BOMB DEFUSAL MANUAL

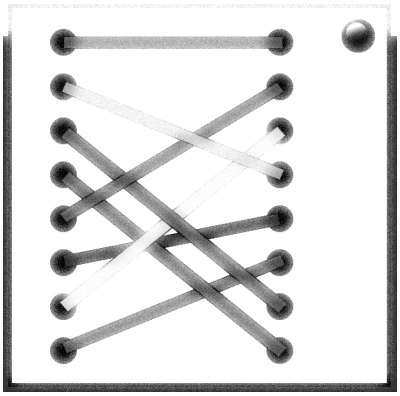
khale057.github.io/koanlg.html

Lol good luck bro.
Youre the <u>expert</u> so ya better relay the information well or else somebody gon mfing dead

rules:

1. **defuser has 45 minutes**
2. **you win when every module is solved**
3. **for every mistake, defuser loses a minute**
4. **no writing down or using other tools**
5. **ur not allowed to see the defuser's screen**
6. **hey handsome**

On the Subject of Wires



Wires are like beautiful man...
They kinda look like shoelaces.
And that just gets me off, unbelievably so
God... life is so unfair isn't it

1. If none of the wires are at a diagonal angle:
cut the first red wire

2. If every diagonal wire is slanted towards the top-right:
cut the last red wire

3. If every wire on the left column lies on an even position (where row 1 is position 1):
cut the first red wire

4. If there is never an intersection (overlapping) between any of the wires:
cut the last red wire

5. If the first and last wires have a grayscale-type color:
cut the first red wire

6. If every wire has a color that is located on the flag of the United States:
cut the last red wire

7. If every color can be made from yellow, red, or a mix of them:
cut the last red wire

8. If the count of each wire color is distinct from each other, such as 1 blues, 2 reds, 3 greens:
cut the first red wire

9. If the wire colors are in alphabetical order (looking at left column top-down):
cut the last red wire

10. If you read this:
you're gay

11. If there is never consecutive colors between any wires (looking at the right column top-down):
cut the last red wire

12. If every color begins with a consonant in their name:
cut the first red wire

13. Otherwise:
cut the first red wire

On the Subject of

Combine the digits
in order
create the answer

Image not found.

NNEE – 1

EWE – 8

SWNNS – 5

SNESN – 8

ESE – 9

WWESN – 6

ESNW – 3

EEWNS – 9

NSW – 3

WNS – 0

EWW – 1

SWNN – 4

ESES – 5

NNNN – 2

SEEWN – 0

ESWWN – 7

SSW – 2

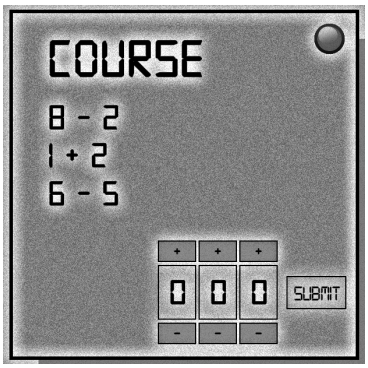
WNEWE – 1

NNWE – 6

NWW – 4

WNEE – 7

On the Subject of Fake Math



Your lovely defuser has **three** math expressions.
Each expression consists of a number, an operator, and another number. (Example: 3+6)
However, there is a twist! The operator is **fake**.
The plus sign might actually be a multiply, subtract, or something else? Determine what it is by referring to the keyword shown and the chart below.

Possible functions

Function	**Definition**	**Example**
a	Addition	3 a 7 = 10
b	Subtraction	3 b 7 = -4
c	Concatenation	3 c 7 = 37
d	Smaller number of the two	3 d 7 = 3
e	Larger number of the two	3 e 7 = 7
f	Multiply	3 f 7 = 21

Keyword chart

SPIRIT				
	Number of +'s			
	0	1	2	3
+	b	c	d	c
-	f	a	c	a
*	a	d	c	b

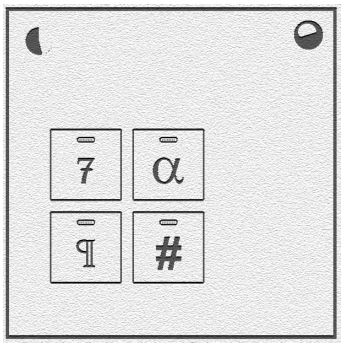
WINE				
	Number of -'s			
	0	1	2	3
+	f	e	d	f
-	d	d	a	d
*	e	f	c	b

COURSE				
	Number of *'s			
	0	1	2	3
+	c	e	d	d
-	a	c	c	b
*	c	d	e	f

The left column is which operator to convert. This is based on the frequency of the keyword's "select" operator. **Example:** the keyword is WINE and there are two -'s among the expressions… If we had expression 5*7, the * is actually the operator c. 5c7 --> 57

The FINAL ANSWER is the SUM of the three expressions.

On the Subject of Faster Keypads

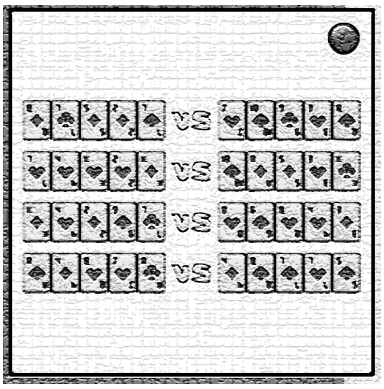


HURRY HURRY HURRY HURRY HURRY HURRY HURRY HURRY

- Only one column below has all four keypad symbols
- Press the four buttons in order their symbols appear from top to bottom
- **Every 8.5 seconds, the keypad symbols will reset to a new symbol**
    - Resets do not count as mistakes
    - Pressing keys in the wrong order will cause a mistake and reset

$	@	ॐ	III	÷	π
Ψ	√	%	β	Ψ	Ω
ॐ	ツ	α	§	#	λ
@	ॐ	¿	7	α	¥
%	÷	ε	¥	¶	¿
ツ	α	√	¿	7	§
&	#	π	¶	III	ε

On the Subject of Poker Battles



What's rarer? A royal flush or finding someone who actually likes you?

- The defuser has four poker battles
- In each battle, there are two hands:
  - The defuser must click the higher hand value to win
  - If both hands are equal value, press the versus ("vs")
- Win all four poker battles to solve the module
- There's also a **twist**, the value of poker hands are weird...

Poker Hand Values

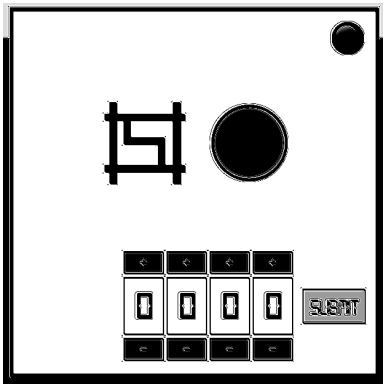
Type	**Value**	**Example**	
Four of a Kind	5	9♣ 9♦ 9♥ 9♠ K♥	
Full House	1	A♥ A♣ A♦ 3♠ 3♥	(Triple + pair)
Three of a Kind	6	7♥ 7♦ 7♣ Q♠ 3♥	
Two Pair	8	J♥ J♣ 5♦ 5♠ 7♥	
One Pair	3	A♥ A♣ K♦ J♠ 7♥	
None	7	K♥ 8♣ Q♦ 2♠ 7♥	

Additional Rules

- **Tiebreakers** - There are no tiebreakers between equal value hands. It does not matter if one hand has a better suite; this simply counts as a tie.
- **Jack reversal** - If you have **at least one** Jack in your hand, reverse the value of the hand. To reverse the value of a hand, use 10 - X, where X is your hand value. For example, if your hand is worth value 7, then reversing it becomes value 3.

  Note: The values in the chart above are raw values, before applying the Jack effect. So the One Pair example above (A♥ A♣ K♦ J♠ 7♥) is actually worth 7, and the Two Pair is actually worth 2.

On the Subject of Guesswork



I'm thinking of a number from 1 to 999.
What number am I thinking of?

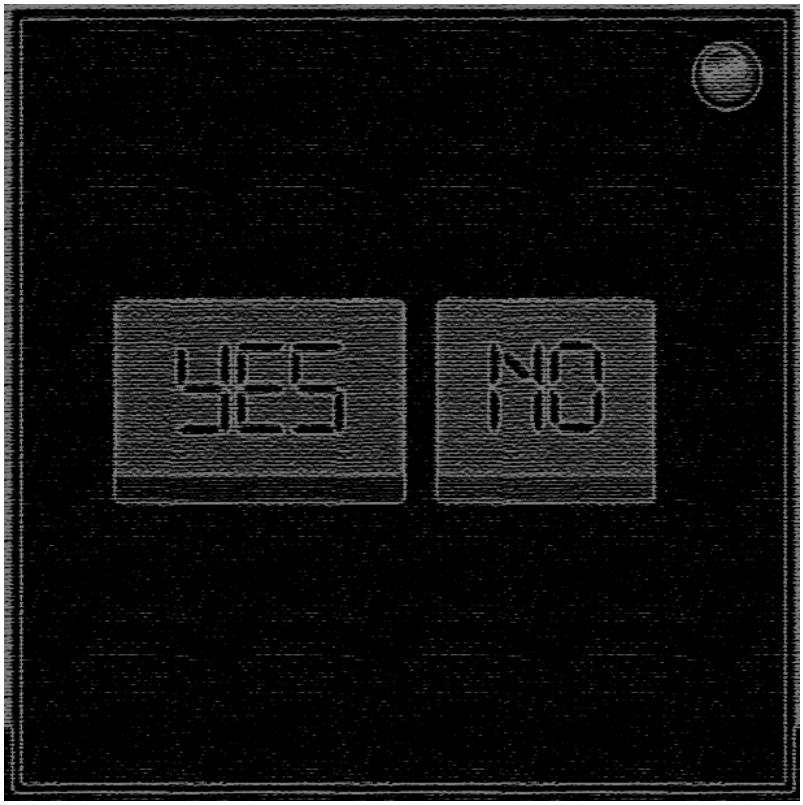
- The module consists of a symbol, a feedback light, and a 4-digit number input
- Everytime you submit a number, a color will light up
  - This indicates if your guess is too low or too high
  - Use the chart below to decipher the color meaning
- In addition, the input tool is not straight-forward...
  - If you want to make a guess, it needs to go through a conversion first
  - This conversion is based around the symbol (refer to the chart below)
  - The symbol changes on every guess
- Guesses do not count as a mistake

Note: Before making the conversion, convert your input into the 4-digit format.
For example, if you want to guess 120, treat it as [0120] first, then perform the operation.

Symbol	**Conversion**	**Examples** **(What you want to guess ⇒ What you need to input)**
	Double it by two	120 ⇒ [0240] 577 ⇒ [1154] 3 ⇒ [0006]
	Reverse the digits in your answer	225 *(0225)* ⇒ [5220] 3 *(0003)* ⇒ [3000] 30 *(0030)* ⇒ [0300]
	Add 1000 to your guess	120 ⇒ [1120] 3 ⇒ [1003]
	Shift each digit up by 1 (9's becomes 0's)	120 *(0120)* ⇒ [1231] 3 *(0003)* ⇒ [1114] 989 *(0989)* ⇒ [1090]

Feedback Color	**Meaning** *(e.g. Too High = Your guess is too high)*
Peach	Too High
Lime	Too Low
Cyan	Too High
Pink	Too Low
Lavender	Too Low

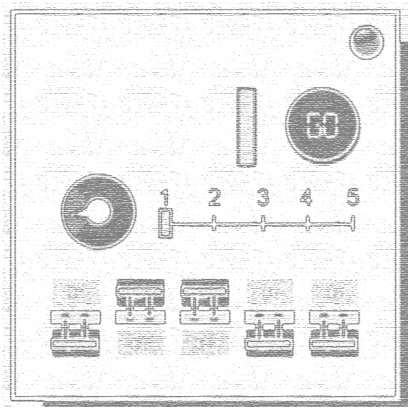
On the Subject of Kha



ITS SIMPLE.

"Is Kha Good?"

On the Subject of Instructions



There is a knob, a slider, a rectangular "slot", 5 switches, and a "GO" button.

Simply follow the instructions below **IN ORDER**:

1. Start with all switches flipped to OFF, knob set to the color red, and slider set to 1
2. Then, press the rectangular "slot"
3. Flip the 3rd switch to ON
4. Flip the 5th switch to ON
5. Turn the knob to the color blue
6. Change the slider to the number 2
7. Turn the knob to the color green
8. Turn the knob to the color yellow
9. Change the slider to the number 5
10. Flip the 4th switch to ON
11. Change the slider to the number 3
12. Flip the 1st switch to ON
13. Press "GO". That's it.

If at any point you mess up a step, start over from step 1.

On the Subject of Reading Comprehension

Missed ACT Reading? ;)

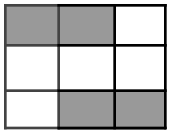
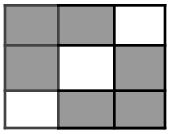
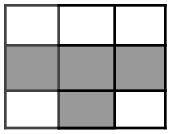
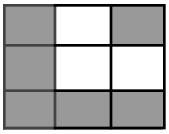
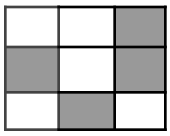
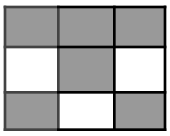
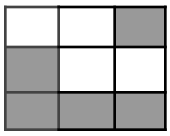
There is simply a button that says "BEGIN". Warn the defuser to NOT press this button until they are ready.

Here is what will happen:

- Once the button is pressed, a story will be displayed on the screen for **1.5 seconds**.
- After the time is up, a 2-digit number input will appear.
- The number you input will be based on the following:
    - Start a counter at 0.
    - If the story was a happy story, add 1 to the counter.
    - If the story was a sad story, add 5 to the counter.
    - If the story was related to food, add 3 to the counter.
    - If the story was related to animals, add 7 to the counter.
    - If the story was related to sports, add 5 to the counter.
    - If the story had a character named Kha, add 4 to the counter.
    - If the story had a character named Mat, add 3 to the counter.
    - If the story had a character named Beta, add 10 to the counter.
    - The final value of the counter is the answer.
- Feel free to debrief the defuser on the rules before starting.
- Upon entering a mistake, the "BEGIN" button will appear again, waiting with a different auto-generated story.

On the Subject of Flip Grids

You know Othello? Well it's nothing like that.

S rt g P i n							
M d y		Tu		W e y		T a	
F id y		S u ay		un ay			

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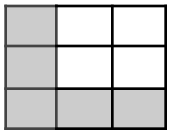
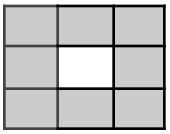
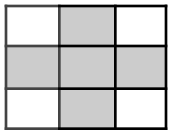
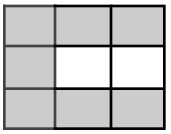
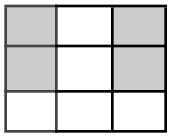
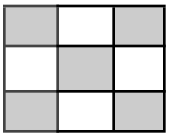
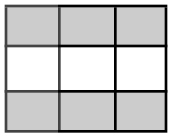
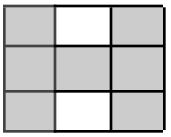
L-Flip		O-Flip		+-Flip		C-Flip	
‟-Flip		X-Flip		=-Flip		H-Flip	

ber o st es

- 0: L-Flip
- 1: X-Flip
- 2: +-Flip
- 3: =-Flip
- 4: H-Flip
- 5 or more: ‟-Flip

mber of u s ed

- 0: H-Flip
- 1: =-Flip
- 2: X-Flip
- 3: ‟-Flip
- 4: C-Flip
- 5: +-Flip
- 6: L-Flip
- 7: C-Flip
- 8: +-Flip
- 9: H-Flip
- 10: L-Flip
- 11: O-Flip

R M le si n

- 1: O-Flip
- 2: ‟-Flip
- 3: +-Flip

C n ul P i n

- 1: H-Flip
- 2: X-Flip
- 3: =-Flip
- 4: ‟-Flip