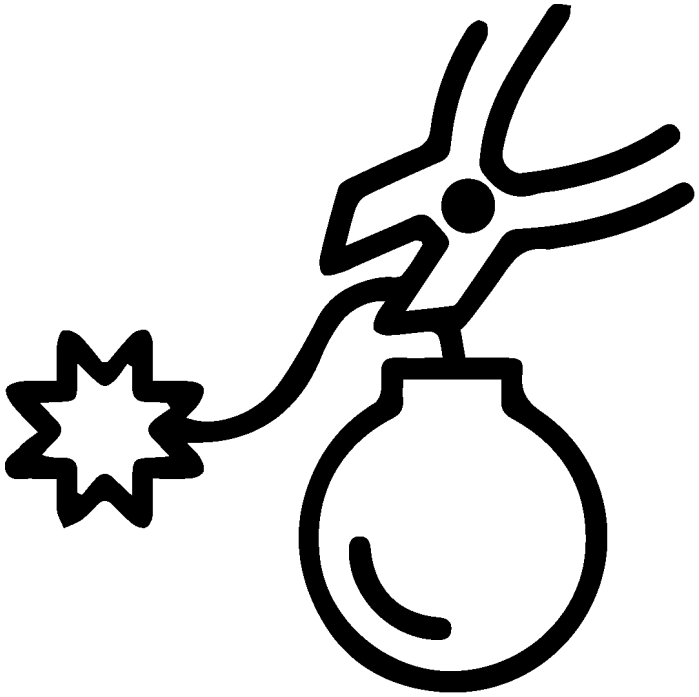
DEFUSE THE SITUATION

Defuser's manual



Adapted from the videogame "Keep Talking and Nobody Explodes",
NOT AN ORIGINAL IDEA

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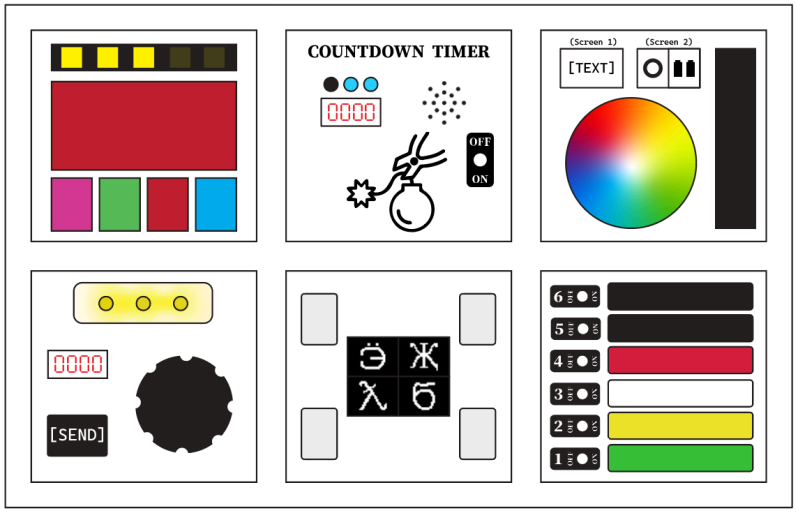
Defusing Bombs

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

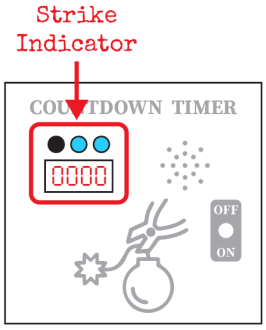


Modules

Each bomb will include up to 5 modules that must be disarmed. Each module is discrete and can be disarmed in any order.
Instructions for disarming modules can be found in the next sections.

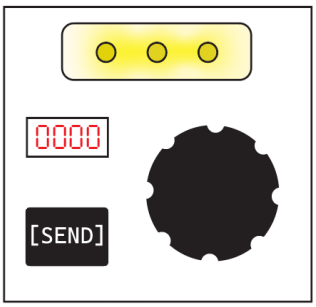
Strikes

When the Defuser makes a mistake, the bomb will record a strike which will be displayed on the indicator above the countdown timer. The bomb will explode upon the third strike.



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 [SEND] button.**

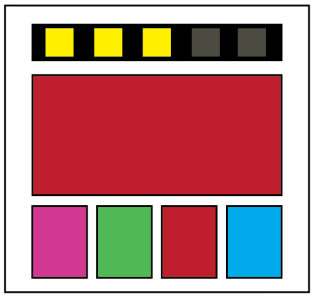
How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. 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	−·−	0	````−−−−−`
L	·−··	1	·−−−−
M	−−	2	··−−−
N	−·	3	···−−
O	−−−	4	····−
P	·−−·	5	·····
Q	−−·−	6	−····
R	·−·	7	−−···
S	···	8	−−−··
T	−	9	−−−−·

Word	Frequency
SHELL	3505 Hz
HALLS	3510 Hz
SLICK	3515 Hz
TRICK	3520 Hz
BOXES	3525 Hz
LEAKS	3530 Hz
STROBE	3535 Hz
BISTRO	3540 Hz
FLICK	3545 Hz
BOMBS	3550 Hz
BREAK	3555 Hz
BRICK	3560 Hz
STEAK	3565 Hz
STING	3570 Hz
VECTOR	3575 Hz
BEATS	3580 Hz

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 red, press the button in the second position.
If the display is green, press the button in the second position.
If the display is blue, press the button in the third position.
If the display is pink, press the button in the fourth position.

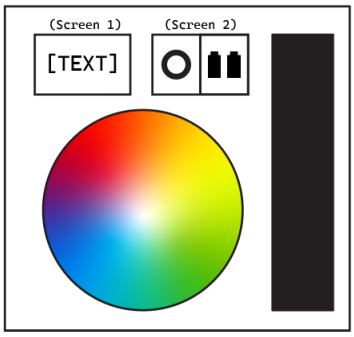
Stage 2:
If the display is red, press the button with the color pink.
If the display is green, press the button in the same position as you pressed in stage 1.
If the display is blue, press the button in the first position.
If the display is pink, press the button in the same position as you pressed in stage 1.

Stage 3:
If the display is red, press the button with the same color you pressed in stage 2.
If the display is green, press the button with the same color you pressed in stage 1.
If the display is blue, press the button in the third position.
If the display is pink, press the button with the color pink.

Stage 4:
If the display is red, press the button in the same position as you pressed in stage 1.
If the display is green, press the button in the first position.
If the display is blue, press the button in the same position as you pressed in stage 2.
If the display is pink, press the button in the same position as you pressed in stage 2.

Stage 5:
If the display is red, press the button with the same color you pressed in stage 1.
If the display is green, press the button with the same color you pressed in stage 2.
If the display is blue, press the button with the same color you pressed in stage 4.
If the display is pink, press the button with the same color you pressed in stage 3.

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.

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 "filled" circle, 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 "hollow" triangle, 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

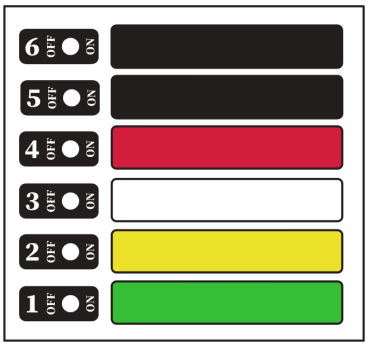
If you start holding the button down, a colored strip will light up on the right side of the module and screen 1 will show some symbols. Based on its color, you must release the button when the specified symbol appears in the screen (in any position):

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

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 (turned off) to disarm the module.
- Wire ordering begins with the first on the bottom.



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, 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 green, 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 green wires, cut the second wire.
Otherwise, cut the first wire.

6 wires:

If there are no yellow wires, 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 Keypads

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