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TALKING & NOBODY EXPLODES

Bomb Defusal Manual

The Definitive Edition

Version 1.241

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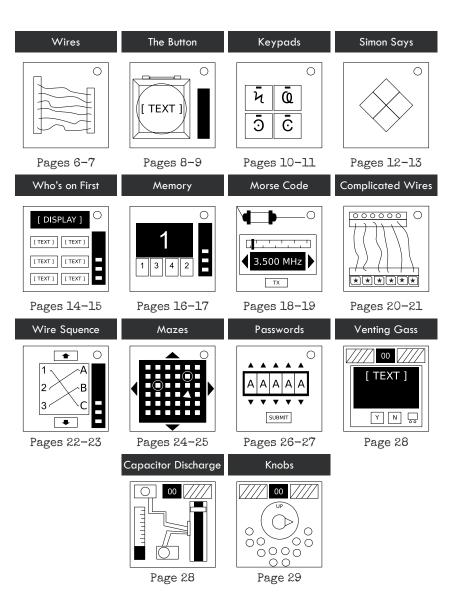
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Loren Loren Keep Talking & Nobody Explodes

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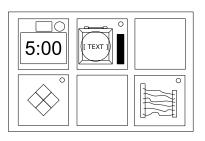
Inside the back cover is a compact, two-page reference guide

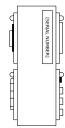
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Keep Talking & Nobody Explodes

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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Keep Talking & Nobody Explodes

SECTION IE

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.

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Simon Says Keypad Button

Memory Who's on First Simon

Morse Code

Compicated Wires

Maze Wire Sequence

Password

Needy

Appendix

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Lorem ipsum dolor Lorem ipsum dolor Lorem ipsum dolor Keep Talking & Nobody Explodes

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 lst wire. Otherwise, if exactly one blue wire, cut lst 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.

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Keep Talking & Nobody Explodes

Optimized Reference

Drill-Down Table

| Wire Count | Condition | CutWire |
|------------|---------------------------------------|----------|
| | No <mark>red</mark> wires | 2nd |
| 3 | Exactly: blue, blue, red | 2nd |
| | Otherwise | 3rd |
| | 2+ red wires & SN odd | Last red |
| | Last wire yellow & no red wires | lst |
| 4 | l blue wire | lst |
| - | 2+ yellow wires | 4th |
| | Otherwise | 2nd |
| | Last wire black & SN odd | 4th |
| 5 | l red wire & 2+ yellow wires | lst |
| 3 | No black wires | 2nd |
| | Otherwise | lst |
| | No <mark>yellow</mark> wires & SN odd | 3rd |
| 6 | 1 yellow wire & 2+White | 4th |
| 0 | No <mark>red</mark> wires | 6th |
| | Otherwise | 4th |

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Lorem Password Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Button Wires orem unsdr unsdr unsdr dolor ametLorem ametLorem unsdr unsdr unsdr dolor \$1.50 amet

Needy Appendix Wires

Keypad

Simon Says

Who's on First Memory Password Maze Wire Sequence Compicated Wires Morse Code

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Appendix

Keep Talking & Nobody Explodes

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.

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Optimized Reference

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

| | | ABORT | DETO | HOLD | PRESS | |
|-------|---------|-------|----------|---------|-------|-------|
| | | | <2 Batt | 2+ Batt | ПОІД | FRESS |
| RED | | Х | HOLD | TAP | TAP | Х |
| BL | BLUE | | HOLD TAP | | Х | Х |
| \ | Lit CAR | HOLD | HOLD | TAP | HOLD | HOLD |
| WHITE | No CAR | Х | HOLD | TAP | Х | Х |
| OTHER | | Х | HOLD | TAP | Х | Х |

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

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Button

Keypad

Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Password Needy Appendix

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Wires Button

Simon Says Keypad Password Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First

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Needy

Appendix

Keep Talking & Nobody Explodes

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 | | | | | | | | | | | |
|----------------|---------------|---------------------------|----|---|---|--|--|--|--|--|--|
| Q | Ë | © | б | Ψ | б | | | | | | |
| А | Q | û | ¶ | ټ | Ë | | | | | | |
| λ | Э | Q | Ъ | Ъ | * | | | | | | |
| 4 | Q | Ж | ₩. | C | æ | | | | | | |
| X | \Rightarrow | ત્ | Ж | Т | Ψ | | | | | | |
| K | ¥ | λ | 5 | ž | Й | | | | | | |
| Э | ن | $\stackrel{\wedge}{\sim}$ | ټ | * | Ω | | | | | | |

Always First

Only Occur Once

Always Last

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Optimized Reference.

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

| lcon | Name | lcon | Name | lcon | Name |
|------|--------------|------|--------------------|---------------|----------------------------|
| æ | A-E | © | Copyright | ત્ | Melted Three |
| A | А-Т | Q | Curly-Q | * | Not Equals Puzzle Piece |
| Ë | Backwards E | Ж | Double K | Ω | Omega |
| Й | Backwards N | 3 | Dragon | ¶ | Pilcrow |
| Q | Balloon | γ | Fancy H | 5 | Question Mark |
| * | Black Star | ۵ | Game Controller | б | Six |
| Ъ | В-Т | Ж | Kitty Cat | ډ | Smiley Face |
| Э | C (Backward) | 入 | Lambda | Ψ | Trident |
| C | C (Forward) | 4 | Lightning Bolt | \Rightarrow | White Star |

Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Password Needy Appendix

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Button Wires

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Appendix

Button

Keep Talking & Nobody Explodes

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 |

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Keep Talking & Nobody Explodes

Optimized Reference

Strikes

Vowels

No Vowels

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Keypad Button Wires

Needy Appendix Wires Button Simon Says Keypad

Who's on First

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Appendix

Keep Talking & Nobody Explodes

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 | С | CEE | DISPLAY | FIRST |
|----------|--------|----------|---------|---------|---------|
| | | • | | | • |
| | • | | | | |
| ① | | | • | • | |
| HOLD ON | LEAD | LED | LEED | NO | NOTHING |
| | | | | | |
| • | • | • | • | • | • |
| OKAY | READ | RED | REED | SAYS | SEE |
| • | KE) (D | KED | KEED | 6/110 | OLL |
| | • | • | | | |
| | | | • | • | • |
| THEIR | THERE | THEY ARE | THEY'RE | UR | YES |
| | | | | • | |
| • | • | • | • | | • |
| | | VOLLARE | | VOLUDE | |
| | YOU | YOU ARE | YOUR | YOU'RE | |
| | | | | | |

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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 |
| ИННН | READY, NOTHING, LEFT, WHAT, OKAY, YES, RIGHT, NO, PRESS, BLANK, UHHH |
| UR | DONE, U, <u>UR</u> |
| 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 |
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Password Needy Appendix Wires Button Simon Says Keypad Who's on First

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Morse Code Memory Compicated Wires Wire Sequence

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Appendix

Keep Talking & Nobody Explodes

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.

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.

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Optimized Reference

Shorthand Text

Stage 1:

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

Stage 2:

- 1. Label 4
- Stage 1 Position
- 3. Position 1
- 4. Stage 1 Position

Stage 3:

- 1. Stage 2 Label
- 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 | | Posi | ition | | | La | bel | |
| l (A) | P2 | P2 | Р3 | P4 | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 2 (B) | L4 | Al | Pl | Al | 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 | Pl | BP | BP | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 5 | AL | BL | CL | DL | | | | | | | | |

Keypad Button Simon Says Who's on First

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Compicated Wires Morse Code mnsd mnsd mnsd **<u><u><u></u></u><u></u><u></u>**</u> or of or ល ល ល Maze Wire Sequence amet

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Appendix

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Wires Button Simon Says Keypad Who's on First Memory

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Appendix

Needy Password Maze Wire Sequence Compicated Wires Morse Code

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Keep Talking & Nobody Explodes

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:

I ..

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

| A | • – | J | • | S | ••• |
|---|---------|---|------|---|------|
| В | -••• | K | -•- | T | _ |
| C | -•-• | L | •-•• | U | ••- |
| D | -•• | M | | V | ••• |
| E | • | N | -• | W | • |
| F | • • - • | 0 | | X | -••- |
| G | | P | •• | Y | -• |
| Н | •••• | Q | | Z | •• |
| | | | | | |

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 |

Lorem Lorem mnsd mnsd mnsd dolor ametLorem ametLorem وللووللوولل unsdi unsdi unsdi dolor ល ល ល amet

Optimized Reference

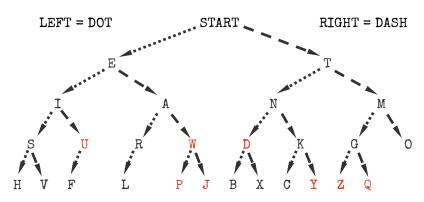
If the Defuser is having difficulty with consecutive groups, they may skip a group while relaying a letter.

Drill-Down Chart

| 1 st | 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.



Memory Who's on First Simon Says Keypad Button Wires orem unsd unsd unsd Lore BBB

Lorem

olor

amet

mnsd mnsd mnsd dolor amet

Password Maze Wire Sequence Compicated Wires Morse Code Appendix Needy

amet amet 8 8 9. 10.00.00 10.00.000 10.00000 10. lolor lolor lolor סיסיס wnsd-wnsdnetLorem netLorem an an an orgo 4 mnsd. Lorem Lorem

Button Simon Says Keypad Who's on First Morse Code Memory

e e e

am am

8 8 9. 10.00.00 10.00.000 10.00000 10.

dolor

ipsum ipsum ipsum

Wires

Appendix Needy Password Maze Wire Sequence Compicated Wires

netLorem netLorem an an an olor olor mnsd.

Corem Lorem Keep Talking & Nobody Explodes

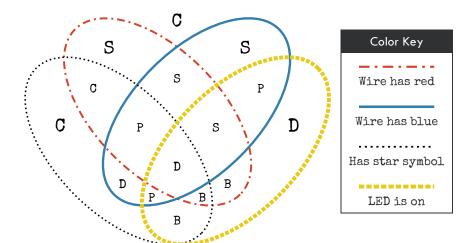
On the Subject of Complicated Wires

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 |
|--------|--|
| В | 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 |

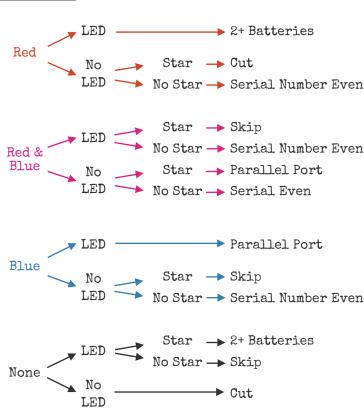
Lorem Lorem unsd unsd unsd ametLorem ametLorem mnsd mnsd mnsd <u>മ</u>മമ ល ល ល ame

Optimized Reference

Drill-Down Chart

| Re | Red | | Red + Blue | | Blue | | None | | | | | |
|--------------|-----|-------------|------------|-------------|---------------|-------------|---------------|------|-------------|--------------|------|-----|
| LED | OI | F | LE | ED | OI | rγ | LED | OF | F | LE | ED | OFF |
| | * | | * | | * | | | * | | * | | |
| 2+ Batteries | Cut | Serial Even | Skip | Serial Even | Parallel Port | Serial Even | Parallel Port | Skip | Serial Even | 2+ Batteries | Skip | Gut |

Flow Charts



Button Wires orem mnsd mnsd mnsd Keypad Simon Says Morse Code Memory Who's on First

Lorem

20tc

amet

mnsd mnsd mnsd **Compicated Wires** 207 COL amet

Maze Wire Sequence Password Needy Appendix

amet amet dolor wnsd wnsd wnsd Loren et Ø an an an OPP mnsd. orem em

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

Red Wire Occurances Wire Cut if Occurrenc Connecte 1st red C occurrenc 2nd red occurrenc В 3rd red Α occurrenc 4th red A or C occurrenc 5th red occurrenc 6th red occurrenc A or C 7th red A, B, or occurrenc 8th red A or B occurrenc 9th red occurrenc

| Blue Wire Occurances | | | | | |
|----------------------------|-----------------------------|--|--|--|--|
| Wire Occurrenc e | Cut if Connecte d to: | | | | |
| lst blue occurrenc e | В | | | | |
| 2nd blue occurrenc e | AorC | | | | |
| 3rd blue occurrenc e | В | | | | |
| 4th blue occurrenc e | A | | | | |
| 5th blue occurrenc e | В | | | | |
| 6th blue occurrenc e | BorC | | | | |
| 7th blue occurrenc e | С | | | | |
| 8th blue occurrenc e | AorC | | | | |
| 9th blue occurrenc e | A | | | | |

| Black Wire Occurances | | | | | | | |
|-----------------------------|-----------------------------|--|--|--|--|--|--|
| Wire Occurrenc e | Out if Connecte d to: | | | | | | |
| lst black occurrenc e | A, B, or C | | | | | | |
| 2nd black occurrenc e | AorC | | | | | | |
| 3rd black occurrenc e | В | | | | | | |
| 4th black occurrenc e | AorC | | | | | | |
| 5th black occurrenc e | В | | | | | | |
| 6th black occurrenc e | BorC | | | | | | |
| 7th black occurrenc e | A or B | | | | | | |
| 8th black occurrenc e | С | | | | | | |
| 9th black occurrenc e | С | | | | | | |

e e e am am spitt Spitt lolor lolor lolor סיסיס ipsum ipsum ipsum netLorem netLorem netLorem an an an

Wires

Button

Simon Says Keypad

Wire Sequence Compicated Wires Morse Code Memory Who's on First

spitte Spitter

olor olor

יססס

mnsd.

Lorem Lorem

Password Maze Needy Appendix

Lorem mnsd mnsd mnsd dolor ametLoren ametLoren ametLoren BBB وللووللوولل unsdi unsdi unsdi dolor ល ល ល ame

Keep Talking & Nobody Explodes

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 | |
|--------------|---|-----|---|---|------|---|---|-------|---|
| lst | A | В | C | A | В | C | A | В | C |
| 2nd | A | В | C | A | В | С | A | В | C |
| 3rd | A | В | C | A | В | C | A | В | С |
| 4th | A | В | C | A | В | C | A | В | C |
| 5 t h | A | В | C | A | В | C | A | В | С |
| 6 t h | A | В | C | A | В | С | A | В | C |
| 7th | A | В | C | A | В | С | A | В | С |
| 8th | A | В | O | A | В | C | A | В | C |
| 9 t h | A | В | C | A | В | C | A | В | С |

Lorem Lorem Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Button Wires unsdr unsdr unsdr dolor ametLorem ametLorem unsdr unsdr unsdr dolor \$1.50 Wire Sequence amet

ipsum dolor sit ametLorem ipsum dolor ipsum dolor sit ametLorem ipsum dolor sit amet.

Lorem Lorem

ametamet

8 8 9. 10.11. 10.11. 10.11.

Appendix Needy Password Maze W

On the Subject of Mazes

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

Directions

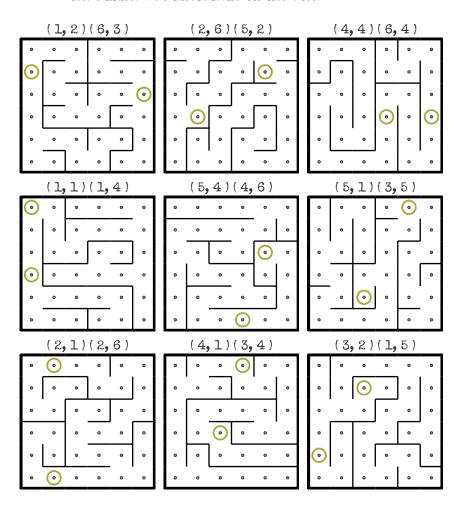
Wires

Button

Simon Says Keypad

Who's on First

- 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.



e e e am am 8 8 9. 10.00.00 10.00.000 10.00000 10. dolor ipsum musdi ipsum netLorem netLorem netLorem an an an ន្ទំ និក្សា ឯ olor olor mnsd. Lorem Lorem

Password Maze Wire Sequence Compicated Wires Morse Code Memory

Needy

Appendix

Lorem unsd unsd unsd olor or or ametLorem ametLorem ەلىرەلىرە<mark>لىر</mark> unsdi unsdi unsdi $\Delta \Delta \Delta$ olor olor ល ល ល amet

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 |

Lorem Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Button Wires unsdr unsdr unsdr dolor ametLorem ametLorem unsdr unsdr unsdr dolor \$1.50 amet

ametamet 8 8 9. 9.9.4 4 4 4 4 dolor mnsdi ipsnm ametLorem ametLorem ametLorem מים: מים: ללילים dolor s ipsum musdi ipsum Lorem Lorem

Password Needy Appendix

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 | these thing | | three | water |
| where | which | world | would | write |

Simon Says Keypad Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First

e e e

an an an

8 8 9. 10.00.00 10.00.000 10.00000 10.

dolor

ipsum musdi ipsum

netLorem netLorem netLorem

an an an

dolor dolor

ipsum musdi ipsum

Lorem Lorem Wires

Button

Appendix Needy Password Maze

Lorem mnsd mnsd mnsd dolor ametLorem ametLorem ولووليو**ولي**و unsdi unsdi unsdi dolor #+++ amet

Keep Talking & Nobody Explodes

Optimized Reference

- Ask for the letters in the <u>lst</u> and <u>4th</u> 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.

| 1 st | 4th | Passwords |
|------|-----|--------------|
| A | E | after |
| | I | again |
| | U | about |
| В | | below |
| C | | could |
| E | | every |
| F | N | found |
| | S | first |
| G | | great |
| H | | house |
| L | G | large |
| | R | learn |
| N | | never |
| 0 | | other |
| P | C | place |
| | N | plant, point |
| | | (2nd letter) |

| 1 st | 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 |
| | Т | write |

ametamet 8 8 9. 10.00.00 10.00.000 10.00000 10. dolor mnsdi ipsnm ametLorem ametLorem ametLorem ន្ទំ និក្សា ឯ dolor s ipsum musdi ipsum Lorem

Lorem Lorem Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Button Wires unsd unsd unsd dolor ametLorem ametLorem unsdr unsdr unsdr dolor \$1.50 amet

Appendix Needy Password

Button Simon Says Keypad

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am am

8 8 9. 10.00.00 10.00.000 10.00000 10.

olor

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wnsd-wnsd-

الماء الماء الماء

netLorem netLorem netLorem

an an an

olor olor

mnsd.

orem

Jorem

Wires

Who's on First Morse Code Memory Compicated Wires Wire Sequence

Appendix

Password Maze

Keep Talking & Nobody Explodes

SECTION 2:

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.

Lorem Lorem mnsd mnsd mnsd amet amet Lore **333** mnsd mnsd mnsd മമമ 000 ល ល ល ame

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:

ametamet

spit Spit Spit Spit

olor olor olor

סיסיס

mnsdi wnsdi

netLorem netLorem

OPP

mnsd.

Loren Loren

| | | X | | X | X |
|---|---|---|---|---|---|
| X | X | Х | X | | X |

Columns 3 & 6 Lit

| X | | X | X | |
|---|---|---|---|---|
| | X | X | X | X |

Columns 3 & 5 Lit

Down Position:

| | X | X | | Х |
|---|---|---|---|---|
| X | X | X | X | Х |

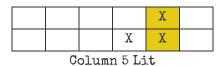
Columns 2, 3, & 6 Lit

| X | | X | | X | |
|---|---|----|----|---|---|
| | X | | | | Х |
| - | - | No | ne | | |

Left Position:

| | | | X | |
|---|--|---|---|---|
| X | | X | X | X |

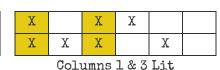
Column 5 Lit



Right Position:

| X | | Х | X | X | X |
|---|---|---|---|---|---|
| X | X | Х | | X | |

Columns 1, 3, & 5 Lit



Lorem Lorem Keypad Button mnsd mnsd mnsd Simon Says Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Lore BBB mnsd mnsd mnsd Tor Lor amet

amet

Needy Appendix

Password

Keep Talking & Nobody Explodes

APPENDICES

A: Indicator Identification Reference

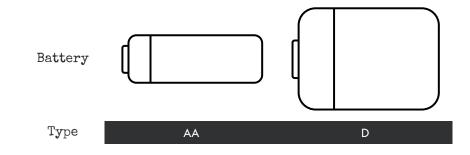
Labelled indicator lights can be found on the sides of the bomb casing.

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.



Simon Says Keypad Who's on First Memory Password Maze Wire Sequence Compicated Wires Morse Code Needy

Wires

Button

psum dolor sit ametLorem ipsum dolor psum dolor sit ametLorem ipsum do

Loren Loren

ametamet

8 8 9. 10.00.00 10.00.000 10.00000 10.

Appendix Needy

Lore orem mnsd mnsd mnsd dolor amet amet Lorem Lorem unsdi unsdi unsdi $\Delta \Delta \Delta$ olor olor ល ល ល amet

Keep Talking & Nobody Explodes

C: Port Identification Reference

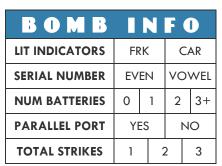
Digital and analog ports can be found on sides of the bomb casing.

| Port | Name |
|---|------------|
| | DVI-D |
| 000000000000000000000000000000000000000 | Parallel |
| | PS/2 |
| | RJ-45 |
| 00000 | Serial |
| | Stereo RCA |

Lorem Lorem Maze Wire Sequence Compicated Wires Morse Code Memory Who's on First Simon Says Keypad Button Wires unsdr unsdr unsdr dolor ametLorem ametLorem unsdi unsdi unsdi dolor \$1.50 amet

Appendix Needy Password Maze Wire S

ametamet 8 8 9. 10.11. 10.11. 10.11. dolor mnsdi ipsnm ametLorem ametLorem ametLorem dolor dolor ipsum musdi psum Lorem Lorem



| C | OM | P. V | VIRES |
|---------------|-----|------|---------------|
| Color | LED | Star | Cut If |
| | On | | 2+ Batt |
| ŒD | Off | Yes | Cut |
| | Off | No | SN Even |
| | On | Yes | Skip |
| Red & Blue | On | No | SN Even |
| | Off | Yes | Parallel Port |
| | Off | No | SN Even |
| | On | Po | ırallel Port |
| Blue | Off | Yes | Skip |
| ш. | Off | No | SN Even |
| | On | Yes | 2+ Batt |
| × × | On | No | Skip |
| _ | Off | | Cut |

| | | WIRES |
|---|---|--------------------------|
| | Г | No \rightarrow 2nd |
| | 3 | \rightarrow 2nd |
| | | Otherwise → 3rd |
| | | 2+ & SN odd → Last |
| | | Last & no → 1 st |
| | 4 | 1 → 1 st |
| ╛ | | 2+ → 4th |
| 4 | | Otherwise → 2nd |
| | | Last & SN odd → 4th |
| | _ | 1 & 2+ → 1 st |
| 4 | 5 | No \longrightarrow 2nd |
| 4 | | Otherwise → 1st |
| _ | | No & SN odd → 3rd |
| | L | 1 & 2+ → 4th |
| | 6 | No → 6th |
| | | Otherwise → 4th |

Lorem

unsdr unsdr unsdr

dolor

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ametLorem ametLorem

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unsdi unsdi unsdi

dolor dolor

amet

| | | | ٨ | ۸E | M | OR | Υ | | | | | |
|-------|----|----|----|----|---|------|------|---|---|-----|-----|---|
| Stage | 1 | 2 | 3 | 4 | | Posi | tion | | | Lal | oel | |
| 1 (A) | Р2 | Р2 | Р3 | P4 | | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 2 (B) | L4 | ΑP | Р1 | ΑP | 1 | 2 | 3 | 4 | 1 | 2 | 3 | |
| 3 (C) | BL | AL | Р3 | L4 | 1 | 2 | 3 | 4 | | 2 | 3 | 4 |
| 4 (D) | ΑP | Р1 | ВР | ВР | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 |
| 5 | AL | BL | CL | DL | | | | | | | | |
| | | | | | | | | | | | | |

| | | HE | BUT | 10T | 1 | | |
|-------|------------|-------------|----------|---------------------|---------|----------------|--|
| | DETO | NATE | ABORT | HOLD | PRESS | | |
| RED | TAP | HOLD | CHECK | TAP | CHECK | | |
| BLUE | TAP | HOLD | HOLD | CHECK | CHECK | | |
| WHITE | TAP | HOLD | HOLD | HOLD | HOLD | CAR Lit | |
| WHILE | TAP | HOLD | CHECK | CHECK | CHECK | CAR Not Lit | |
| ELSE | TAP | HOLD | CHECK | CHECK | CHECK | | |
| | 2+ Batt | < 2 Batt | Tap if 3 | CHECK: 3+ Batt & | FRK Lit | | |

| MAZES | | | | | | | | | | | | | | |
|-------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |

| | V | /IR | E S | EQ | UE | NC | Ε | |
|---|---|-----|-----|----|----|----|---|---|
| Α | В | С | Α | В | C | Α | В | С |
| A | В | C | A | В | U | A | В | С |
| Α | В | C | Α | В | U | Α | В | C |
| Α | В | С | A | В | U | A | В | С |
| Α | В | C | A | В | U | A | В | C |
| Α | В | С | A | В | U | A | В | С |
| Α | В | С | Α | В | U | A | В | C |
| Α | В | С | Α | В | С | Α | В | С |
| Α | В | С | Α | В | U | Α | В | С |

| | SIMON SAYS | | | | | | | | | | | | | | | | | |
|-------|------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| | X | | | | | | | | | | | | | | | | | |
| 9 | 0 | | | | | | | | | | | | | | | | | |
| Vowel | 1 | | | | | | | | | | | | | | | | | |
| > | 2 | | | | | | | | | | | | | | | | | |
| d) | 0 | | | | | | | | | | | | | | | | | |
| None | 1 | | | | | | | | | | | | | | | | | |
| _ | 2 | | | | | | | | | | | | | | | | | |

| | KNOBS | | | | | | | | | | |
|------------------------------|-------|----|--------------|------|------|-------|------|-----|------|-----|---|
| | | U | P: (| Col | 3/ | 6 o | r 3, | /5 | Lit | | |
| | | • | | • | • | ٠ | | • | | • | |
| ٠ | • | ٠ | ٠ | | • | | • | ٠ | | • | ٠ |
| | DC | 1W | 1 : (| Cols | 2/ | 3/ | 6 Li | t o | r Ne | one | |
| | ٠ | ٠ | | | ٠ | ٠ | | • | | • | |
| ٠ | • | ٠ | ٠ | | • | | • | | | | • |
| | | | ı | .EF | T: (| Col . | 5 Li | t | | | |
| | | | | ٠ | | | | | | • | |
| • | | | ٠ | • | • | | | | • | • | |
| RIGHT: Cols 1/3/5 or 1/3 Lit | | | | | | | | | | | |
| • | | • | ٠ | • | ٠ | ٠ | | • | ٠ | | |
| • | ٠ | • | | • | | • | • | • | | • | |

e e e an an an spit Spit ttt lolor lolor lolor ਹੋਹੋਹੋ ipsum musdi ipsum netLorem netLorem netLorem an an an ממטים: קינים: לללל olor olor **ਰੌਰੌਰੌ** ipsum ipsum ipsum Lorem

| 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 | | | | | | |
|--------|---------------------------|---------------------------|---|---|---|--|
| Q | Ë | © | б | Ψ | б | |
| А | Q | Ŵ | ¶ | ټ | Ë | |
| λ | Э | Q | Ъ | Ъ | * | |
| 4 | Q | Ж | Ж | C | æ | |
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| | MC | DRSE | CODE | (WORDS | 5) | |
|---------|-------|---------|-----------|-----------|----------|------|
| - • • • | • | • – | _ | • • • | 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 |
| | MC | DRSE | CODE | (LETTERS | 5) | |
| E • | М — | - | G — - • | H • • • • | V • • • | - |
| T — | N — | • | S • • • | F • • — • | X — • | • — |
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| 1 • • | К — « | - | 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 |
| С | 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 |

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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!

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