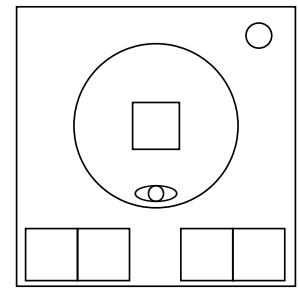


On the Subject of Orientation Cube

If the bomb doesn't kill us a brain haemorrhage will.

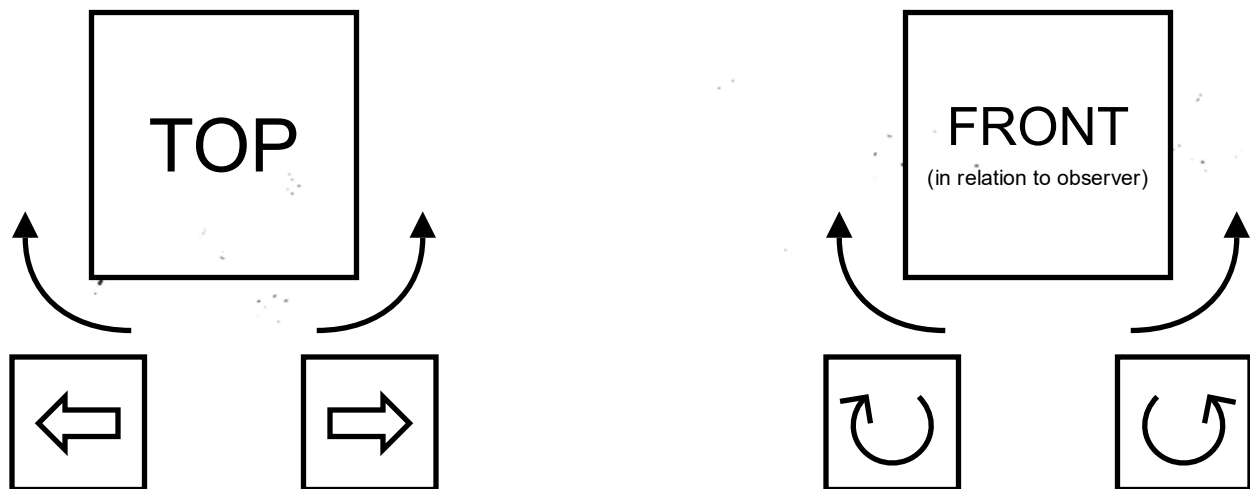
In order to diffuse this part of the bomb you will need good 3D orientation skills. A virtual cube needs to be rotated into a specific orientation using the four keys along the bottom. Unfortunately there is no display to indicate the current orientation of the virtual cube so you will have to imagine the state of the cube yourself.



The two keys in the bottom left will yaw the cube clockwise or anti-clockwise, respective to looking at the cube from the top.

The two keys in the bottom right will roll the cube clockwise or anti-clockwise, respective to the virtual observer. The virtual observer's position is indicated on the module as an eye. NOTE: The virtual observer's position may change.

For example, if the eye is at the bottom then it is facing the 'FRONT' face. Pressing 'Roll clockwise' will place the 'LEFT' face where the 'TOP' face is.



The numbers in the right margin on the next page are based on a dice with:

1 on the top
2 in front
3 on the right
4 on the left

If your dice has 3 on the left and 4 on the right, it is backwards and should be discarded immediately.

If the serial number on the bomb contains the letter R:

4 -> 1

Rotate the cube so that the initial left face is in the same position as the initial top face, then press the SET button.

Otherwise, if the bomb has a lit indicator with the label TRN OR it has a lit/unlit indicator with the label CAR:

6 -> 3

Rotate the cube so that the initial bottom face is in the same position as the initial right face, then press the SET button.

Otherwise, if the bomb has a PS2 port OR there have been one or more strikes:

6 -> 2

Rotate the cube so that the initial bottom face is in the same position as the initial front face and the initial left face is in the same position as the initial bottom face, then press the SET button.

4 -> 6

Otherwise, if the serial number on the bomb contains either the number 7 or 8:

3 -> 6

Rotate the cube so that the initial right face is in the same position as the initial bottom face and the initial back face is in the same position as the initial front face, then press the SET button.

5 -> 2

three or more

Otherwise, if there are ~~more than two~~ batteries on the bomb OR the virtual observer's initial position is facing the initial left face:

Rotate the cube so that the initial top face is in the same position as the initial bottom face, then press the SET button.

1 -> 6

Otherwise:

Rotate the cube so that the initial top face is in the same position as the initial left face, then press the SET button.

1 -> 4

On a strike:

If you get strike then the virtual cube will be reset to the initial position. Be aware you may need to select a new rule if the obersever is now in a different position.