BOMB DEFUSAL MANUAL

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Version 6

Verification Code: TSXB

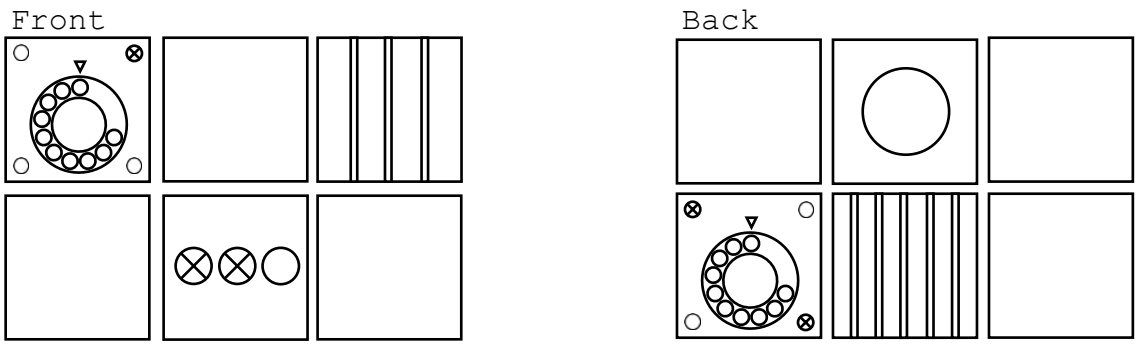
Revision 835

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!

A bomb will explode when too many strikes have been recorded. The only way to defuse a bomb is to disarm all of its modules.

Example Bomb



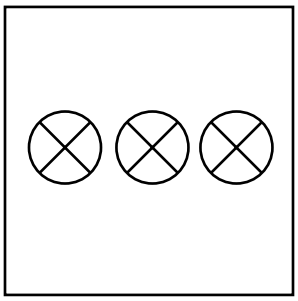
Modules

Each bomb will include up to 11 modules that must be disarmed. Each module is discrete and can be disarmed in any order.

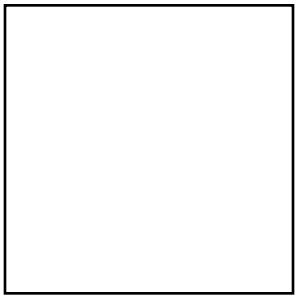
Instructions for disarming modules can be found in Section 1.

Strikes

When the Defuser makes a mistake the bomb will record a strike which will be displayed on the indicator (shown on the right). The bomb explodes upon the third strike.



Section 1: Modules

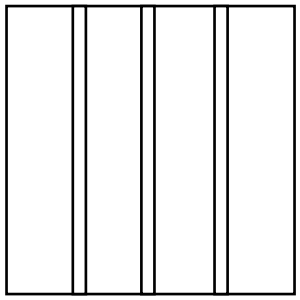


Modules are non-empty squares outlined in blue, excluding the strike indicator described above.

When the module is outlined in green the module has been successfully disarmed, and when the module is outlined in red the module has been failed.

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…

- A wire module can have 3-6 wires on it.
- Only the one correct wire should be cut to disarm the module.
- Wire ordering begins with the first on the left.

3 wires:

If there are no red wires, cut the second wire.

Otherwise, if the last wire is white, cut the last wire.

Otherwise, if there is more than one blue wire, cut the last blue wire.

Otherwise, cut the last wire.

4 wires:

If there is more than one red wire, cut the last red wire.

Otherwise, if the last wire is yellow and there are no red wires, cut the first wire.

Otherwise, if there is exactly one blue wire, cut the first wire.

Otherwise, if there is more than one yellow wire, cut the last wire.

Otherwise, cut the second wire.

5 wires:

If the last wire is green, cut the fourth wire.

Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.

Otherwise, if there are no green wires, cut the second wire.

Otherwise, cut the first wire.

6 wires:

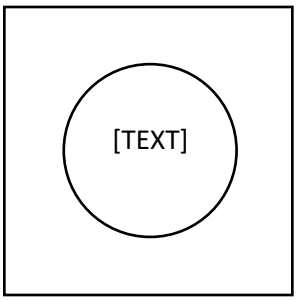
If there are no yellow wires, cut the third wire.

Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.

Otherwise, if there are no red wires, cut the last wire.

Otherwise, cut the fourth wire.

On the Subject of The Button

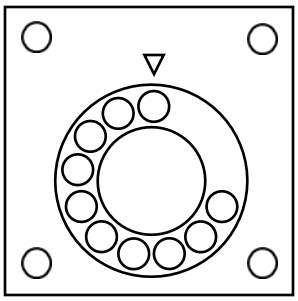


You might think that a button telling you to press it is pretty straightforward. That's the kind of thinking that gets people exploded.

Follow these rules in the order they are listed. Perform the first action that applies. Once the button has been pressed, it must be pressed the correct number of times in total before exiting the module to successfully disarm the module.

1. If the button is blue and the button says "abort", press the button once.
2. If the button says "detonate", press the button twice.
3. If the button is white, press the button once.
4. If the button is green and says "abort", press the button twice.
5. If the button is yellow, press the button once.
6. If the button is red and the button says "hold", press the button twice.
7. If none of the above apply, press the button once.

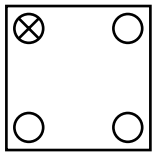
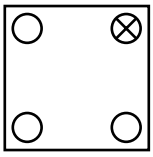
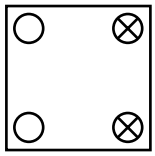
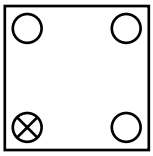
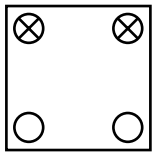
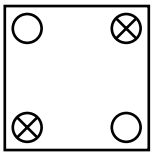
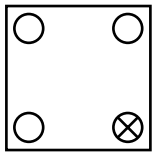
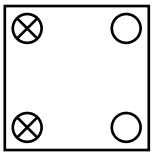
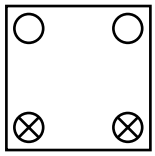
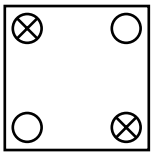
On the Subject of The Dial



Whoever made this bomb had a funny sense of humor. What did they want you to do, phone a friend?

- The dial should be turned to one of 10 different positions.
- The correct position can be determined by the on/off configuration of the four LEDs located in the corners of the module.
- Once the dial has been moved from its start position, it must be turned to the correct position before exiting the module to successfully disarm the module.

LED Configurations

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

 = Lit LED