/4 | FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP | 1/9 |
| NO, LITERALLY NOTHING | 2/5 | THE PHRASE: THE PUNCTUATION FULLSTOP | 9/3 |
| THE WORD LEFT | 7/0 | EMPTY SPACE | 1/6 |
| HOLD ON IT'S BLANK | 1/9 | ONE THREE TWO FOUR | 3/7 |
| SEVEN WORDS FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP | 0/5 | IT'S SHOWING NOTHING | 2/3 |
| THE PHRASE THE WORD STOP TWICE | 9/1 | LIMA ECHO FOXTROT TANGO SPACE ALPHA ROMEO ROMEO OSCAR RISKY SPACE SIERRA YANKEE MIKE BRAVO OSCAR LIMA | 1/2 |
| THE FOLLOWING SENTENCE THE WORD NOTHING | 2/7 | ONE 3 2 4 | 3/4 |
| ONE THREE TO FOR | 3/9 | STOP. | 7/4 |
| THREE WORDS THE WORD STOP | 7/3 | .PERIOD | 8/1 |
| DISREGARD WHAT I JUST SAID. FOUR WORDS, NO PUNCTUATION. ONE THREE 2 4. | 3/1 | NO REALLY STOP | 5/1 |
| 1 3 2 FOR | 1/0 | 1 3 TOO 4 | 2/0 |
| DISREGARD WHAT I JUST SAID. TWO WORDS THEN TWO DIGITS. ONE THREE 2 4. | 0/8 | PERIOD TWICE | 8/3 |
| WE JUST BLEW UP | 4/2 | | |

| Display | Action | Display | Action |
|---|--------|--|--------|
| 1 3 TOO WITH 2 OHS FOUR | 4/2 | THIS ONE IS ALL ARROW SYMBOLS NO WORDS | 2/8 |
| 1 3 TO 4 | 3/0 | ← | 6/3 |
| STOP DOT PERIOD | 5/0 | THE WORD STOP TWICE | 9/4 |
| LEFT LEFT RIGHT LEFT RIGHT RIGHT | 6/7 | ← ← RIGHT LEFT → → | 6/1 |
| IT LITERALLY SAYS THE WORD ONE AND THEN THE NUMBERS 2 3 4 | 4/5 | THE PUNCTUATION FULLSTOP | 9/2 |
| ONE IN LETTERS 3 2 4 IN NUMBERS | 3/5 | 1 3 TOO WITH TWO OS 4 | 4/1 |
| WAIT FORGET EVERYTHING I JUST SAID, TWO WORDS THEN TWO SYMBOLS THEN TWO WORDS: ← ← RIGHT LEFT → → | 1/6 | THREE WORDS THE PUNCTUATION FULLSTOP | 9/9 |
| 1 THREE TWO FOUR | 3/6 | OK WORD FOR WORD LEFT ARROW SYMBOL TWICE THEN THE WORDS RIGHT LEFT RIGHT THEN A RIGHT ARROW SYMBOL | 6/0 |
| PERIOD | 7/9 | DOT DOT | 8/6 |
| .STOP | 7/8 | LEFT ARROW | 6/8 |
| NOVEBMER OSCAR SPACE, LIMA INDIA TANGO ECHO ROMEO ALPHA LIMA LIMA YANKEE SPACE NOVEMBER OSCAR TANGO HOTEL INDIA NOVEMBER GOLF | 0/7 | AFTER I SAY BEEP FIND THIS PHRASE WORD FOR WORD BEEP AN ACTUAL LEFT ARROW | 7/2 |
| LIMA ECHO FOXTROT TANGO SPACE ALPHA ROMEO ROMEO OSCAR WHISKEY SPACE SIERRA YANKEE MIKE BRAVO OSCAR LIMA | 6/5 | ONE THREE 2 WITH TWO OHS 4 | 4/3 |
| NOTHING | 1/2 | LEFT ARROW SYMBOL | 6/4 |
| THERE'S NOTHING | 1/8 | AN ACTUAL LEFT ARROW | 6/2 |
| STOP STOP | 7/5 | THAT'S WHAT IT'S SHOWING | 2/1 |
| RIGHT ALL IN WORDS STARTING NOW ONE TWO THREE FOUR | 4/9 | THE PHRASE THE WORD NOTHING | 2/6 |
| THE PHRASE THE WORD LEFT | 7/1 | THE WORD ONE AND THEN THE NUMBERS 3 2 4 | 4/8 |
| LEFT ARROW SYMBOL TWICE THEN THE WORDS RIGHT LEFT RIGHT THEN A RIGHT ARROW SYMBOL | 5/9 | ONE 3 2 FOUR | 3/8 |
| LEFT LEFT RIGHT ← RIGHT → | 5/7 | ONE WORD THEN PUNCTUATION. STOP STOP. | 0/9 |
| NO COMMA LITERALLY NOTHING | 2/4 | THE WORD BLANK | 0/1 |
| HOLD ON CRAZY TALK WHILE I DO THIS NEEDY | 2/1 | FULLSTOP FULLSTOP | 8/4 |

On the Subject of Color Flash

It's easy to identify colors. Red, Blue, Green, etc. Turns out it's a bit harder when you display a word color in a different color though...

- A color flash module will repeatedly flash a sequence of 8 different words representing colors in different colors.
- The possible colors are Red, Yellow, Green, Blue, Magenta and White.
- There is also a Yes button and a No button on the module.
- Only one of the Yes and No buttons need to be pressed to disarm the module, but must be pressed at the correct time according to the rules below.
- The color of the last word in the sequence determines which set of rules to follow below.
- Follow the rules down from the top-most rule, down to the bottom-most rule for the block that applies to your module.



The color of the last word in the sequence is Red:

If Green is used as the word at least three times in the sequence, press Yes on the third time Green is used as either the word or the color of the word in the sequence.

Otherwise, if Blue is used as the color of the word exactly once, press No when the word Magenta is shown.

Otherwise, press Yes the last time White is either the word or the color of the word in the sequence.

The color of the last word in the sequence is Yellow:

If the word Blue is shown in Green color, press Yes on the first time Green is used as the color of the word.

Otherwise, if the word White is shown in either White or Red color, press Yes on the second time in the sequence where the color of the word does not match the word itself.

Otherwise, count the number of times Magenta is used as either the word or the color of the word in the sequence (the word Magenta in Magenta color only counts as one), and press No on the color in the total's position (e.g. a total of 4 means the fourth color in sequence).

Continuation of previous table...

The color of the last word in the sequence is Green:

If a word occurs consecutively with different colors, press No on the fifth entry in the sequence.

If Magenta is used as the word at least three times in the sequence, press No on the first time Yellow is used as either the word or the color of the word in the sequence.

Otherwise, press Yes on any color where the color of the word matches the word itself.

The color of the last word in the sequence is Blue:

If the color of the word does not match the word itself three times or more in the sequence, press Yes on the first time in the sequence where the color of the word does not match the word itself.

If the word Red is shown in Yellow color, or the word Yellow is shown in White color, press No when the word White is shown in Red color.

Otherwise, press Yes the last time Green is either the word or the color of the word in the sequence.

The color of the last word in the sequence is Magenta:

If a color occurs consecutively with different words, press Yes on the third entry in the sequence.

If the number of times the word Yellow appears is greater than the number of times that the color of the word is Blue, press No the last time the word Yellow is in the sequence.

Otherwise, press No on the first time in the sequence where the color of the word matches the word of the seventh entry in the sequence.

The color of the last word in the sequence is White:

If the color of the third word matches the word of the fourth word or fifth word, press No the first time that Blue is used as the word or the color of the word in the sequence.

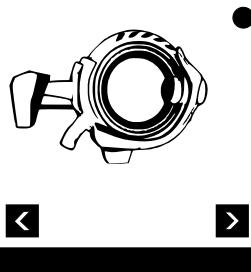
If the word Yellow is shown in Red color, press Yes on the last time Blue is used as the color of the word.

Otherwise, press No.

On the Subject of Antichamber

A mind blowing game into a mind blowing game. What a paradox!

To solve this module, input the correct gun and antichamber room.



1. The Gun

- To determine the gun that you need to use count the number of (vanilla ports - modded ports) * (batteries + holders). Keep the number in range 1-4
- To determine the room you need to go use the rules below.
- **BUT if you have the last 2 digits of the release year of the game antichamber in the serial number, Use the gun's room where its located.**

Use the number you have calculated for the gun in the table below.

| | |
|---|----------------------------|
| 1 | Blue - Logic 101 |
| 2 | Green - Learning To Draw |
| 3 | Yellow - I Like To Move It |
| 4 | Red - I Can Do Anything |

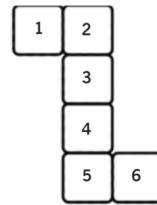
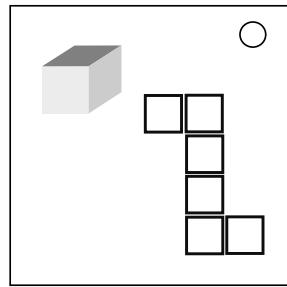
2. The Room

1. If there are at least 3 solved modules then the room is Climbing The Tower
2. Otherwise if the last digit of the serial number is more than 7 then the room is The Highest Point
3. Otherwise if there are solved 3D Maze, 3D Tunnels, Mouse in the Maze, Maze, Morse-A-Maze in the bomb then the room is Impossible Paths
4. Otherwise if you made a strike then the room is Failing Forward.
5. Otherwise if you have unsolved Password, Extended Password, Binary Puzzle, Symbolic Password on the bomb then the room is Connecting The Pieces.
6. Otherwise if you haven't solved a module then the room is Taking Baby Steps.
7. Otherwise if you have Double-Oh, Cursed Double-Oh then the room is Three Paths Of Sight
8. Otherwise if you have duplicated module then the room is Deja Vu
9. Otherwise the room is Window Of Opportunity

On the Subject of The Block

It's a Cube! Oh no, It's a Block, at least this one doesn't move!

- To defuse, press the correct side(s) of the Block.
- Each side of the Block is represented by the buttons on the module, relative to the net below.
- The Block itself is also a button. If the module asks to press "side x", press the button relative to that location on the net.
- PLEASE NOTE: Button presses reset on a strike, and the colours **WILL** change.
- See the image below for the orientation of the Block. This does not change.
- The TOP is always side 3, and the direction of text, is relative to the net.



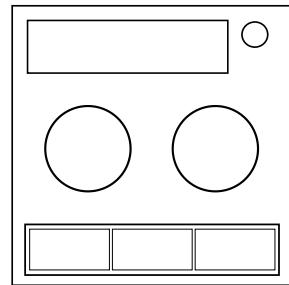
To Disarm:

- Bob loves the Block. If his indicator is lit, there are 3 batteries in 2 holders, & an empty port plate, press the Block 5 times.
- Otherwise, if parallel > 0, serial port > 0, & side 4 = green, press the first green side in the net.
- Otherwise, if the serial contains a vowel & there is an unlit SIG indicator, press all sides in reverse numerical order.
- Otherwise, if batteries > 2 & side 1 = red, press side 5.
- Otherwise, if blue sides > red sides & yellow sides > green sides, press side 2, then side 4.
- Otherwise, if yellow sides = 0, press all sides in numerical order.
- Otherwise, if side 2 = yellow & side 3 = blue, press on the Block.
- Otherwise, if lit indicators = 0, side 2 + side 4 = blue, press the last blue side in the net.
- Otherwise, if port plates = 2 & empty port plate > 0, press all even sides in numerical order.
- Otherwise, if side 5 = blue & side 1 = green, press all odd sides in reverse numerical order.
- Otherwise, if batteries = 0 & side 3 = blue, press the first blue side in the net.
- Otherwise, if DVI-D ports > 0 & batteries = 1, press on the Block.
- Otherwise, if red sides > blue sides, press side 1, then side 4.
- Otherwise, press side 4.

On the Subject of Divisible Numbers

Who cares about divisibility rules, just use calculator.

This module consists of one screen at the top showing a number, another one at the bottom showing the current stage, a Yea button and a Nay button.



To solve the module you have to press the Yea or Nay button through 3 stages. Go through the rules and apply the first one that is relevant. Press the Yea button if the number is correct according to your answer and press Nay if it's not. Getting a strike will reset the module back to stage 1 and generate new numbers. The first number means the number generated first regardless of strikes and resets.

Rules:

- If the bomb contains 3 or more batteries, the number must be divisible by 3.
- Otherwise, if the bomb contains more lit indicators than unlit ones, the number must be divisible by 9.
- Otherwise, if the first displayed number was less than 1000, the number must be divisible by 6.
- Otherwise, if the starting time on the bomb was less than 10 minutes, the number must be divisible by 4.
- Otherwise, if the last digit of the serial number is even, the number must be divisible by 2.
- Otherwise, if there is more than 10 modules on the bomb, the number must be divisible by 5.
- Otherwise, the number must be divisible by 10.

Appendix Math: Divisibility rules

- A number is divisible by 2 if the last digit of the number is 0, 2, 4, 6, or 8.
- A number is divisible by 3 if the sum of the digits of the number is divisible by 3.
- A number is divisible by 4 if the last two digits of the number are divisible by 4.
- A number is divisible by 5 if the last digit of the number is 0 or 5.
- A number is divisible by 6 if the number is divisible by both 2 and 3.
- A number is divisible by 9 if the sum of the digits is divisible by 9.
- A number is divisible by 10 if the last digit of the number is 0.

Section 2: Needy Modules

Needy modules cannot be disarmed, but pose a recurrent hazard.

Needy modules can be identified as a module with a small 2-digit timer in the top center. Interacting with the bomb may cause them to become activated. Once activated, these needy modules must be tended to regularly before their timer expires in order to prevent a strike.

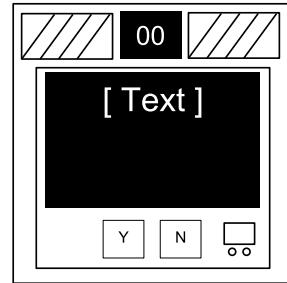
Stay observant: needy modules may reactivate at any time.

00

On the Subject of Venting Gas

Computer hacking is hard work! Well, it usually is. This job could probably be performed by a simple drinking bird pressing the same key over and over again.

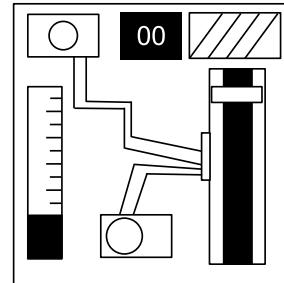
- Respond to the computer prompts by pressing "Y" for "Yes" or "N" for "No".



On the Subject of Capacitor Discharge

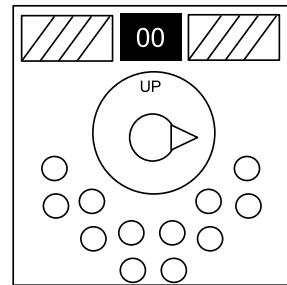
I'm going to guess that this is just meant to occupy your attention, because otherwise this is some shoddy electronics work.

- Discharge the capacitor before it overloads by holding down the lever.



On the Subject of Knobs

Needlessly complicated and endlessly needy. Imagine if such expertise were used to make something other than diabolical puzzles.



- The knob can be turned to one of four different positions.
- The knob must be in the correct position when this module's timer hits zero.
- The correct position can be determined by the on/off configuration of the twelve LEDs.
- Knob positions are relative to the "UP" label, which may be rotated.

LED Configurations

Up Position:

| | | | | | |
|---|---|---|---|---|---|
| | | X | | X | X |
| X | X | X | X | | X |

| | | | | | |
|---|---|---|--|---|---|
| X | | X | | X | |
| | X | X | | X | X |

Down Position:

| | | | | | |
|---|---|---|---|--|---|
| | X | X | | | X |
| X | X | X | X | | X |

| | | | | | |
|---|---|---|--|---|---|
| X | | X | | X | |
| | X | | | | X |

Left Position:

| | | | | | |
|---|--|--|---|---|---|
| | | | | X | |
| X | | | X | X | X |

| | | | | | |
|--|--|--|--|---|---|
| | | | | X | |
| | | | | X | X |

Right Position:

| | | | | | |
|---|---|---|---|---|---|
| X | | X | X | X | X |
| X | X | X | | X | |

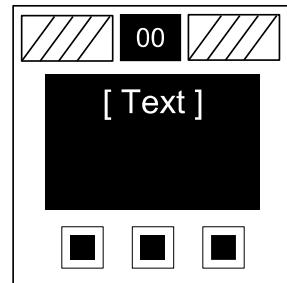
| | | | | | |
|---|---|---|---|---|--|
| X | | X | X | | |
| X | X | X | | X | |

X = Lit LED

On the Subject of Edgework

You would think that the ports on the side of the bomb are used for something other than just for answering questions...

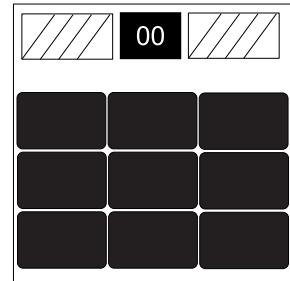
- Respond to the computer prompts by pressing the button corresponding to the answer of the question on the main display.
- There are five questions asked every time the module activates.



On the Subject of Lights Out

Who knew turning out all the lights was a hard task?

- Press the buttons to switch off all the lights.
- When pressed, a button will invert the lit state of the button itself and the lit state of the adjacent buttons in the four major cardinal directions.



Appendix A: Indicator Identification Reference

Labelled indicator lights can be found on the sides of the bomb casing.

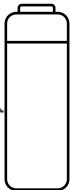


Common Indicators

- SND
- CLR
- CAR
- IND
- FRQ
- SIG
- NSA
- MSA
- TRN
- BOB
- FRK

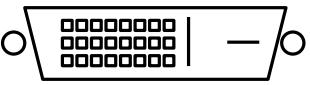
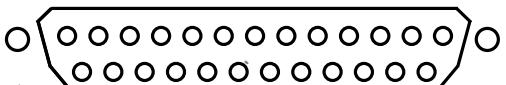
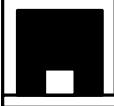
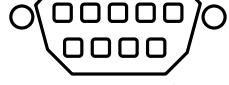
Appendix B: Battery Identification Reference

Common battery types can be found within enclosures on the sides of the bomb casing.

| Battery | Type |
|---|------|
|  | AA |
|  | D |

Appendix C: Port Identification Reference

Digital and analog ports can be found on sides of the bomb casing.

| Port | Name |
|---|------------|
|  | DVI-D |
|  | Parallel |
|  | PS/2 |
|  | RJ-45 |
|  | Serial |
|  | Stereo RCA |