



# BOMB DEFUSAL MANUAL

Version 1

Verification Code: 241

*Welcome to the dangerous and challenging world of bomb defusing.*

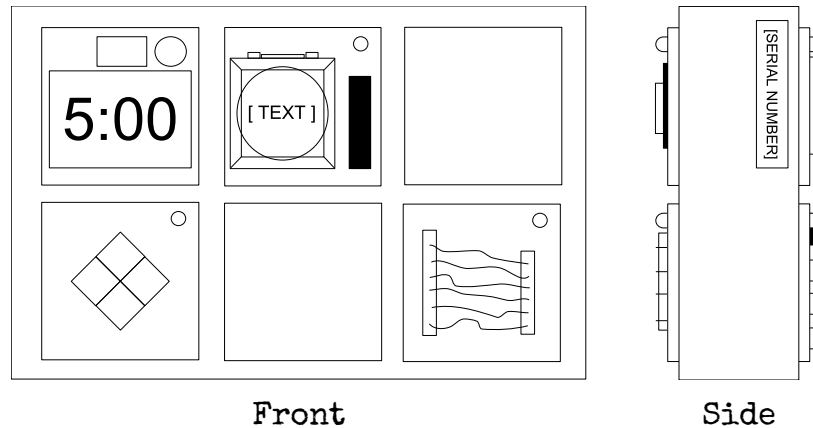
*Study this manual carefully; you are the expert. In these pages you will find everything you need to know to defuse even the most insidious of bombs.*

*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.

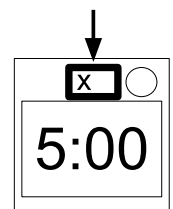
Instructions for disarming modules can be found in Section 1. "Needy" modules present a special case and are described in Section 2.

## 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.

Strike Indicator



## Gathering Information

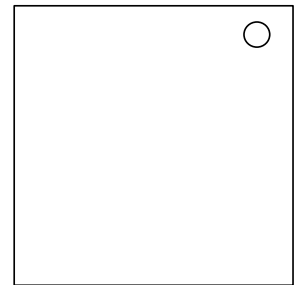
Some disarming instructions will require specific information about the bomb, such as the serial number. This type of information can typically be found on the top, bottom, or sides of the bomb casing. See Appendix A, B, and C for identification instructions that will be useful in disarming certain modules.

## 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.

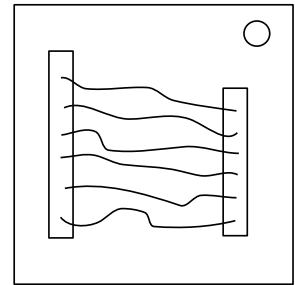
All modules must be disarmed to defuse the bomb.



## 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.

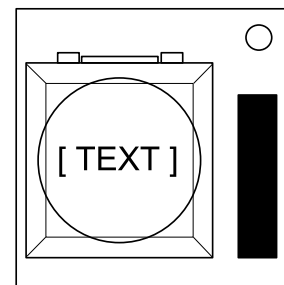
Otherwise, cut the fourth wire.

## 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

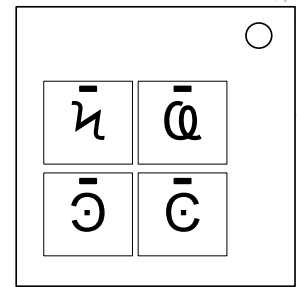
If you start holding the button down, a colored strip will light up on the right side of the module. Based on its color you must release the button at a specific point in time:

- 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.

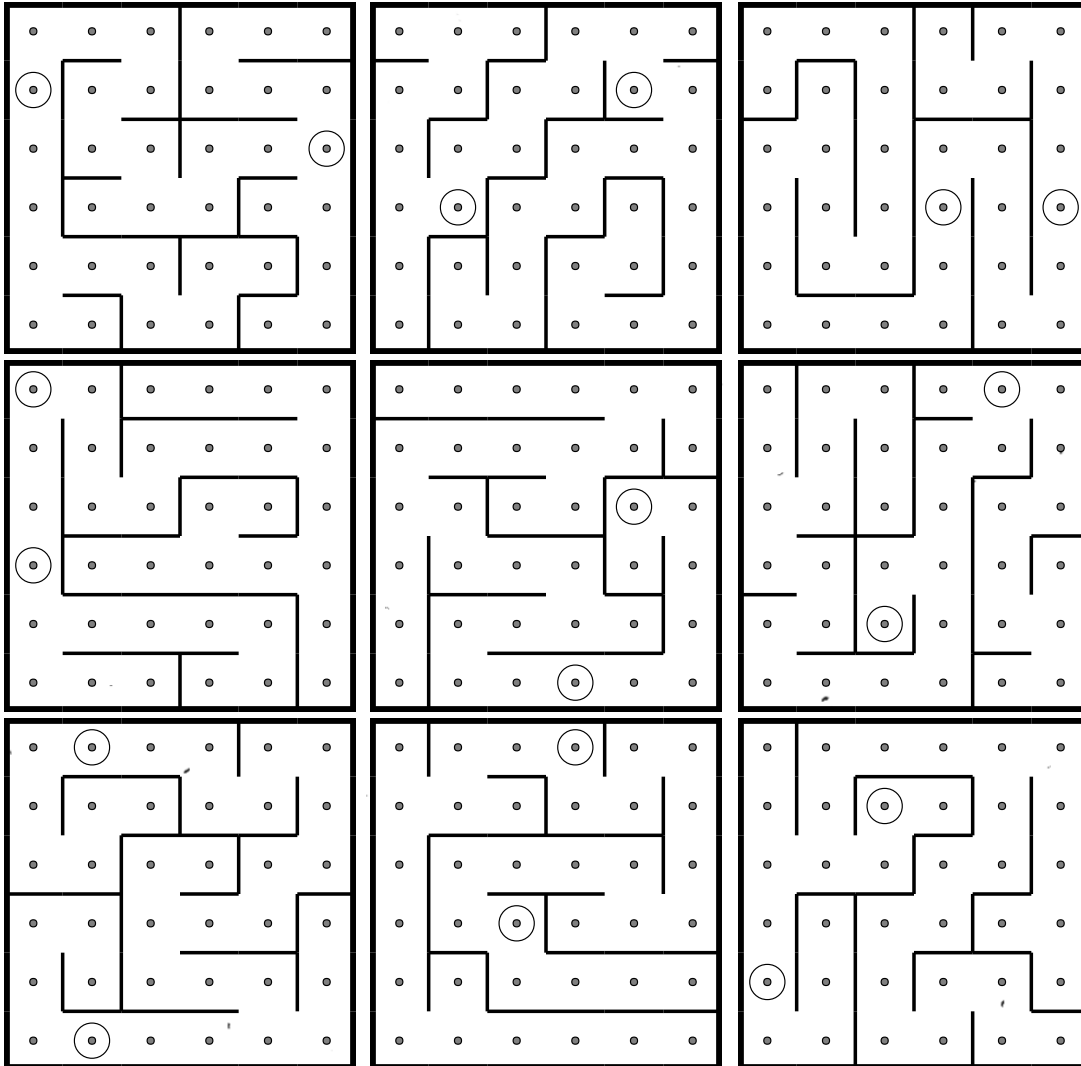
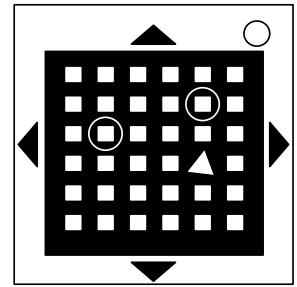


Q	Ë	©	б	Ψ	б
A	Q	ٲ	¶	ٲ	Ë
λ	⊖	Q	Ђ	Ђ	✕
h	Q	Ж	ИЖ	©	æ
ИЖ	☆	з	Ж	¶	Ψ
х	х	λ	¿	з	Й
⊖	¿	☆	ٲ	★	Ω

## 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.

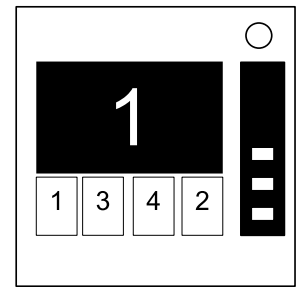




## On the Subject of Memory

*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.

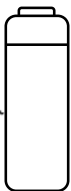
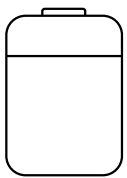
If the display is 2, press the button with the same label you pressed in stage 2.

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.

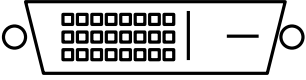
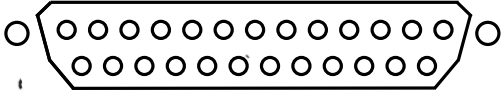


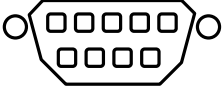

## **Appendix B: Battery Identification Reference**

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