BOMB DEFUSAL MANUAL

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Version 1

Verification Code: 241

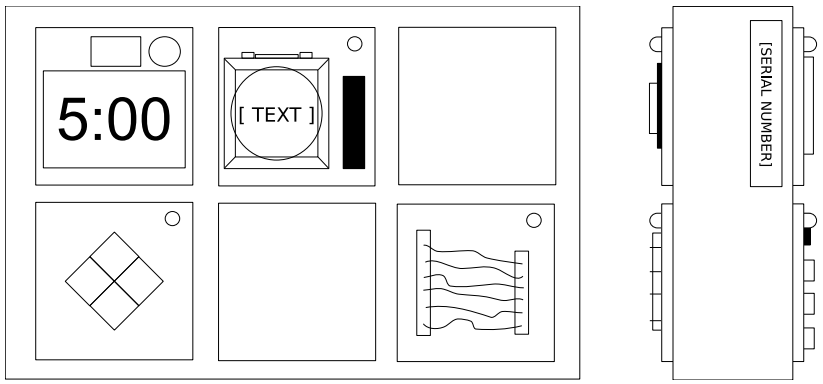
Welcome to the dangerous and challenging world of bomb defusing.

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



Front Side

Modules

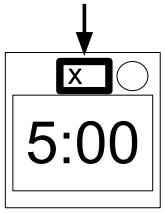
Each bomb will include up to **9** modules that must be disarmed. Each module is discrete and can be disarmed in any order.

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

Strikes

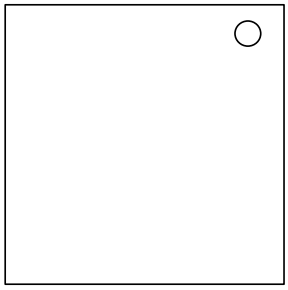
When the Defuser makes a mistake, the bomb will record a strike which will be displayed on the indicator above the countdown timer. Bombs with a strike indicator will explode upon the third strike.

Strike Indicator



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

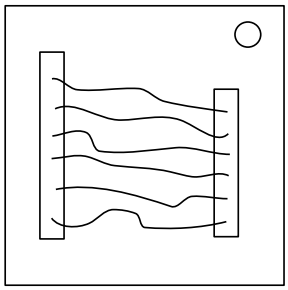
Section 1: Modules



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 <u>one</u> correct wire needs to be cut to disarm the module.
- Wire ordering begins with the first on the top.

<u>3 wires:</u>
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.

<u>4 wires:</u>
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.

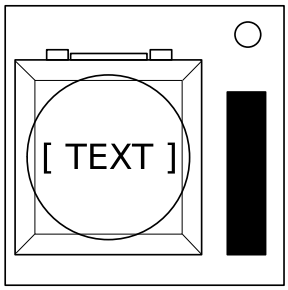
<u>5 wires:</u>
If the last wire is black **cut the fourth wire**

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.

<u>6 wires:</u>
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 The Button



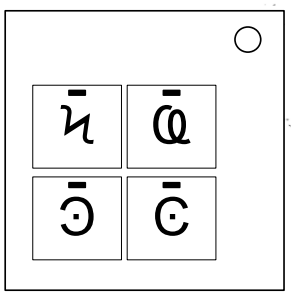
You might think that a button telling you to press it is pretty straightforward. That's the kind of thinking that gets people exploded.

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. **Blue button: press when the countdown timer has a 4 in any position**
2. **Red button: press when the countdown timer has a 5 in any position**
3. **Yellow button: press when the countdown timer has a 3 in any position**
4. **White button: press when the countdown timer has a 1 in any position**

On the Subject of Keypads

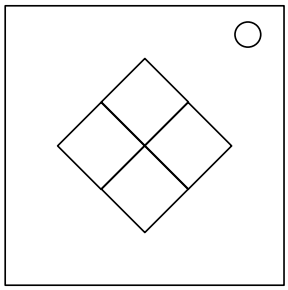


I'm not sure what these symbols are, but I suspect they have something to do with occult.

- 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.

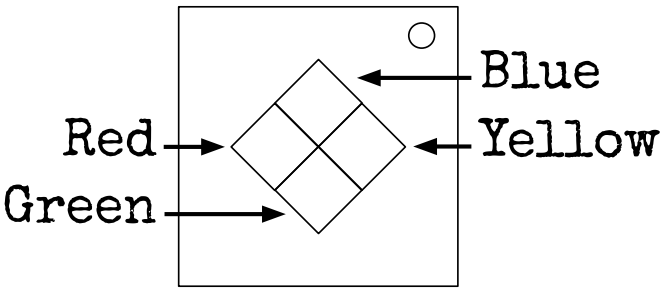
Ϙ	Ӛ	©	Б	Ψ	Б
Ѧ	Ϙ	Ѽ	¶	Ѱ	Ӛ
ϰ	Ↄ	Ҩ	Ђ	Ђ	✠
ϟ	Ҩ	Ж	Ӂ	Ͼ	æ
Ӂ	☆	ϗ	Ж	¶	Ψ
ϧ	ϧ	ϰ	¿	ϗ	Ѝ
Ↄ	¿	☆	Ѱ	★	Ω

On the Subject of Simon Says



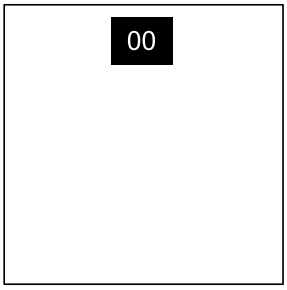
This is like one of those toys you played with as a kid where you have to match the pattern that appears, except this one is a knockoff that was probably purchased at a dollar store.

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.



Red Flash	Blue Flash	Green Flash	Yellow Flash
Blue	Red	Yellow	Green

Section 2: Needy Modules

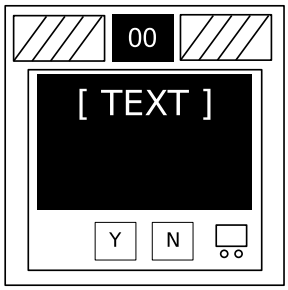


Needy modules cannot be disarmed, but pose a recurrent hazard.

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.

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".