KEEP TALKING & NOBODY EXPLODES

Bomb Defusal Manual

The Definitive Edition

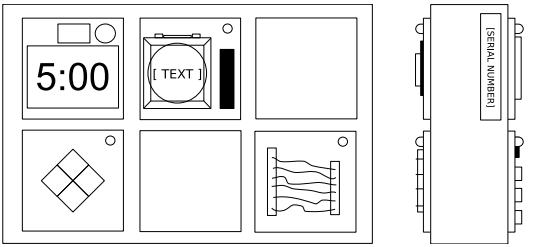
Version 1.241

Table Of Contents

Inside the back cover is a compact, two-page reference guide

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.



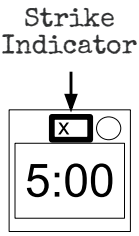
Modules

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.

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.

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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...

Directions

- 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 no red, cut the 2nd wire.
Otherwise, if last wire is white, cut the 3rd wire.
Otherwise, if two or more blue, cut the last blue.
Otherwise, cut the 3rd wire.

4 Wires

If two or more red & serial number is **odd**, cut the last red.
Otherwise, if no red & last wire is yellow, cut the 1st wire.
Otherwise, if exactly one blue wire, cut 1st wire.
Otherwise, if two or more yellow wire, cut 4th wire.
Otherwise, cut 2nd wire.

5 Wires

If last wire is black & serial number is **odd**, cut the 4th wire.
Otherwise, if one red & two or more yellow, cut the 1st wire.
Otherwise, if no black, cut the 2nd wire.
Otherwise, cut the 1st wire.

6 Wires

If no yellow & serial number is **odd**, cut the 3rd wire.
Otherwise, if one yellow & two or more white, cut the 4th wire.
Otherwise, if no red, cut the 6th wire.
Otherwise, cut the 4th wire.

Optimized Reference

Drill-Down Table

Wire Count	Condition	Cut...Wire
3	No red wires	2nd
	Exactly: blue, blue, red	2nd
	Otherwise...	3rd
4	2+ red wires & SN odd	Last red
	Last wire yellow & no red wires	1st
	1 blue wire	1st
	2+ yellow wires	4th
	Otherwise...	2nd
5	Last wire black & SN odd	4th
	1 red wire & 2+ yellow wires	1st
	No black wires	2nd
	Otherwise...	1st
6	No yellow wires & SN odd	3rd
	1 yellow wire & 2+White	4th
	No red wires	6th
	Otherwise...	4th

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.

Directions

Follow these rules in the order they are listed. Perform the first action that applies. 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. Refer to the "Releasing a Held Button" section for more information:

1. If the button is blue and says "Abort", hold the button.
2. If there is more than 1 battery on the bomb and the button says "Detonate", tap the button.
3. If the button is white and there is a lit indicator with the label **CAR**, hold the button.
4. If there are more than 2 batteries on the bomb and there is a lit indicator with label **FRK**, tap the button.
5. If the button is yellow, hold the button.
6. If the button is red and says "Hold", tap the button.
7. If none of the above apply, hold the button.

Releasing a Held Button

- 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.

Optimized Reference

Use the color and label of a button to determine whether to TAP or HOLD according to the following table:

		ABORT	DETONATE		HOLD	PRESS
			<2 Batt	2+ Batt		
RED		X	HOLD	TAP	TAP	X
BLUE		HOLD	HOLD	TAP	X	X
WHITE	Lit CAR	HOLD	HOLD	TAP	HOLD	HOLD
	No CAR	X	HOLD	TAP	X	X
OTHER		X	HOLD	TAP	X	X

X = If more than 2 batteries and lit **FRK**, TAP, otherwise, HOLD.

Releasing a Held Button

- Blue – 4 *(four letters spell blue)*
- Yellow – 5 *(five unique letters in yellow)*
- Otherwise – 1

On the Subject of Keypads

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

Directions

- 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.

Keypad Symbols					
Ϙ	Ӭ	©	Б	Ψ	Б
Ѧ	Ϙ	☪	¶	ҵ	Ӭ
ϰ	Ↄ	Ҩ	Ђ	Ђ	✠
ϗ	Ҩ	Ж	Ӂ	Ͼ	æ
Ӂ	☆	Ҙ	Ж	¶	Ψ
ϧ	ϧ	ϰ	¿	Ӟ	Ѝ
Ↄ	¿	☆	ҵ	★	Ω

Always First | Only Occur Once | Always Last

Optimized Reference.

- Although not official, optional names have been provided to help with some symbol identification in the table below.

Icon	Name	Icon	Name	Icon	Name
æ	A-E	©	Copyright	ϗ	Melted Three
Ѧ	A-T	Ҩ	Curly-Q	≠	Not Equals Puzzle Piece
Ӭ	Backwards E	Ж	Double K	Ω	Omega
Ӣ	Backwards N	ƹ	Dragon	¶	Pilcrow
Ϙ	Balloon	ϰ	Fancy H	¿	Question Mark
★	Black Star	ᘐ	Game Controller	б	Six
Ъ	B-T	Ӂ	Kitty Cat	ﻳ	Smiley Face
Ↄ	C (Backward)	ϡ	Lambda	Ψ	Trident
Ⅽ	C (Forward)	ϟ	Lightning Bolt	☆	White Star

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.

Directions

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.

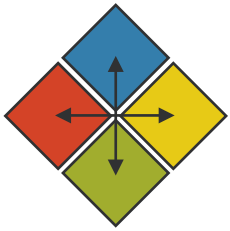
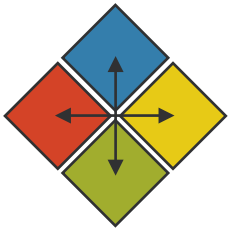
If the serial number **contains** a vowel:

	Flash	Red	Blue	Green	Yellow
Button to press:	No strikes	Blue	Red	Yellow	Green
	1 Strike	Yellow	Green	Blue	Red
	2 Strikes	Green	Red	Yellow	Blue

If the serial number **does not contain** a vowel:

	Flash	Red	Blue	Green	Yellow
Button to press:	No strikes	Blue	Yellow	Green	Red
	1 Strike	Red	Blue	Yellow	Green
	2 Strikes	Yellow	Green	Blue	Red

Optimized Reference

Strikes	Vowels	No Vowels
O O		
X O		
X X		

On the Subject of Who's on First

This contraption is like something out of a sketch comedy routine, which might be funny if it wasn't connected to a bomb. I'll keep this brief, as words only complicate matters.

Directions

Read the display and use step 1 to determine which button label to read.

- Using this button label, use step 2 determine which button to push.
- Repeat until the module has been disarmed.

Step 1:

Based on the display, **read** the label of a particular button and proceed to step 2:

BLANK	C	CEE	DISPLAY	FIRST	HOLD ON
LEAD	LED	LEED	NO	NOTHING	OKAY
READ	RED	REED	SAYS	SEE	THEIR
THERE	THEY ARE	THEY'RE	UR	YES	YOU
YOU ARE	YOUR	YOU'RE			

Step 2:

Using the label from step 1, push the first button that appears in its corresponding list:

Label	Word List
BLANK	WAIT, RIGHT, OKAY, MIDDLE, **BLANK**
DONE	SURE, UH HUH, NEXT, WHAT?, YOUR, UR, YOU'RE, HOLD, LIKE, YOU, U, YOU ARE, UH UH, **DONE**
FIRST	LEFT, OKAY, YES, MIDDLE, NO, RIGHT, NOTHING, UHHH, WAIT, READY, BLANK, WHAT, PRESS, **FIRST**
HOLD	YOU ARE, U, DONE, UH UH, YOU, UR, SURE, WHAT?, YOU'RE, NEXT, **HOLD**
LEFT	RIGHT, **LEFT**
LIKE	YOU'RE, NEXT, U, UR, HOLD, DONE, UH UH, WHAT?, UH HUH, YOU, **LIKE**
MIDDLE	BLANK, READY, OKAY, WHAT, NOTHING, PRESS, NO, WAIT, LEFT, **MIDDLE**
NEXT	WHAT?, UH HUH, UH UH, YOUR, HOLD, SURE, **NEXT**
NO	BLANK, UHHH, WAIT, FIRST, WHAT, READY, RIGHT, YES, NOTHING, LEFT, PRESS, OKAY, **NO**
NOTHING	UHHH, RIGHT, OKAY, MIDDLE, YES, BLANK, NO, PRESS, LEFT, WHAT, WAIT, FIRST, **NOTHING**
OKAY	MIDDLE, NO, FIRST, YES, UHHH, NOTHING, WAIT, **OKAY**
PRESS	RIGHT, MIDDLE, YES, READY, **PRESS**
READY	YES, OKAY, WHAT, MIDDLE, LEFT, PRESS, RIGHT, BLANK, **READY**
RIGHT	YES, NOTHING, READY, PRESS, NO, WAIT, WHAT, **RIGHT**
SURE	YOU ARE, DONE, LIKE, YOU'RE, YOU, HOLD, UH HUH, UR, **SURE**
U	UH HUH, SURE, NEXT, WHAT?, YOU'RE, UR, UH UH, DONE, **U**
UH HUH	UH **HUH**
UH UH	UR, U, YOU ARE, YOU'RE, NEXT, UH **UH**
UHHH	READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, **UHHH**
UR	DONE, U, **UR**
WAIT	UHHH, NO, BLANK, OKAY, YES, LEFT, FIRST, PRESS, WHAT, **WAIT**
WHAT	UHHH, **WHAT**
WHAT?	YOU, HOLD, YOU'RE, YOUR, U, DONE, UH UH, LIKE, YOU ARE, UH HUH, UR, NEXT, **WHAT?**
YES	OKAY, RIGHT, UHHH, MIDDLE, FIRST, WHAT, PRESS, READY, NOTHING, **YES**
YOU	SURE, YOU ARE, YOUR, YOU'RE, NEXT, UH HUH, UR, HOLD, WHAT?, **YOU**
YOU ARE	YOUR, NEXT, LIKE, UH HUH, WHAT?, DONE, UH UH, HOLD, YOU, U, YOU'RE, SURE, UR, **YOU ARE**
YOUR	UH UH, YOU ARE, UH HUH, **YOUR**
YOU'RE	YOU, **YOU'RE**

On the Subject of Memory

Memory is a fragile thing but so is everything else when a bomb goes off, so pay attention!

Directions

- 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 display is 1, press 2nd position.
If display is 2, press 2nd position.
If display is 3, press 3rd position.
If display is 4, press 4th position.

Stage 2:

If display is 1, press button labeled "4".
If display is 2, press same position as you pressed in stage 1.
If display is 3, press 1st position.
If display is 4, press same position as you pressed in stage 1.

Stage 3:

If display is 1, press button with same label from stage 2.
If display is 2, press button with same label from stage 1.
If display is 3, press 3rd position.
If display is 4, press button labeled "4".

Stage 4:

If display is 1, press same position as pressed in stage 1.
If display is 2, press 1st position.
If display is 3, press same position as pressed in stage 2.
If display is 4, press same position as pressed in stage 2.

Stage 5:

If display is 1, press button with same label from stage 1.
If display is 2, press button with same label from stage 2.
If display is 3, press button with same label from stage 4.
If display is 4, press button with same label from stage 3.

Optimized Reference

Shorthand Text

Stage 1:

1. Position 2
2. Position 2
3. Position 3
4. Position 4

Stage 2:

1. Label 4
2. Stage 1 Position
3. Position 1
4. Stage 1 Position

Stage 3:

1. Stage 2 Label
2. Stage 1 Label
3. Position 3
4. Label 4

Stage 4:

1. Stage 1 Position
2. Position 1
3. Stage 2 Position
4. Stage 2 Position

Stage 5:

1. Stage 1 Label
2. Stage 2 Label
3. Stage 3 Label
4. Stage 4 Label

Guided Reference Table

The following quickly references which action to take given a stage and display number using letters to reference previous stages, A for 1, B for 2, C for 3, and D for 4. For example, a BP indicates the same position as stage 2.

	Display											
Stage	1	2	3	4	Position				Label			
1 (A)	P2	P2	P3	P4	1	2	3	4	1	2	3	4
2 (B)	L4	A1	P1	A1	1	2	3	4	1	2	3	4
3 (C)	BL	AL	P3	L4	1	2	3	4	1	2	3	4
4 (D)	AP	P1	BP	BP	1	2	3	4	1	2	3	4
5	AL	BL	CL	DL								

On the Subject of Morse Code

An antiquated form of naval communication? What next? At least it's genuine Morse Code, so pay attention and you might just learn something.

Directions

- Interpret the signal from the flashing light using the Morse Code chart to spell one of the words in the table.
- The signal will loop, with a long gap between repetitions.
- Once the word is identified, set the corresponding frequency and press the transmit (TX) button.

How to Interpret:

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. 4. There is a very long gap before the word repeats.

A •–	J •–––	S •••
B –•••	K –•–	T –
C –•–•	L •–••	U ••–
D –••	M ––	V •••–
E •	N –•	W •––
F ••–•	O –––	X –••–
G ––•	P •––•	Y –•––
H ••••	Q ––•–	Z ––••
I ••	R •–•	

Red = unused

Word	Freq
beats	3.505 MHz
bistro	3.515 MHz
bombs	3.522 MHz
boxes	3.532 MHz
break	3.535 MHz
brick	3.542 MHz
flick	3.545 MHz
halls	3.552 MHz
leaks	3.555 MHz
shell	3.565 MHz
slick	3.572 MHz
steak	3.575 MHz
sting	3.582 MHz
strobe	3.592 MHz
trick	3.595 MHz
vector	3.600 MHz

Optimized Reference

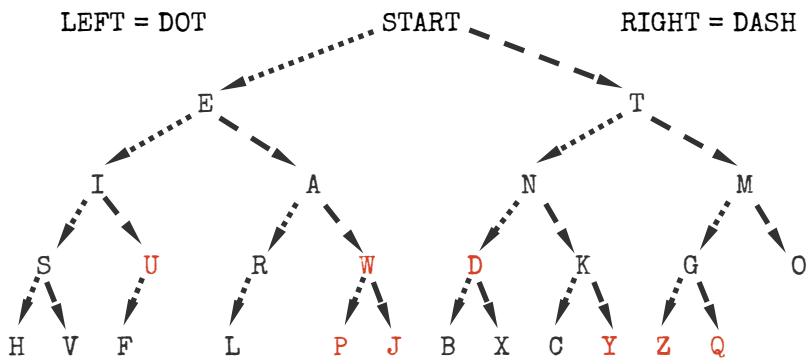
If the Defuser is having difficulty with consecutive groups, they may skip a group while relaying a letter.

Drill-Down Chart

1st	2nd	3rd	4th	5th	6th	Word	Freq
	•	•—	—	•••		beats	3.505
	••	•••	—	•—•		bistro	3.515
		——	—•••	•••		bombs	3.522
—•••	———	—••—	•	•••		boxes	3.532
		•	•—	—•—		break	3.535
	•—•	••	—•—•	—•—		brick	3.542
••—•	•—••	••	—•—•	—•—		flick	3.545
••••	•—	•—••	•—••	•••		halls	3.552
•—••	•	•—	—•—	•••		leaks	3.555
	••••	•	•—••	•—••		shell	3.565
	•—••	••	—•—•	—•—		slick	3.572
•••		•	•—	—•—		steak	3.575
	—	••	—•	——•		sting	3.582
		•—•	———	—•••	•	strobe	3.592
—	•—•	••	—•—•	—•—		trick	3.595
•••—	•	—•—•	—	———	•—•	vector	3.600

Dot-Dash Flowchart

You can identify a given letter using the following chart by following left and right for dots or dashes respectively.



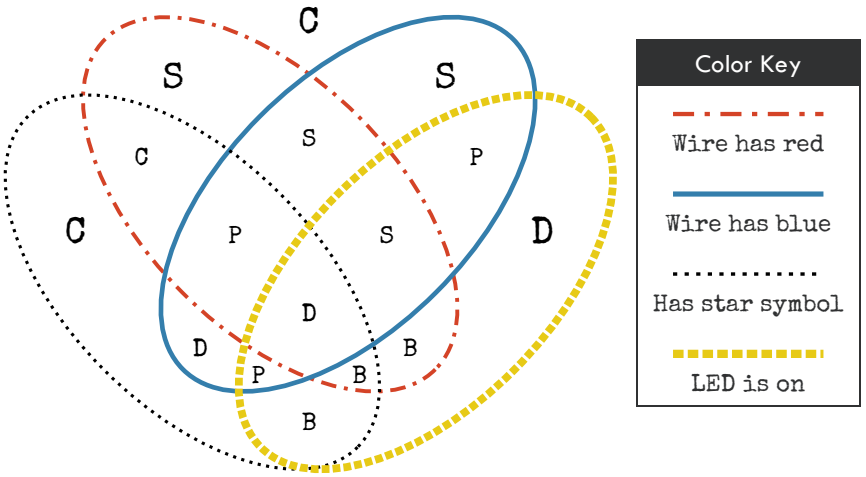
On the Subject of Complicated Wires

These wires aren't like the others. Some have stripes! That makes them completely different. The good news is that we've found a concise set of instructions on what to do about it! Maybe too concise...

See Appendix B for battery identification reference.
See Appendix C for port identification reference.

Directions

- Look at each wire: there is an LED above the wire and a space for a **star** symbol below the wire.
- For each wire/LED/symbol combination, use the Venn diagram below to decide whether or not to cut the wire.
- Each wire may be striped with multiple colors.



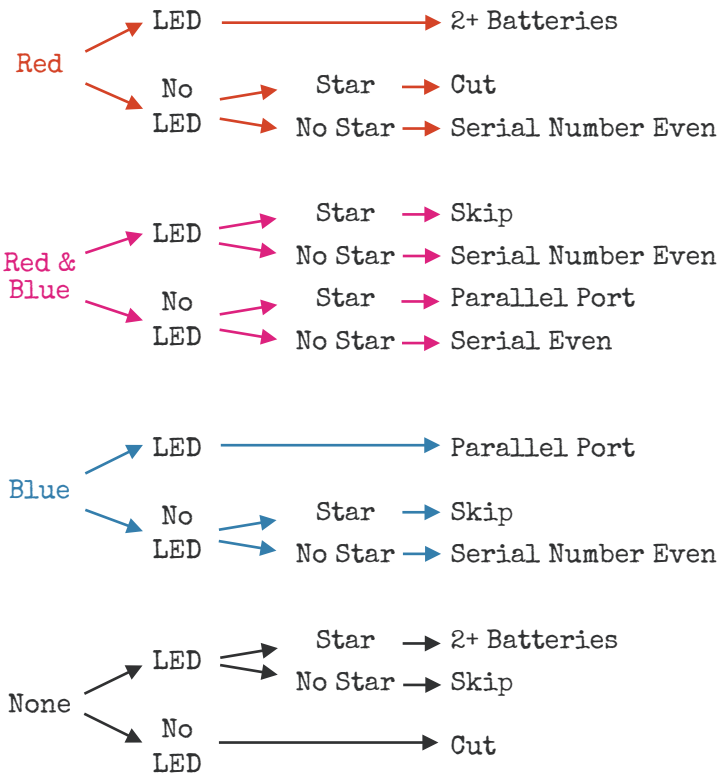
Letter	Instruction
B	Cut the wire if the bomb has 2 or more batteries
C	Cut the wire
D	Do not cut the wire
P	Cut the wire if the bomb has a parallel port
S	Cut the wire if the serial number is even

Optimized Reference

Drill-Down Chart

Red			Red + Blue			Blue			None		
LED	OFF		LED	OFF		LED	OFF		LED	OFF	
2+ Batteries	★ Cut	Serial Even	★ Skip	Serial Even		Parallel Port	★ Skip	Serial Even	★ 2+ Batteries	Skip	Cut
				★ Parallel Port	Serial Even						

Flow Charts



On the Subject of Wire Sequences

It's hard to say how this mechanism works. The engineering is pretty impressive, but there must have been an easier way to manage nine wires.

Directions

- Within this module there are several panels with wires on them, but only one panel is visible at a time. Switch to the next panel by using the down button and the previous panel by using the up button.
- Do not switch to the next panel until you are sure that you have cut all necessary wires on the current panel.
- Cut the wires as directed by the following table. Wire occurrences are cumulative over all panels within the module.

Red Wire Occurances	
Wire Occurrence	**Cut if Connected to:**
1st red occurrence	C
2nd red occurrence	B
3rd red occurrence	A
4th red occurrence	A or C
5th red occurrence	B
6th red occurrence	A or C
7th red occurrence	A, B, or C
8th red occurrence	A or B
9th red occurrence	B

Blue Wire Occurances	
Wire Occurrence	**Cut if Connected to:**
1st blue occurrence	B
2nd blue occurrence	A or C
3rd blue occurrence	B
4th blue occurrence	A
5th blue occurrence	B
6th blue occurrence	B or C
7th blue occurrence	C
8th blue occurrence	A or C
9th blue occurrence	A

Black Wire Occurances	
Wire Occurrence	**Cut if Connected to:**
1st black occurrence	A, B, or C
2nd black occurrence	A or C
3rd black occurrence	B
4th black occurrence	A or C
5th black occurrence	B
6th black occurrence	B or C
7th black occurrence	A or B
8th black occurrence	C
9th black occurrence	C

Optimized Reference

The following provides colored cells to indicate which wires should be cut and empty cells to indicate those to be skipped.

	Red			Blue			Black		
1st	A	B	C	A	B	C	A	B	C
2nd	A	B	C	A	B	C	A	B	C
3rd	A	B	C	A	B	C	A	B	C
4th	A	B	C	A	B	C	A	B	C
5th	A	B	C	A	B	C	A	B	C
6th	A	B	C	A	B	C	A	B	C
7th	A	B	C	A	B	C	A	B	C
8th	A	B	C	A	B	C	A	B	C
9th	A	B	C	A	B	C	A	B	C

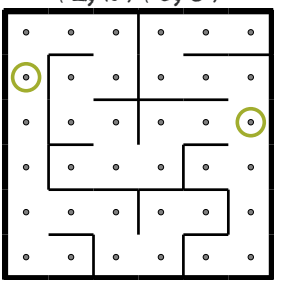
On the Subject of Mazes

This seems to be some kind of maze, probably stolen off of a restaurant placemat.

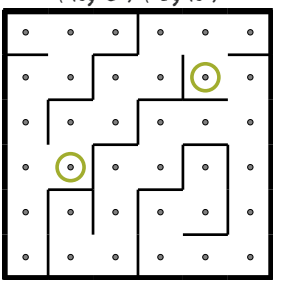
Directions

- 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.

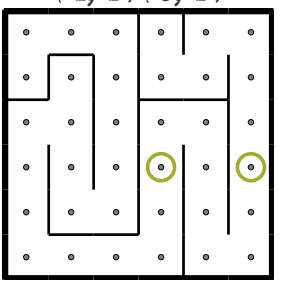
(1, 2)(6, 3)



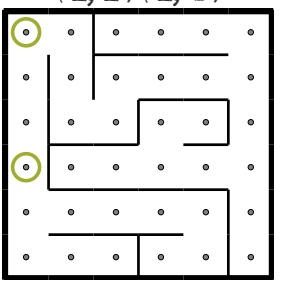
(2, 6)(5, 2)



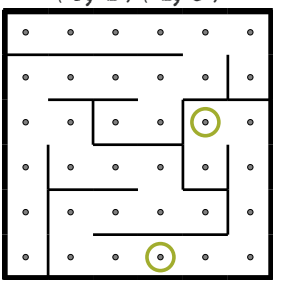
(4, 4)(6, 4)



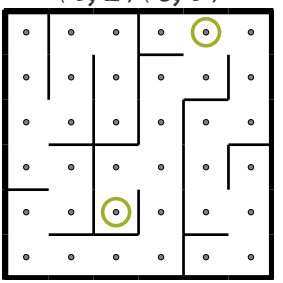
(1, 1)(1, 4)



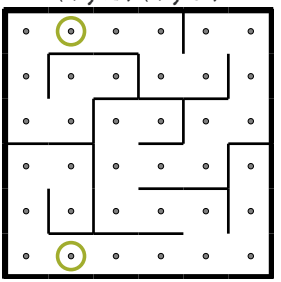
(5, 4)(4, 6)



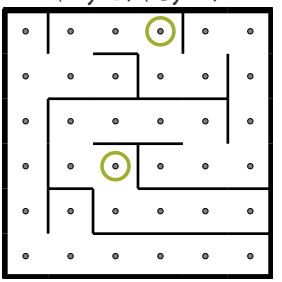
(5, 1)(3, 5)



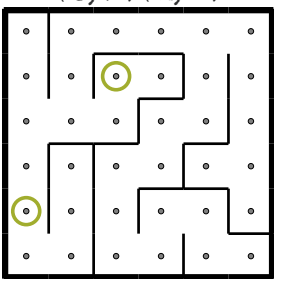
(2, 1)(2, 6)



(4, 1)(3, 4)



(3, 2)(1, 5)



Optimized Reference

While the mazes themselves cannot effectively be optimized, a handy chart with column and row numbers is provided for handy reference.

1, 1	2, 1	3, 1	4, 1	5, 1	6, 1
1, 2	2, 2	3, 2	4, 2	5, 2	6, 2
1, 3	2, 3	3, 3	4, 3	5, 3	6, 3
1, 4	2, 4	3, 4	4, 4	5, 4	6, 4
1, 5	2, 5	3, 5	4, 5	5, 5	6, 5
1, 6	2, 6	3, 6	4, 6	5, 6	6, 6

On the Subject of Passwords

Fortunately, this password doesn't seem to meet standard government security requirements: 22 characters, mixed case, numbers in random order without any palindromes above length 3.

- The buttons above and below each letter will cycle through the possibilities for that position.
- Only one combination of the available letters will match a password below.
- Press the submit button once the correct word has been set.

All Passwords

about	after	again	below	could
every	first	found	great	house
large	learn	never	other	place
plant	point	right	small	sound
spell	still	study	their	there
these	thing	think	three	water
where	which	world	would	write

Optimized Reference

- Ask for the letters in the **1st** and **4th** positions. 26 passwords can be found with only these two letters.
- The other 9 passwords can be found with the additional letter in a position annotated in the table below.

1st	4th	Passwords
A	E	after
	I	again
	U	about
B		below
C		could
E		every
F	N	found
	S	first
G		great
H		house
L	G	large
	R	learn
N		never
O		other
P	C	place
	N	plant, point
		(2nd letter)

1st	4th	Passwords
R		right
S	D	study
	L	small, spell, still
		(2nd letter)
	N	sound
T	E	three
	I	their
	N	thing, think
		(5th letter)
	R	there
	S	these
W	C	which
	E	water
	L	world, would
		(3rd letter)
	R	where
	T	write

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.

Directions

- Respond to the computer prompts by pressing "Y" for "Yes" or "N" for "No".

On the Subject of Capacitor Discharge

I'm going to guess that this is just meant to occupy your attention, because otherwise this is some shoddy electronics work.

Directions

- Discharge the capacitor before it overloads by holding down the lever.

On the Subject of Knobs

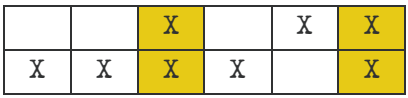
Needlessly complicated and endlessly needy. Imagine if such expertise were used to make something other than diabolical puzzles.

Directions

- The knob can be turned to one of four different positions.
- The knob must be in the correct position when this module's timer hits zero.
- The correct position can be determined by the on/off configuration of the twelve LEDs.
- Knob positions are relative to the "UP" label, which may have rotated.

LED Configurations

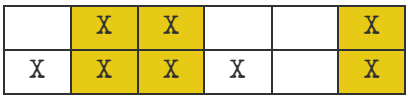
Up Position:



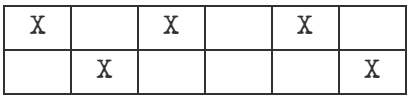
Columns 3 & 6 Lit

Columns 3 & 5 Lit

Down Position:

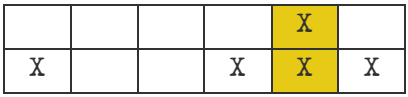


Columns 2, 3, & 6 Lit

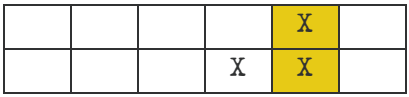


None

Left Position:



Column 5 Lit



Column 5 Lit

Right Position:

Columns 1, 3, & 5 Lit

Columns 1 & 3 Lit

Appendices

A: Indicator Identification Reference

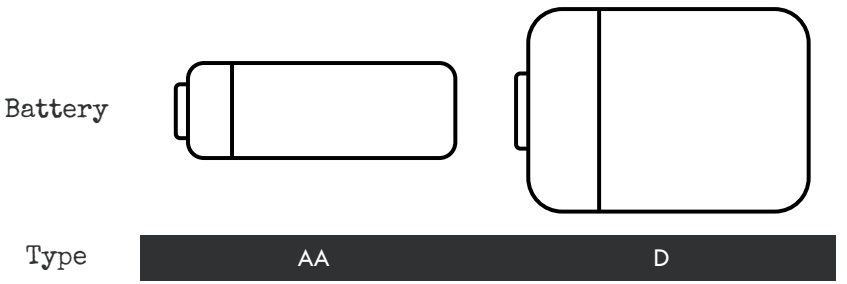
Labelled indicator lights can be found on the sides of the bomb casing.

Common Indicators

SND	IND	NSA	BOB
CLR	FRQ	MSA	**FRK**
CAR	SIG	TRN	

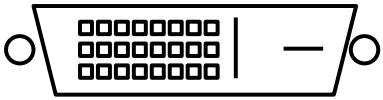
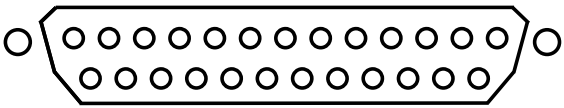
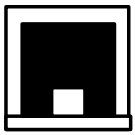
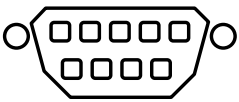
B: Battery Identification Reference

Common battery types can be found within enclosures on the sides of the bomb casing.



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

BOMB INFO

LIT INDICATORS	FRK		CAR	
SERIAL NUMBER	EVEN		VOWEL	
NUM BATTERIES	0	1	2	3+
PARALLEL PORT	YES		NO	
TOTAL STRIKES	1	2	3	

COMP. WIRES

Color	LED	Star	Cut If...
RED	On	2+ Batt	
	Off	Yes	Cut
		No	SN Even
Red & Blue	On	Yes	Skip
		No	SN Even
	Off	Yes	Parallel Port
		No	SN Even
Blue	On	Parallel Port	
	Off	Yes	Skip
		No	SN Even
N/A	On	Yes	2+ Batt
		No	Skip
	Off	Cut	

WIRES

3	No [R] → 2nd [B][B][R] → 2nd Otherwise → 3rd
4	2+ [R] & SN odd → Last Last [Y] & no [R] → 1st 1 [B] → 1st 2+ [Y] → 4th Otherwise → 2nd
5	Last [K] & SN odd → 4th 1 [R] & 2+ [Y] → 1st No [K] → 2nd Otherwise → 1st
6	No [Y] & SN odd → 3rd 1 [Y] & 2+ [W] → 4th No [R] → 6th Otherwise → 4th

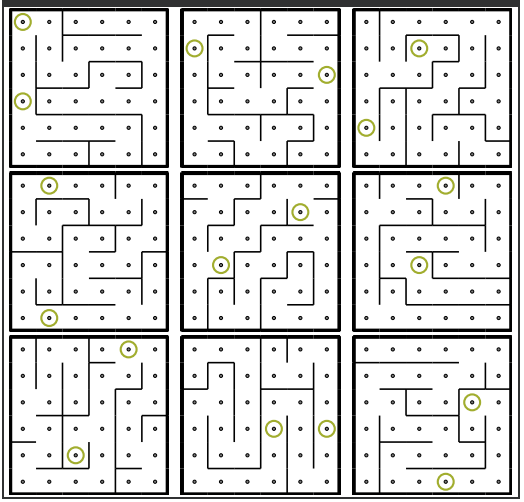
MEMORY

Stage	1	2	3	4	Position	Label
1 (A)	P2	P2	P3	P4	1 2 3 4	1 2 3 4
2 (B)	L4	AP	P1	AP	1 2 3 4	1 2 3 4
3 (C)	BL	AL	P3	L4	1 2 3 4	1 2 3 4
4 (D)	AP	P1	BP	BP	1 2 3 4	1 2 3 4
5	AL	BL	CL	DL		

THE BUTTON

	DETONATE		ABORT	HOLD	PRESS	
RED	TAP	HOLD	CHECK	TAP	CHECK	
BLUE	TAP	HOLD	HOLD	CHECK	CHECK	
WHITE	TAP	HOLD	HOLD	HOLD	HOLD	CAR Lit
	TAP	HOLD	CHECK	CHECK	CHECK	CAR Not Lit
ELSE	TAP	HOLD	CHECK	CHECK	CHECK	
	2+ Batt	< 2 Batt	CHECK: Tap if 3+ Batt & FRK Lit			

MAZES



WIRE SEQUENCE

A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C
A	B	C	A	B	C	A	B	C

SIMON SAYS

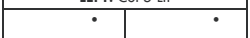
	X	[R][B][G][Y][R][B][G][Y][R][B][G][Y][R][B][G][Y][R][B][G][Y]
Vowel	0	[B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G]
Vowel	1	[Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R]
Vowel	2	[G][R][Y][B][G][R][Y][B][G][R][Y][B][G][R][Y][B][G][R][Y][B]
None	0	[B][Y][G][R][B][Y][G][R][B][Y][G][R][B][Y][G][R][B][Y][G][R]
None	1	[R][B][R][B][R][B][R][B][R][B][R][B][R][B][R][B][R][B][R][B]
None	2	[Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R][Y][G][B][R]

KNOBS

UP: Col 3/6 or 3/5 Lit

DOWN: Cols 2/3/6 Lit or None

LEFT: Col 5 Lit



RIGHT: Cols 1/3/5 or 1/3 Lit

PASSWORD

AFTER	FIRST	PLACE	STILL	THESE
AGAIN	GREAT	PLANT	SOUND	WHICH
ABOUT	HOUSE	POINT	THREE	WATER
BELOW	LARGE	RIGHT	THEIR	WORLD
COULD	LEARN	STUDY	THING	WOULD
EVERY	NEVER	SMALL	THINK	WHERE
FOUND	OTHER	SPELL	THERE	WRITE

KEYPAD

MORSE CODE (WORDS)

— • • • • — • • — — • • •	beats .505
— • • • • • • • • — • — • — — —	bistro .515
— • • • — — — — — — • • • • • •	bombs .522
— • • • — — — — • • — • — • • •	boxes .532
— • • • • — • • • — • — — • —	break .535
— • • • • — • • • • — • — • —	brick .542
• • — • • — • • • • • — • — • —	flick .545
• • • • • — • — • • • — • • •	halls .552
• — • • • — • — • — • • •	leaks .555
• • • • • • • • • • — • • • — • •	shell .565
• • • • — • • • • • — • — • —	slick .572
• • • • — • • — • — • —	steak .575
• • • • — • • — • — — •	sting .582
• • • • — • • — — — — • • • •	strobe .592
— • — • • • • — • — • —	trick .595
• • • — • — • — • — — — — • — •	vector .600

MORSE CODE (LETTERS)

E •	M — —	G — — •	H • • • •	V • • • —
T —	N — •	S • • •	F • • — •	X — • • —
A • —	O — — —	B — • • •	C — • — •	
I • •	K — • —	R • — •	V • • • —	

WHO'S ON FIRST

	BL	BLANK	Wait, Right, Okay, Middle, Blank
BLANK	MR	DONE	Sure, Uh Huh, Next, What?, Your, Ur, You're, Hold, Like, You, U, You Are, Uh Uh, Done
C	TR	FIRST	Left, Okay, Yes, Middle, No, Right, Nothing, Uhhh, Wait, Ready, Blank, What, Press, First
CEE	BR	HOLD	You Are, U, Done, Uh Uh, You, Ur, Sure, What?, You're, Next, Hold
DISPLAY	BR	LEFT	Right, Left
FIRST	TR	LIKE	You're, Next, U, Ur, Hold, Done, Uh Uh, What?, Uh Huh, You, Like
HOLD ON	BR	MIDDLE	Blank, Ready, Okay, What, Nothing, Press, No, Wait, Left, Middle
LEAD	BR	NEXT	What?, Uh Huh, Uh Uh, Your, Hold, Sure, Next
LED	ML	NO	Blank, Uhhh, Wait, First, What, Ready, Right, Yes, Nothing, Left, Press, Okay, No
LEED	BL	NOTHING	Uhhh, Right, Okay, Middle, Yes, Blank, No, Press, Left, What, Wait, First, Nothing
NO	BR	OKAY	Middle, No, First, Yes, Uhhh, Nothing, Wait, Okay
NOTHING	ML	PRESS	Right, Middle, Yes, Ready, Press
OKAY	TR	READY	Yes, Okay, What, Middle, Left, Press, Right, Blank, Ready
READ	MR	RIGHT	Yes, Nothing, Ready, Press, No, Wait, What, Right
RED	MR	SURE	You Are, Done, Like, You're, You, Hold, Uh Huh, Ur, Sure
REED	BL	U	Uh Huh, Sure, Next, What?, You're, Ur, Uh Uh, Done, U
SAYS	BR	UH HUH	Uh Huh
SEE	BR	UH UH	Ur, U, You Are, You're, Next, Uh Uh
THEIR	MR	UHHH	Ready, Nothing, Left, What, Okay, Yes, Right, No, Press, Blank, Uhhh
THERE	BR	UR	Done, U, Ur
THEY ARE	ML	WAIT	Uhhh, No, Blank, Okay, Yes, Left, First, Press, What, Wait
THEY'RE	BL	WHAT	Uhhh, What
UR	TL	WHAT?	You, Hold, You're, Your, U, Done, Uh Uh, Like, You Are, Uh Huh, Ur, Next, What?
YES	ML	YES	Okay, Right, Uhhh, Middle, First, What, Press, Ready, Nothing, Yes
YOU	MR	YOU	Sure, You Are, Your, You're, Next, Uh Huh, Ur, Hold, What?, You
YOU ARE	BR	YOU ARE	Your, Next, Like, Uh Huh, What?, Done, Uh Uh, Hold, You, U, You're, Sure, Ur, You Are
YOUR	MR	YOUR	Uh Uh, You Are, Uh Huh, Your
YOU'RE	MR	YOU'RE	You, You're

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!