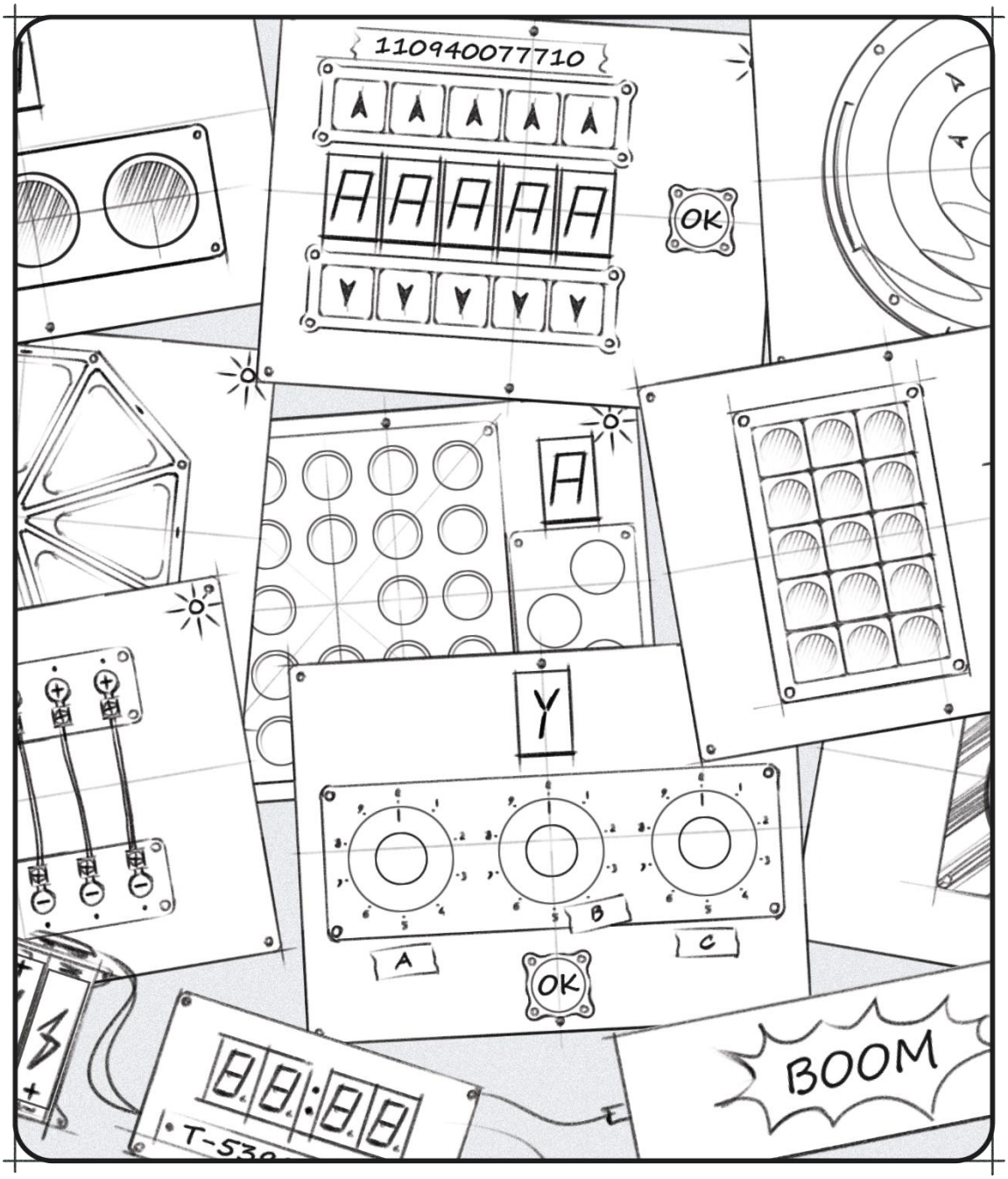
THEM BOMBS

SURE-FIRE BOMB DEFUSAL MANUAL™



English 1.1

Them Bombs!
Sure-Fire Defusal Manual

English 1.1

IMPORTANT!

This manual is only suitable for **PC**, **Mac**, **Linux**, **Android Phone**, **iPhone**, **Nintendo Switch** and **Apple TV** versions of *Them Bombs!*
For other platforms (Android Tablet and iPad) please download the appropriate manual from *www.thembombs.com/manual*.

Intro

A crazy scientist called Dr TiNT plants deadly bombs in various public spaces. Each time, only several minutes before the explosion, a random person within the blast radius receives a message from him. Only this person – the **Unexpected Hero** – can defuse the bomb… given he or she gets the right help.

Game rules

One of the players is the **Unexpected Hero** who tries to defuse the bomb (within the *Them Bombs!* game). The other players become the **Expert Team** and they have access to this manual. The Experts cannot see what the Hero sees on the screen and the Hero cannot see the content of the manual.
Players can use verbal communication only, as if the Expert Team and the Hero were talking through a radio.

The keys to success are cold-blooded, **efficient communication** and… **careful reading** of the manual.

Good luck!

Dr TiNT – *modus operandi*

One thing is clear, Dr TiNT is a mad man… He seems to enjoy it when all hell breaks loose.
Dr. TiNT's bombs are always constructed in a similar way. There is small bomb with an initiating explosive, connected to a huge container with a main charge. Where he gets these amounts of explosives is unknown. How he transports the bombs is also a mystery.

Some things are certain though…
Try to move the container – the bomb will explode!
Try to detach the initiating bomb – the bomb will explode!
Try to remove the timer battery – the bomb will explode!
Try to remove the initiating explosive – the bomb will explode!
The truth behind these warnings was proven by the lives of many brave bomb defusers.

The only efficient method so far has proven to be a deactivation of the bomb's guarding modules. The modules seem to be elements of Dr TiNT's sick game…

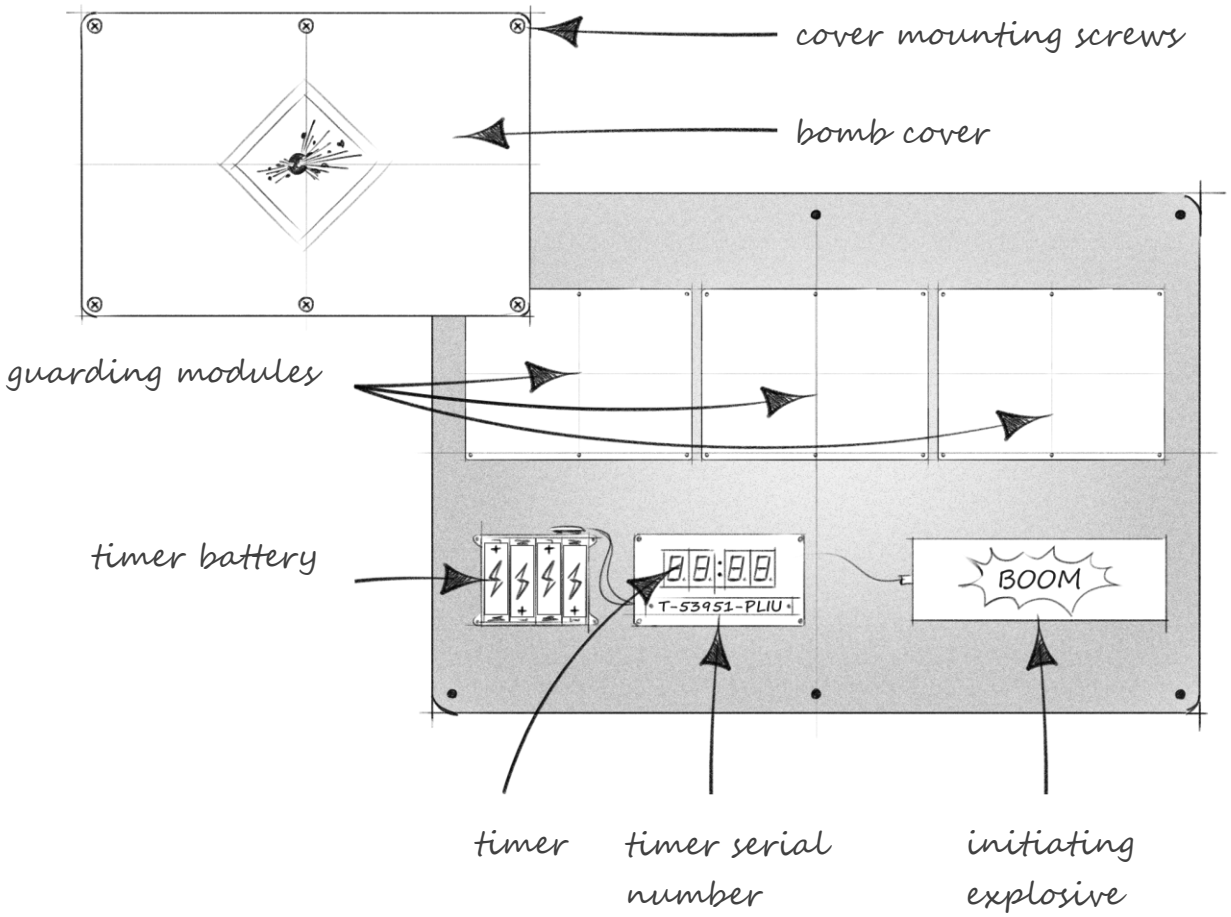
Typically, Dr. TiNT warns one of the potential victims with an untraceable text message. He also leaves some basic necessary tools behind (electric screwdriver, pliers, flashlight, etc.), as if he wanted the Unexpected Hero to succeed and avoid catastrophe.

A thorough profile analysis has shown that people who receive a message from Dr TiNT are not just random people. He seems to target people of uncommon bravery…

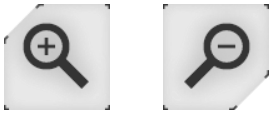
Dr TiNT's bomb defusal - fundamentals

To disarm a bomb, you need to deactivate all the bomb's guarding modules. The instructions for disarming all types of modules can be found on the following pages of this manual.

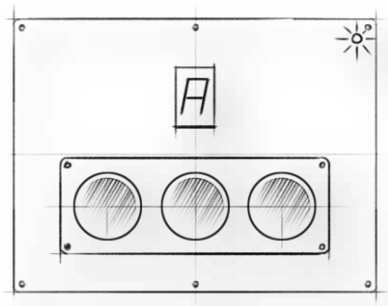
First, remove the cover of the bomb – unscrew the screws (not to worry, the cover is not an armed element).



You can zoom in and out by pressing the magnifying glass icon.



Module: Three blinking buttons



OVERVIEW: A one-letter display and a row of 3 colorful blinking buttons.

TO DISARM: Press each of the buttons at the moment they blink with the right color.

The correct set of colors is determined by:
1. the letter showing on the display (the letter changes periodically!)
2. the time left till the detonation.

Find the correct combination of the lights' colors in the table below.

HOW TO READ THE TABLE: The three letters divided by vertical lines correspond to the colors of the three buttons. The appearing colors are:

Y – yellow **R – red** **B – blue**

EXAMPLE: Y|R|B combination – press each of the buttons at the moment they blink: yellow, red, and blue (starting from the left).

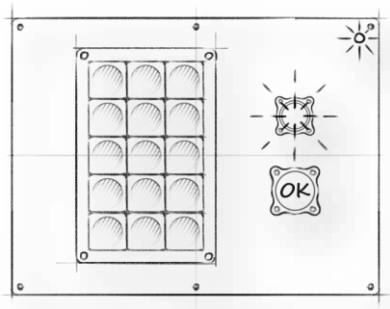
	letter on the display						
time till detonation	**A**	**B**	**C**	**D**	**E**	**F**	**G**
240 s < time	Y|B|R	Y|R|Y	R|R|R	B|Y|B	B|B|B	R|Y|R	Y|Y|Y
120 s < time ≤ 240 s	B|Y|B	B|R|B	B|B|Y	Y|Y|R	R|B|Y	R|Y|Y	Y|B|R
60 s < time ≤ 120 s	Y|Y|Y	B|B|B	R|Y|Y	Y|B|R	B|B|Y	B|R|B	Y|Y|R
time ≤ 60 s	R|R|R	B|B|Y	R|Y|R	R|B|Y	B|R|B	Y|R|Y	R|R|R

(240 s = 4 minutes, 120 s = 2 minutes, 60 s = 1 minute)

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- Up to two buttons, you can make mistakes when pressing the right color (just press them again to continue the sequence). When pressing the third button however, you need to be right or there will be unpleasant consequences.
- Does it seem like a very hard task? Then try to memorize the number of colors appearing between black and the color you want to press.

Module: 15 tiles and a light

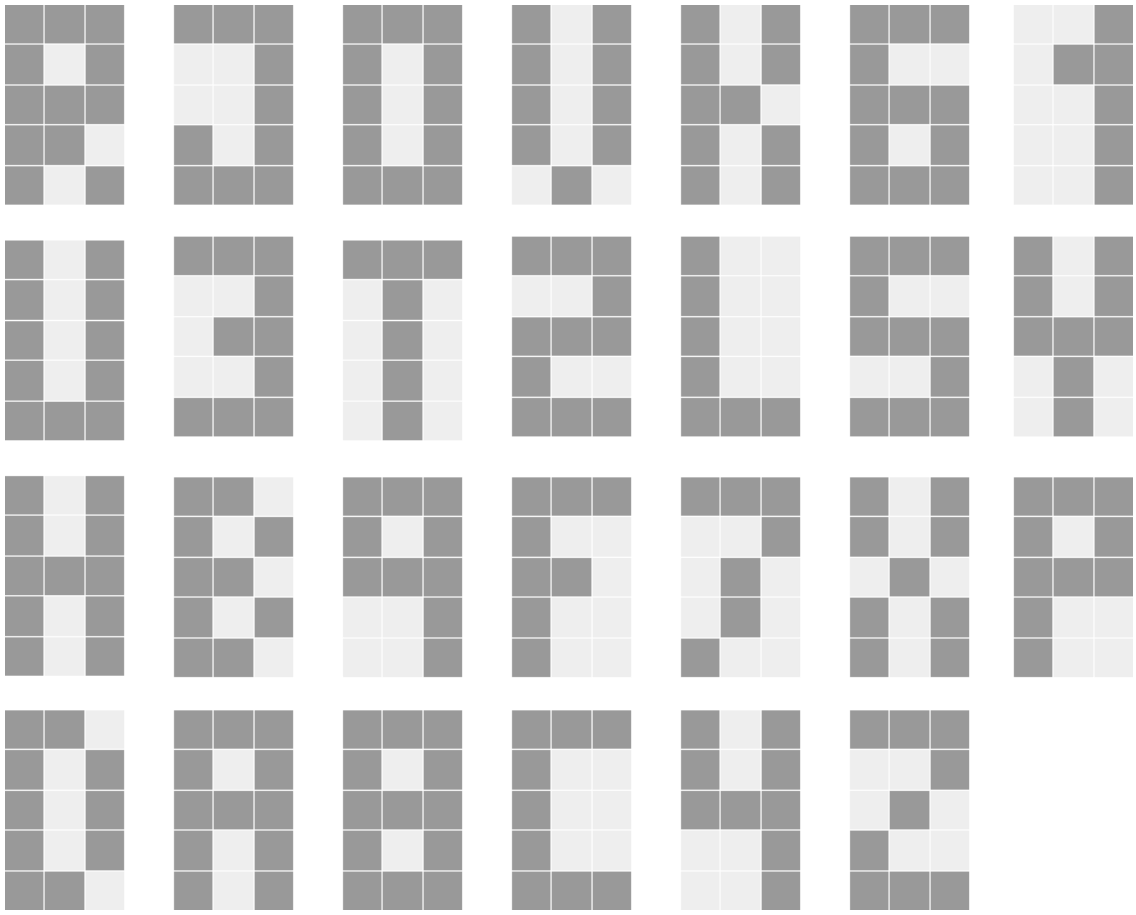


OVERVIEW: 15 tiles, a blinking light, and an "OK" button.

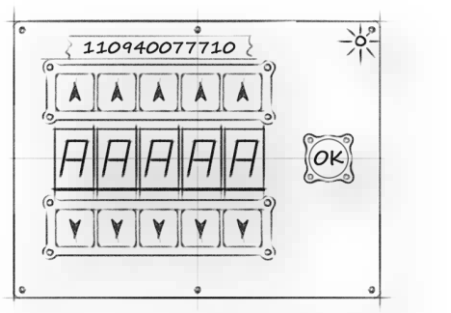
TO DISARM: Press and light up the correct tiles and then press OK.

The blinking light is transmitting a signal of a letter or a number using the Morse Code – **see Appendix III**. Press the tiles to recreate the shape of this letter/number .

POSSIBLE COMBINATIONS OF THE TAP TILES:



Module: 5-letter code



OVERVIEW: A plate with a number sequence, 5-letter display (the letters can be changed using the top and bottom arrows) and an "OK" button.

TO DISARM: Input the correct 5-letter code and press OK.
Starting from the left, add the consecutive digits. When you get to an even number, stop adding (but add this digit as well). Find the result in the table below.
Repeat this process for the remaining digits.

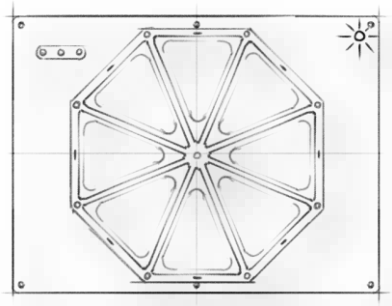
Example:
1112 sums up to 5, which corresponds to letter A
1112330 becomes 5 and 6, corresponding to letters A and B

A - 5	J - 17	S - 2
B - 6	K - 21	T - 7
C - 27	L - 8	U - 25
D - 12	M - 14	V - 15
E - 0	N - 10	W - 16
F - 11	O - 3	X - 19
G - 26	P - 22	Y - 20
H - 13	Q - 18	Z - 24
I - 4	R - 9	

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- There are exactly 5 even numbers in the number sequence.
- "Zero" is also an even number!

Module: Pizza



OVERVIEW: 8 triangles. Some of the triangles light up in a random sequence.

TO DISARM: Press all the correct triangles. The answer input window will always last 3 seconds, counting from the first pressed triangle.

TRIANGLES TO PRESS:

- If the bomb's cover was mounted with 4 screws, press only triangles that lit up*.
- If the bomb's cover was mounted with 6 screws, press only triangles that did not light up*.

*See exceptions below.

EXCEPTIONS:

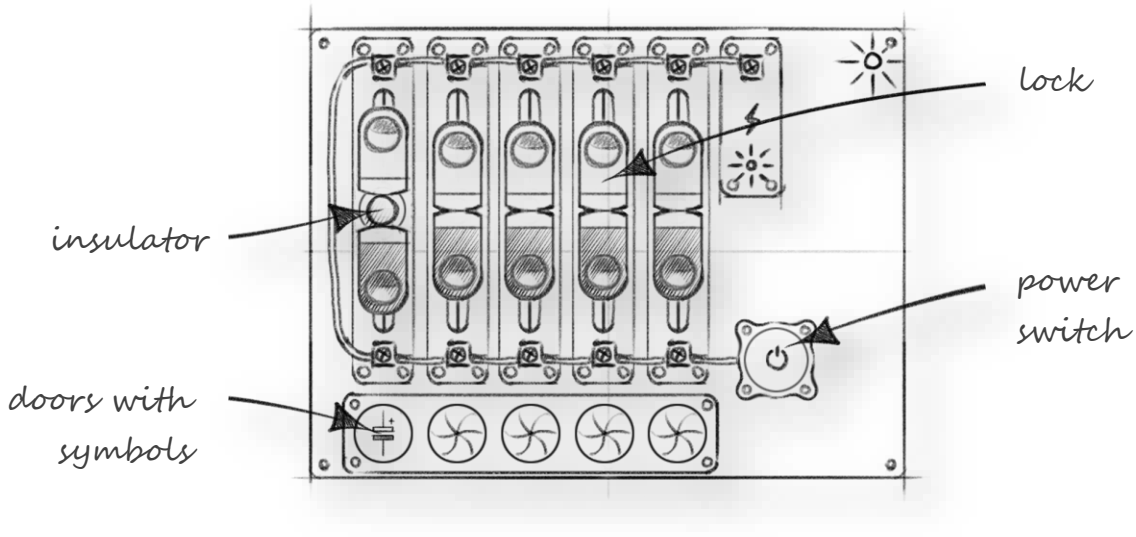
- If the timer battery has a lithium manganese dioxide cell (**see Appendix I**), do not press the north triangle.
- If there is an opposite terminals battery holder (**see Appendix I**), do not press the south triangle.
- If the timer serial number includes at least one even number, do not press the east triangle.
- If the timer serial number digits include even numbers only, do not press the west triangle.

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- Zero is also an even number.
- Press the triangles and wait until your combination is accepted or rejected, which will happen within 3 seconds.
- If according to the above instructions no triangles should be pressed, press a random triangle twice.

Module: Electric locks

OVERVIEW: 5 locks made up of paired blue and red connect plates. There are also 5 aperture doors and a button (power switch).



TO DISARM: Open the correct locks and pass current through the module.
One by one, for each of the locks, perform the following:

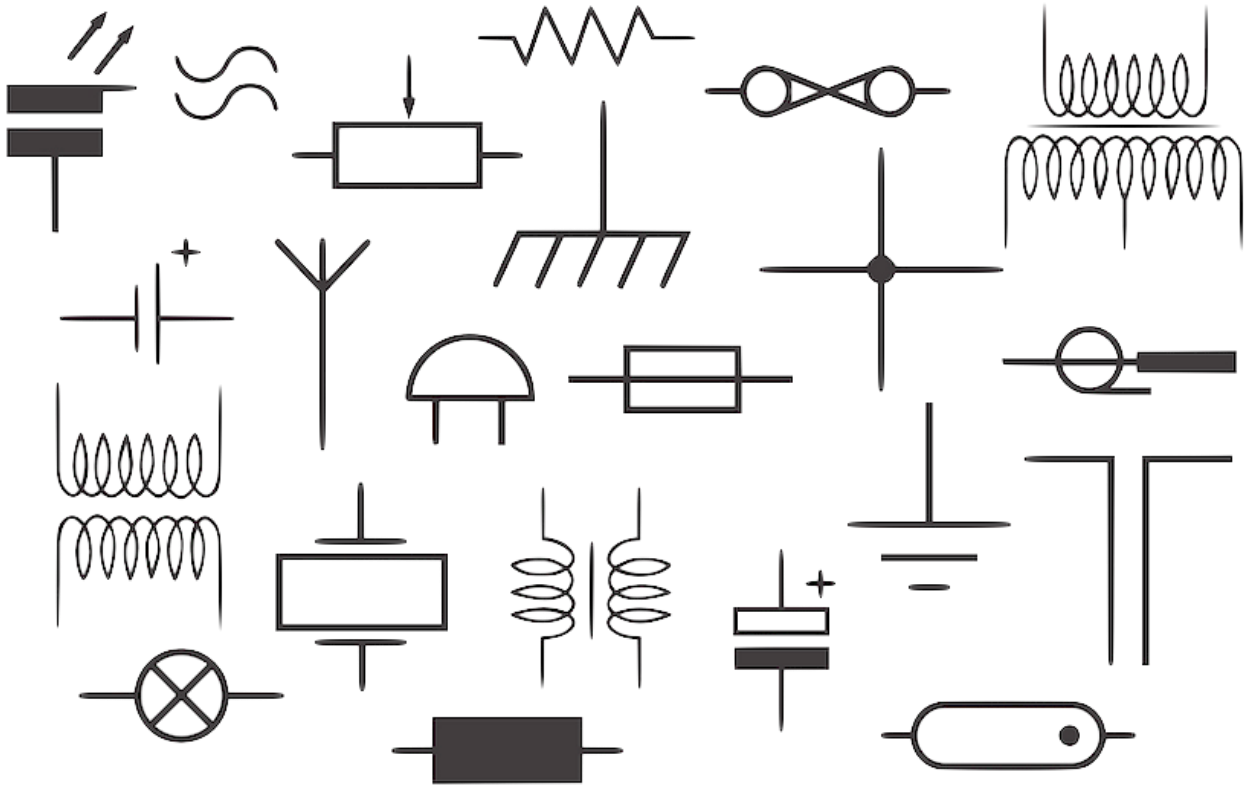
1. Carefully open a lock (by dragging the blue or the red plate) so that the aperture door below the lock opens.
2. Find the symbol in one of the lists on the next page.
3a. If the symbol indicates that the lock must be open (***break symbol***), place an insulator between the lock's plates (press the circle between the plates) and move on to the next lock.
3b. If the symbol indicates that the lock must be closed (***pass symbol***), close the lock back and move on to the next lock.

Lastly, switch the power on by pressing the power switch. If the correct locks are open and closed, module will be disarmed.

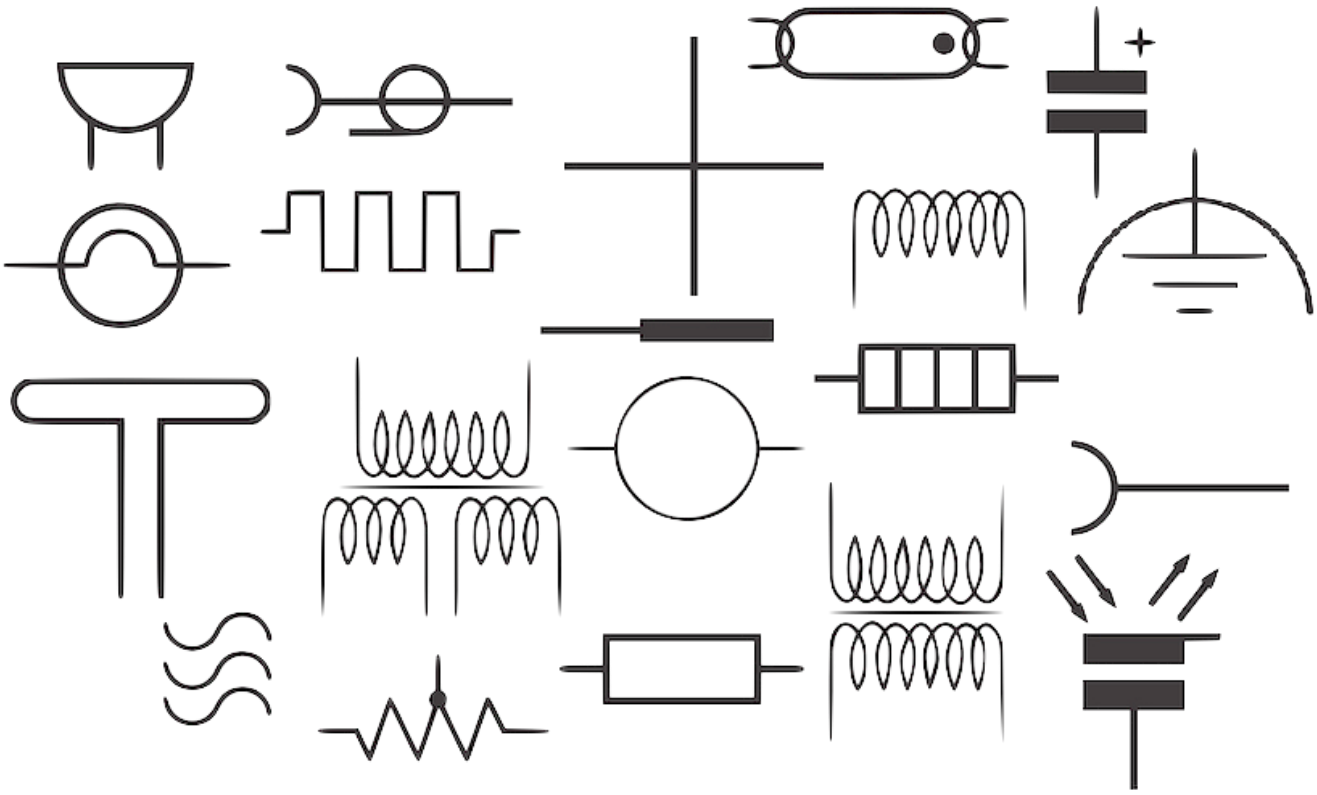
TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- Be careful not to cause a short circuit! It happens when you spread the lock's plates too far.
- Be sure to closely look at the symbols – they can be misleading…
- If you make a mistake, you can remove an insulator by pressing it again.

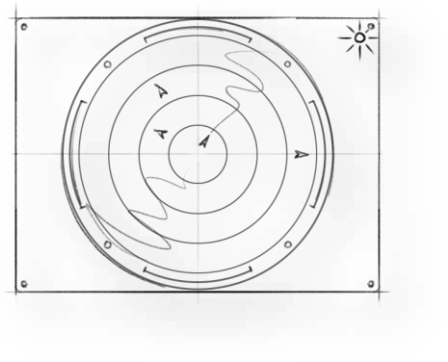
***BREAK SYMBOLS* – LOCK MUST BE OPEN, PLACE AN INSULATOR:**



***PASS SYMBOLS* – THE LOCK MUST BE CLOSED:**



Module: 4 rotating rings



OVERVIEW: 4 rotating rings. On each of the rings, there is an arrow indicating the ring's orientation.

TO DISARM: Press each of the rings to stop them so that they are orientated towards a correct cardinal direction, which are:

N – north **W** – west
S – south **E** – east

The direction points are marked on the outside border of the rings.

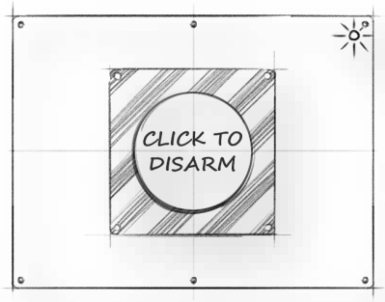
HOW TO READ DIRECTION POINTS: Check the crucial elements of the bomb: the timer battery, the timer serial number and the bomb's cover. Then, find the correct cardinal directions in the table below.

ring	correct direction points
1 (the biggest ring)	Check the timer battery voltage in Appendix I: • if total voltage is greater than 9 V – point **N** • if total voltage is 8 V – point **S** • if total voltage is 2.6 V – point **W** • all other cases – point **E**
2	Check the timer serial number (next to the timer): • if the first letter is Y – point **N** • if the first letter is T – point **S** • if the first letter is A – point **W** • all other cases – point **E**
3	Check the type of timer battery cell in **Appendix I**: • if the cell is *silver-oxide* – point **N** • if the cell is *lithium manganese dioxide* – point **S** • if the cell is *zinc manganese dioxide* – point **W** • all other cases – point **E**
4 (the smallest ring)	Bomb's cover (removed at the beginning) was: • green – point **N** • red – point **S** • blue – point **W** • all other cases – point **E**

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- If you make a mistake don't worry, just press the ring again to restart it.
- The arrow on the ring will light up yellow when ring is stopped at one of the cardinal points.

Module: Trap



OVERVIEW: One big button with an inviting text (e.g. *Click me!*, *Press here!*, *Click to defuse!* etc.).

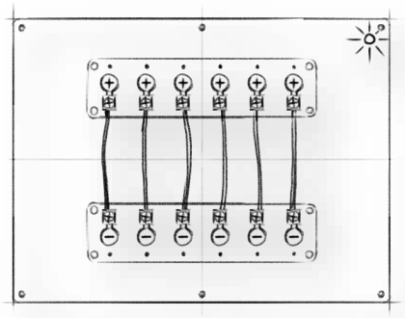
NOTE! Under no circumstance should you press this button carelessly! It is a trap – the bomb will explode that very moment.

TO DISARM: Always disarm this module as the last. Once all other guarding modules are disarmed, press **and hold** the button for at least 3 seconds… and then release.

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

Be careful! There is no room for error!

Module: Wires



OVERVIEW: 3 to 6 colorful wires mounted vertically. Each wire is connected to a contact plate marked "+" and "-".

TO DISARM: Press the right contact plates ("+" and "-") and then cut the correct wires.

Check the type of initiating explosive used in this bomb – **see Appendix II.**
If the initiating explosive is: **C-4**, **Semtex** or **TNT**, refer to table A.
If the initiating explosive is: **Dynamite**, **improvised explosive** or **other**, refer to table B.

TABLE A (C-4, Semtex, TNT)

- If there are 3 wires and all of them are the same color, *PRESS* **[+]** of the wire on the left and **[-]** of the wire on the right. *CUT* the middle wire.

- If there are 3 or 4 wires and exactly two of them are blue, *PRESS* **[+]** of the blue wire on the right and **[-]** of the blue wire on the left. *CUT* all the wires.

- If there are 3 or 4 wires and exactly two of them are yellow, *PRESS* **[+]** of both yellow wires and **[-]** of the wire between the yellow wires. C*UT* the yellow wires only.

- If there are 5 wires and exactly three of them are the same color, *PRESS* **[+]** of the first wire on the right and **[-]** of the first wire on the left. *CUT* all the wires.

- If there are 5 wires and exactly two of them are red, *PRESS* **[+]** of both red wires and **[-]** of the first wire on the right. *CUT* all the wires except for the red ones.

- If there are 5 wires and exactly two of them are green, *PRESS* **[+]** of both green wires and **[-]** of the first wire on the left. CUT all wires.

TABLE B (Dynamite, improvised explosive, other)

- If there are 3 wires and all of them are the same color, *PRESS* **[+]** of the wire on the right and **[-]** of the wire on the left. *CUT* the middle wire.

- If there are 3 or 4 wires and exactly two of them are blue, *PRESS* **[+]** of the blue wire on the left and **[-]** of the blue wire on the right. *CUT* all wires.

- If there are 3 or 4 wires and exactly two of them are yellow, *PRESS* **[-]** of both yellow wires and **[+]** of the wire between the yellow wires. C*UT* the yellow wires only.

- If there are 5 wires and exactly three of them are the same color, *PRESS* **[+]** of the first wire on the left and **[-]** of the first wire on the right. *CUT* all wires.

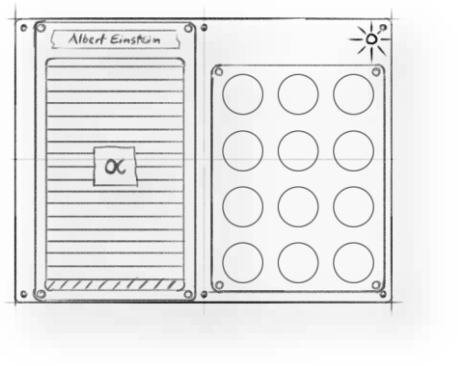
- If there are 5 wires and exactly two of them are red, *PRESS* **[+]** of both red wires and **[-]** of the first wire on the left. *CUT* all the wires apart from the red ones.

- If there are 5 wires and exactly two of them are green, *PRESS* **[-]** of both green wires and **[+]** of the first wire on the left. *CUT* all wires.

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- Possible colors of the wires are: red, blue, green, pink, yellow or brown.
- Cutting the wrong wire can lead to immediate explosion or can drastically shorten the countdown time!
- To avoid time penalty, make sure the correct contact plates (the correct ones only!) are pressed before cutting any wire.

Module: Tripple safe



OVERVIEW: 12 round colorful buttons, a roll up door with a letter from the Greek alphabet, and a name of a famous scientist.

TO DISARM: Open each of the two consecutive safe doors and input the correct 4-digit code.

A. THE FIRST SAFE DOOR: Press the correct combination of the colorful buttons.
The combination is determined by:

1. the Greek letter visible on the door,
2. the name of the scientist.

You will find the possible combinations in the below table.
You can press any of the buttons as long as their number and colors are correct.

	Greek letter on the door							
scientist	α	β	γ	δ	ε	ζ	η	θ
Albert Einstein 1879-1955	1Y 2G 1R	2Y 2G	1G 3R	3Y 1R	4G	4R	4Y	1Y 1G 2R
Isaac Newton 1643-1727	4G	4R	2Y 2R	1G 3R	2G 2R	1Y 2G 1R	3Y 1G	3Y 1R
Marie Curie 1867-1934	2Y 2G	1Y 3R	2Y 1G 1R	1Y 3G	3Y 1R	2G 2R	4R	3G 1R
Louis Pasteur 1822-1895	2Y 2R	1Y 2G 1R	4R	3Y 1G	1G 3R	2Y 1G 1R	2Y 2G	4Y
Nikola Tesla 1856-1943	2G 2R	2Y 1G 1R	3Y 1R	4Y	1Y 3G	1Y 1G 2R	3G 1R	4G
Thomas Edison 1847-1931	4R	4Y	4G	1Y 3R	2Y 2G	3G 1R	2Y 2R	1G 3R
Blaise Pascal 1623-1662	1G 3R	2G 2R	1Y 1G 2R	2Y 2R	3Y 1G	1Y 3R	1Y 1G 2R	1Y 3G
Galileo Galilei 1564-1642	3Y 1G	2Y 2G	1Y 3G	4G	2Y 1G 1R	3Y 1R	1Y 2G 1R	1Y 3R

Y –yellow **G** – green **R** – red

EXAMPLE: With 1Y 2G 1R combination, press the following buttons: 1 yellow button, 2 green buttons and 1 red one.

B. THE SECOND SAFE DOOR: Press three of the six square buttons with Greek letters on them. The correct combination is determined by:

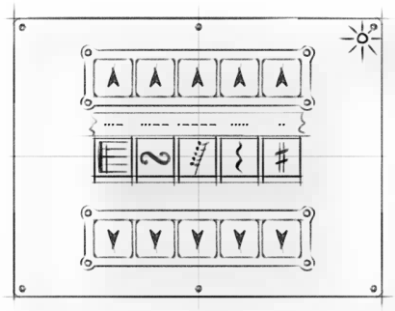
1. the color of the second door (the door below the six square buttons),
2. the set of available Greek letters.

It will be possible to find only one of the combinations below.

door color	possible letter combinations			
	combination	combination	combination	combination
blue	α δ ζ	γ ε κ	β η ψ	π μ θ
grey	ϱ δ κ	α η ζ	ι ξ λ	ψ ν μ
violet	τ ξ β	η ι ν	δ λ υ	ϱ ω ε
brown	σ γ κ	θ ζ π	β ο υ	ω μ α
orange	ι ν ο	λ γ σ	χ ε π	ψ ϱ θ

C. 4-DIGIT CODE: Use the arrows to change the digits. The correct code is the date of the scientist’s death.

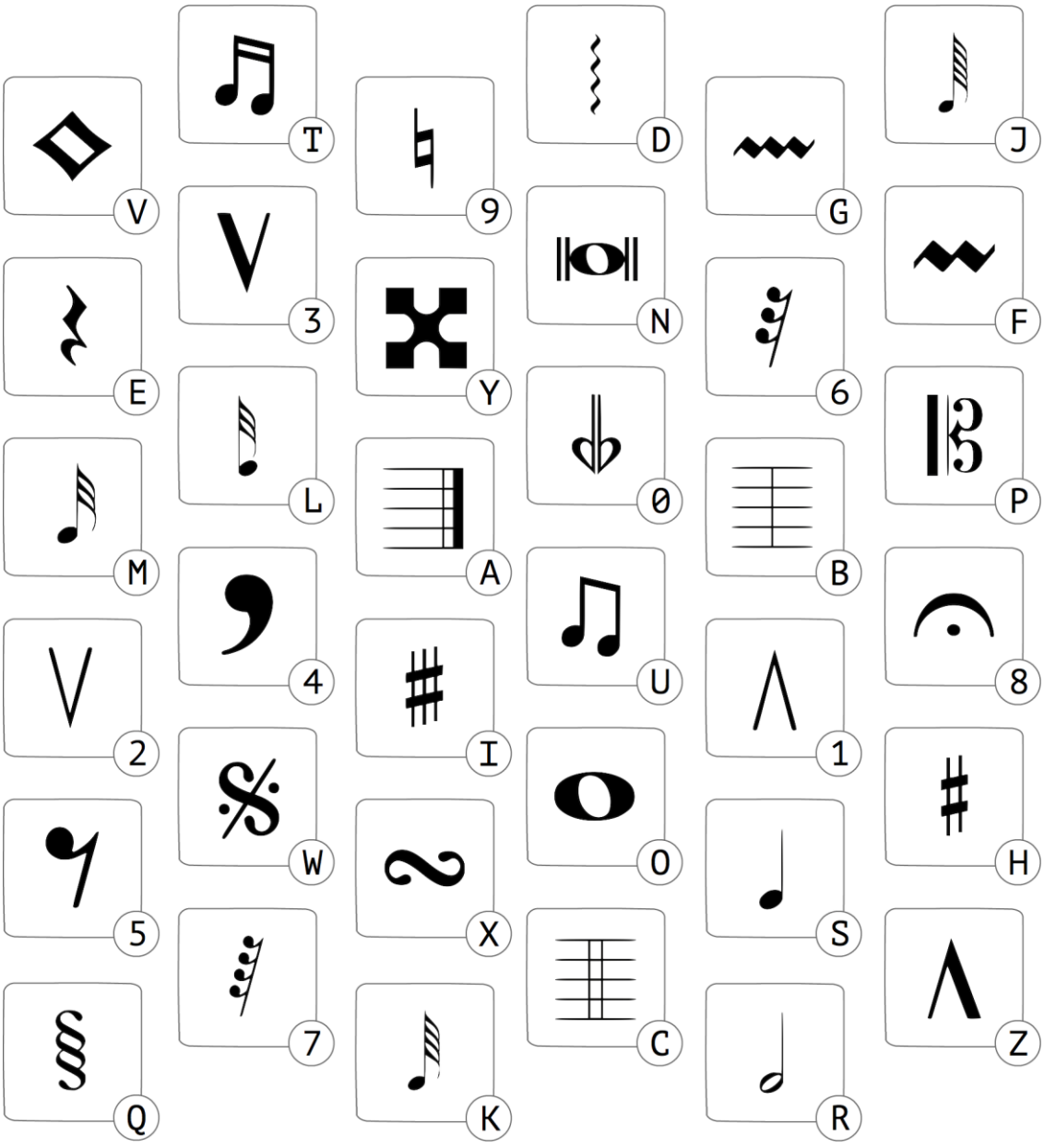
Module: Musical symbols



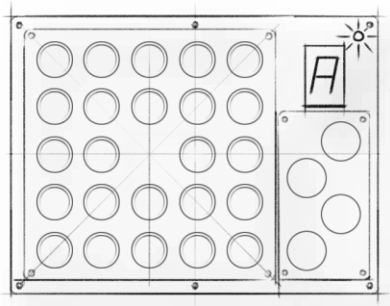
OVERVIEW: There is a piece of paper with dashes and dots on it (Morse code) and 5 boxes with musical symbols. You can change the symbols using the top and bottom arrows.

TO DISARM: Set each of the boxes to the correct musical symbol.
Convert the dashes and dots (Morse code) over each of the boxes into a letter or a number – **see Appendix III**. Next, find this letter or number below and set this symbol in the box.

The module will be disarmed 3 seconds after you set the correct symbols in all five boxes.



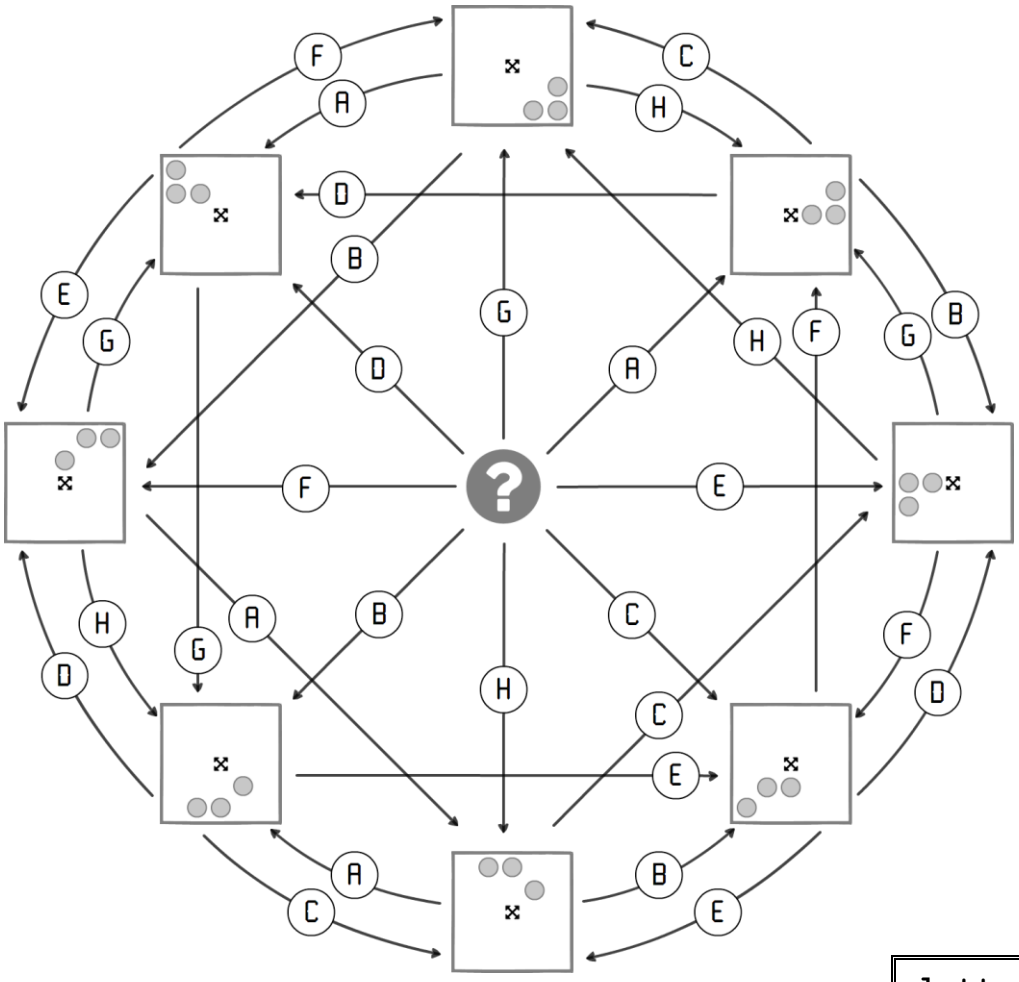
Module: 24 Dots



OVERVIEW: 24 dots, one-letter display and 4 colorful round plates.

TO DISARM: Using the right color, light up 9 dots according to the diagram below.
Starting from the question mark, follow the arrows to the successive patterns.
The letter on the display indicates:

1. the arrow to follow to find the correct pattern box,
2. the color to use to light up the dots (refer to the table)

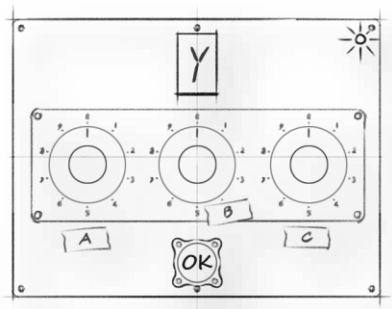


letter	color
A E	blue
B F	yellow
C G	red
D H	green

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- To color a dot, first press a color plate and then press a dot you want to light up.
- You can change color by overwriting it with another color. To remove a color completely, press a dot with no color plates active. If it is not possible to change the color of a dot, it means that this color has already been verified as correct.

Module: Three knobs



OVERVIEW: 3 knobs marked as A, B and C, one-letter display and an "OK" button.

TO DISARM: Set each of the knobs to the correct value and press OK.

Knob A – rotate the knob and observe at which values a sound signal is played and at which values the letter display shows 'X'.

KNOB A		
values with sound signal	values at which letter 'X' appears	**the correct value of the knob A**
2	5	**1**
2	3	**2**
2	6	**3**
4	8	**4**
4	7	**5**
6	0	**6**
6	1	**7**
7	3	**8**
7	6	**9**
7	1	**0**
1	3	**1**
1	7	**2**
1	9	**3**
3	1	**4**
3	5	**5**
5	8	**6**
5	2	**7**
8	4	**8**
8	0	**9**
9	7	**0**

Knob B – rotate the knob and observe at which values the letter display shows 'X' and at which – 'Z'.

DIAL B		
values at which letter 'X' appears	values at which letter 'Z' appears	**the correct value of the knob B**
0	9	**7**
0	8	**1**
0	4	**9**
1	3	**0**
1	2	**0**
1	6	**8**
2	1	**5**
2	3	**3**
2	8	**8**
3	5	**1**
3	4	**6**
3	0	**1**

4	3	**5**
4	2	**5**
4	5	**1**
5	7	**1**
5	6	**4**
5	9	**1**
6	5	**4**
6	8	**1**
6	1	**4**
7	1	**8**
7	4	**1**
7	3	**0**
8	4	**6**
8	2	**8**
8	7	**9**
9	0	**5**
9	7	**5**
9	5	**3**

Knob C – set knobs A and B to correct values, then look at the timer and check the last two digits (seconds value).

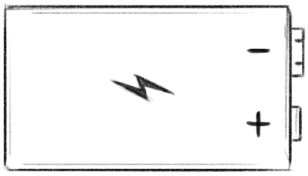
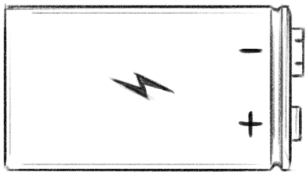
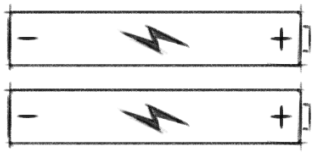
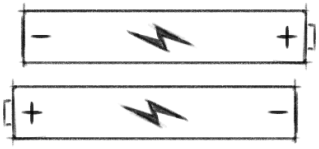
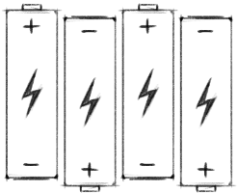
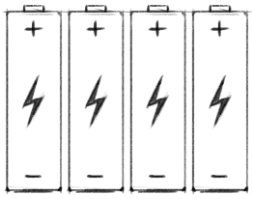
KNOB C		
sum of the values of knobs A and B	last two digits on the timer (seconds value)	**the correct value of the knob C**
is an even number	0-15 seconds	**1**
is an even number	16-30 seconds	**2**
is an even number	31-45 seconds	**3**
is an even number	46-59 seconds	**4**
is an odd number	0-15 seconds	**5**
is an odd number	16-30 seconds	**6**
is an odd number	31-45 seconds	**7**
is an odd number	46-59 seconds	**8**

TIPS FOR THE "STILL-ALIVE BOMB DEFUSER":

- You can "take your time" with setting the A and B knobs. With the knob C however, do it as quickly as possible and press "OK".
- Set the right combination but the module is still armed? Make sure the dials are set **precisely** at the correct values.

Appendix I – Types of batteries

Knowledge of the timer battery type used in a bomb plays an important role in the bomb defuser's safety.
The timer battery is usually placed next to the timer.

Pictorial view	Battery parameters
	**TYPE:** 6LR61 **VOLTAGE:** 9.0 V **CELL:** zinc manganese dioxide **HOLDER:** 1 piece
	**TYPE:** 6LS05 **VOLTAGE:** 9.2 V **CELL:** zinc manganese dioxide **HOLDER:** 1 piece
	**TYPE:** CR61 **VOLTAGE:** 2 × 1.3 V **CELL:** lithium manganese dioxide **HOLDER:** 2-piece, same-side terminals
	**TYPE:** CR61 **VOLTAGE:** 2 × 1.3 V **CELL:** lithium manganese dioxide **HOLDER:** 2-piece, opposite terminals
	**TYPE:** 2SF11 **VOLTAGE:** 4 × 2.0 V **CELL:** silver-oxide **HOLDER:** 4-piece, opposite terminals
	**TYPE:** 2SF11 **VOLTAGE:** 4 × 2.0 V **CELL:** silver-oxide **HOLDER:** 4-piece, same-side terminals

Appendix II – Types of initiating explosives

Dr TiNT uses relatively small initiating explosives placed inside the bomb case. The initiating explosive detonates the main charge.
The most popular initiating explosives are:

name	characteristics
C-4	**MAIN COMPONENT:** RDX **CHEMICAL FORMULA:** $C_3H_6N_6O_6$ **COMPOUND CLASS:** aliphatic **R.E. FACTOR:** 1.6* **DETONATION VELOCITY:** 8750 m/s
Semtex	**MAIN COMPONENT:** PETN **CHEMICAL FORMULA:** $C_5H_8N_4O_{12}$ **COMPOUND CLASS:** aliphatic **R.E. FACTOR:** 1.66* **DETONATION VELOCITY:** 8400 m/s
Dynamite	**MAIN COMPONENT:** nitroglycerin **CHEMICAL FORMULA:** $C_3H_5N_3O_6$ **COMPOUND CLASS:** aliphatic **R.E. FACTOR:** 1.5* **DETONATION VELOCITY:** 7700 m/s
TNT	**MAIN COMPONENT:** trinitrotoluene **CHEMICAL FORMULA:** $C_7H_5N_3O_6$ **COMPOUND CLASS:** aromatic **R.E. FACTOR:** 1.0* **DETONATION VELOCITY:** 6900 m/s
Improvised explosive	**MAIN COMPONENT:** TATP **CHEMICAL FORMULA:** $C_9H_{18}O_6$ **COMPOUND CLASS:** aliphatic **R.E. FACTOR:** 0.83* **DETONATION VELOCITY:** 5300 m/s

* in relation to 1 kg of TNT

Appendix III –the Morse alphabet

Many of the bomb's guarding modules are based on Morse code. A dot refers to a short light (or sound) signal. A dash refers to a long signal. The long signal is three times longer than the short signal.

A •–	M ––	Y –•––
B –•••	N –•	Z ––••
C –•–•	O –––	1 •––––
D –••	P •––•	2 ••–––
E •	Q ––•–	3 •••––
F ••–•	R •–•	4 ••••–
G ––•	S •••	5 •••••
H ••••	T –	6 –••••
I ••	U ••–	7 ––•••
J •–––	V •••–	8 –––••
K –•–	W •––	9 ––––•
L •–••	X –••–	0 –––––