Defusal Manual

Clayton Acheson, Cole Johnson

March 6, 2022

Introduction

Welcome to the defusal guide for the breadboard bomb defusing simulation that we have created, as of right now there are 4 different modules that test your awareness, computer knowledge and ability to listen and perform under pressure. The timer is on the LCD screen and you, by default, have 5 minutes to complete all 4 modules. Even though there is a time constraint please exercise the virtue of patience. If there is one hint I would give you if you read this before jumping into the manual it is that I hope you have a basic understanding of the binary number system. Have FUN!

Buttons

The buttons are numbered in ascending order from 1 at the top to 4 at the bottom. Each button has a corresponding LED and the color of the LED will help you determine what buttons to press to pass the test. Be careful and read carefully. You probably are not reading this intro section and just trying to skim for the answers, so I was going to give a hint on how to better understand the button pattern but I have decided against it.

If LED1 is RED... Check LED3, there are 2 major things that can happen...

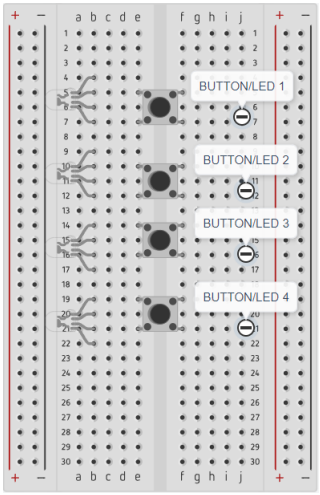
1)if the LED is green please push button 3, then check LED2. If LED2 is not purple then hit the first button, then the second button then the fourth button. if it is purple hit it in the inverse order that was previously described.

2) if the LED is not green push button 2 and then check LED 2, if it is red push the remaining buttons in this order [3,1,4] otherwise push it in descending order.

If LED2 is BLUE... Push it, check LED3 (Refer to the RED rules for further guidance)

If LED3 is GREEN... Push button 2 and then button 3. After you have completed this arduous task please observe if one of the even numbered LEDs are red, if so push the top button and then the bottom button. If not, please push them in the inverse order.

if LED4 is PURPLE... You lucked out, hit the buttons in the order [1,2,3,4]

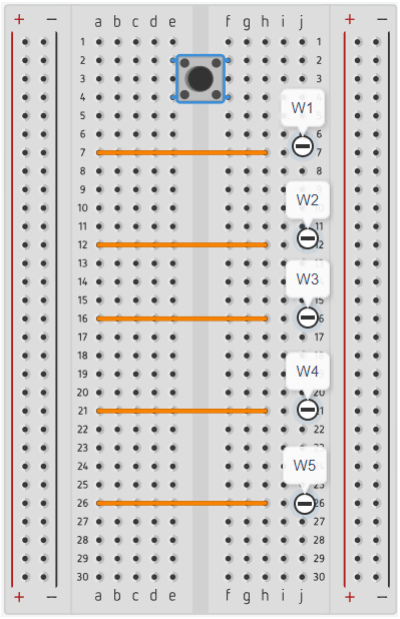


Wires

These wires are in a set of 5, again they are numbered in ascending order with Wire 1 being at the top and Wire 5 being at the bottom. This in essence is about cutting wires but because we do not want to be wasteful all we will be doing is unplug the wires, please just unplug the wires. We are not liable for any injuries that may incur from an incidental cutting of live wires. Hopefully you learned the virtue of patience, but I do not think you have proven yourself yet. You really think I would trust you after one test... that you failed?? nah nah good luck with this one.

Steps: For most of these wires please bring your attention to the 8 digit serial code on the LCD screen in the middle of the module, as well as the other information on the screen.

For wire 1, if there are more letters than numbers in the serial code then disconnect this wire. Wire two, if there is a vowel in the code then disconnect this wire. If there are more than 2 even numbers in the code than disconnect wire 3. Observe the strike counter on the screen, if you have 1 or more strikes please disconnect wire four. If none of the wires were disconnected then disconnect the last wire.
Do not forget to validate your guess with the button above the wires



Switches

This is my personal favorite module. The switches are numbered from switch 1 at the top to switch 4 at the bottom. This module seems the most straight forward, but your computer knowledge will surely be tested. Think fast because by the time you finish this module one of the switch states may be wrong. Who knows? Maybe I am just seeding panic into your mind so you feel flustered and tell your friend the defuserer the wrong thing. Did it not work? I was really hoping it would, but seriously this section is pretty straight forward because it is only a yes or no. You got a 50/50 shot. Take a chance... who even needs to read the manual, just shoot your shot or you'll regret it for the rest of your life. Congrats you have read to the end of another long intro section, I swear these are getting longer and longer. No please don't leave, fine here is a hint, the 5 LEDs are a binary number where the largest number is the top LED. Are you happy? Is that what you wanted? Are you satisfied?

Switch 1: Switch 1 should be turned on only if the switches was your first module.

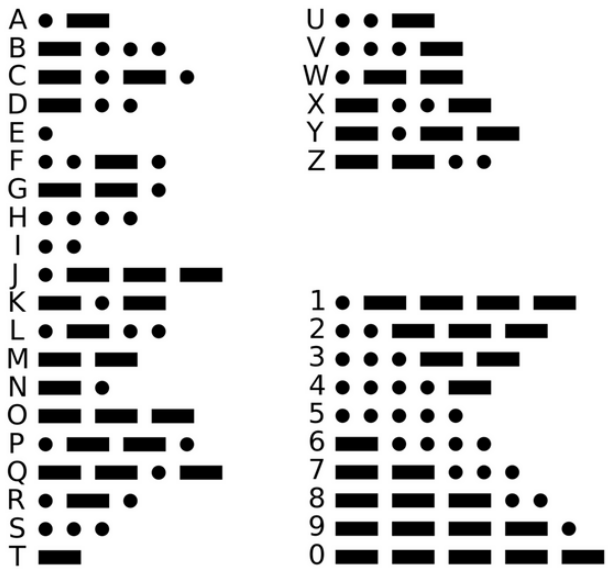
Switch 2: The answer is in the intro, whatever you find needs to be greater than 12.

Switch 3: This switch should be turned on when half of the time is gone.

Switch 4: If you were to add zero to the number of strikes and they are less than two then the switch should be on.

Rotary Module:

Nuff Said... Have FUN!



Words	Turns
weird	(5-2)
ghoul	(6-4)
crane	(4*2)-(3*1)
arise	1
cries	4
where	6
empty	0
began	10
mouse	9
grout	7
quick	2
zebra	5
grind	3
proud	7