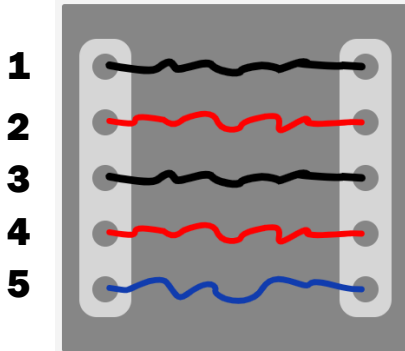


**DisarmTheBomb.com**

**BOMB  
DISARMING  
MANUAL**

**Version 1.5**

# Wires



**Wire modules can generate with 3,4 or 5 wires and with any colour combination of white, black, red, blue or purple. They are also ordered with wire 1 being at the top and increasing as you go downward.**

## 3 Wires

- If there are exactly 2 red wires cut the top wire
- Otherwise, If the bottom wire is white or purple cut it
- Otherwise, If the number of blue and black wires is equal and not 0 cut them
- Otherwise, If there is a blue wire cut the first wire
- Otherwise, If there is no red wires cut them all
- Otherwise, cut the middle wire

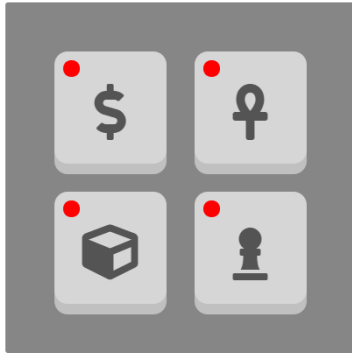
## 4 Wires

- If the bottom wire is blue or black then cut the second wire
- Otherwise, if all wires are different colours cut wires 1,3 and 4
- Otherwise, If there is a white wire cut the fourth and second wire
- Otherwise, If there are 2 or more purple wires cut wire 1
- Otherwise, If there is one blue wire not in position 1 cut the wire above
- Otherwise, cut the top and bottom wires

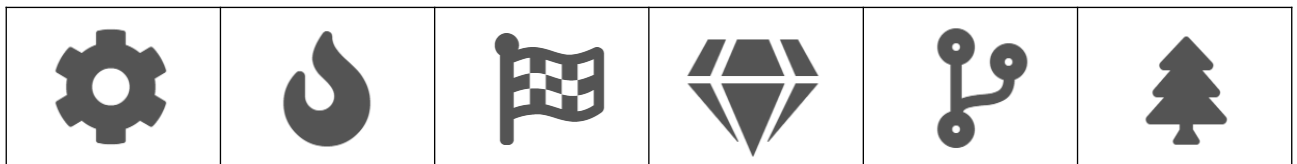
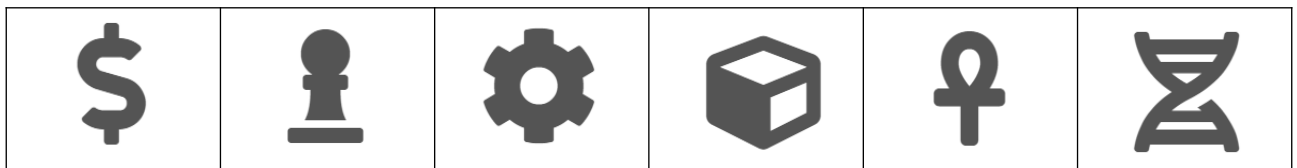
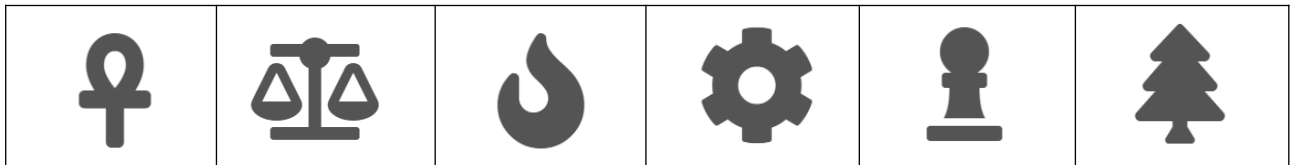
## 5 Wires

- If the top and bottom wires are the same colour cut the middle wire
- Otherwise, If wire 2 or 4 is purple then cut wire 4
- Otherwise, If there are 3 black wires then cut every wire
- Otherwise, If wire 2 is white cut the last wire
- Otherwise, If there is exactly 1 red wire cut wire 4
- Otherwise, cut wire 2

# Keypad

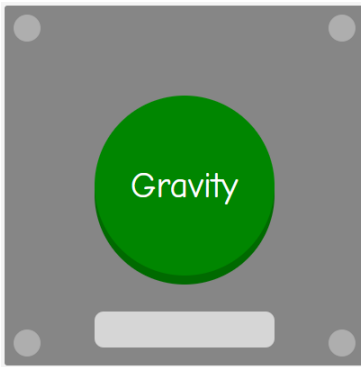


**Keypad modules will generate as seen to the left. Only one set of symbols below will contain every symbol generated on the keypad. Press them in the order they appear below from left to right to solve the module. If the correct button is pressed it will click in and it's indicator light will turn green.**



# Buttons

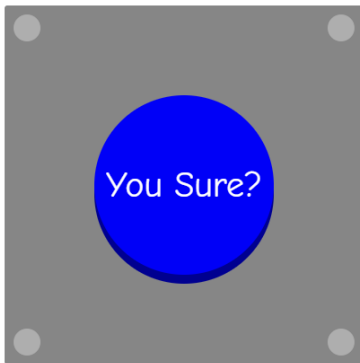
**Button modules can come in a variety of forms, each must be dealt with in a different way.**



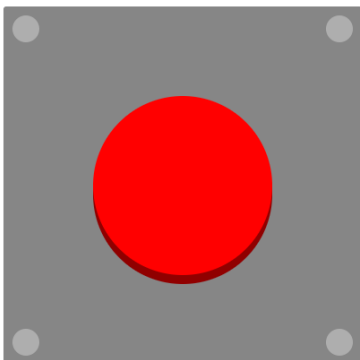
If the button is green with a bar beneath it will have a random word as it's text.

If the word begins with a vowel eg: A,E,I,O or U then hold the button until the orange bar is full and then release.

If the word does not begin with a vowel click and immediately release the button.



If the button is blue with the text "You Sure?" then the bolts (grey circles in the corners) must be pressed in a certain order different for every module. This must be determined by the defuser through trial and error. When all bolts are orange then press the button in the centre to disarm the module.



If the button is red with no text then you must wait and press when it turns to green. You must be quick as you will lose a life if pressing when it is in the process of turning from green to red.

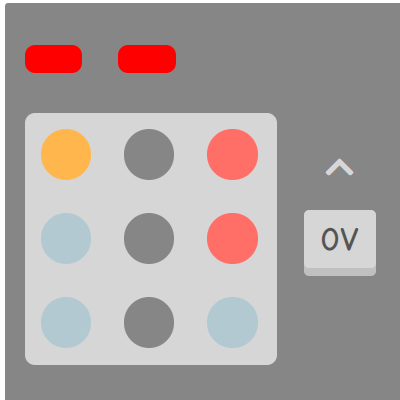
# Binary Input



**Binary Input modules will display a random word in the top section in either red or purple text. Match the word with the corresponding set of 0s and 1s below. If the text is red then enter as seen but if the text is purple invert the set so 00111100 would be entered as 11000011.**

|               |          |
|---------------|----------|
| Water         | 01010101 |
| Tape          | 11110000 |
| Wizard        | 01001010 |
| Problem       | 01000010 |
| Monster       | 01011010 |
| Super         | 11001011 |
| Terrible      | 11001100 |
| Kangaroo      | 00001111 |
| Bridge        | 10010010 |
| Tripod        | 00001000 |
| Glasses       | 01011001 |
| Glass         | 11011010 |
| Cards         | 10101111 |
| Longitude     | 01010000 |
| Voodoo        | 11100011 |
| Ambidextrous  | 00101001 |
| Flabbergasted | 11111001 |
| Vision        | 00100001 |
| Follow        | 11010000 |
| Ignite        | 00011001 |

# LED Grid



**LED grid modules will display 9 random leds that can be orange, red, blue, purple or off. This module has 2 stages indicated by the red strips at the top of the module.**

**Calculate the correct voltage and input on the right.**

**IMPORTANT! A pair is 2 leds that are the same colour, these do not include leds that are switched off. You can have 2 pairs of the same colour led, 3 leds count as 1 pair and 5 leds counts as 2 pairs.**

## STAGE 1 (Pairing)

### No Pairs

- If there is both an orange and a blue led present enter 3V
- Otherwise, If there is a red led and not a blue led enter 7V
- Otherwise, If there are more leds turned off than on enter 2V
- Otherwise, If there is a purple led in position 2,4,6 or 8 enter 9V
- Otherwise, enter 1V

### 1 Pair

- If there is a pair of red leds enter 4V
- Otherwise, If there is a pair of blue leds and no red leds enter 11V
- Otherwise, If there is a pair of purple leds enter 3V
- Otherwise, If there are no red or orange leds enter 8V
- Otherwise, enter 5V

### 2+ Pairs

- If there are more leds turned off than on enter 11V
- Otherwise, If there are at least 2 orange leds enter 1V
- Otherwise, If there is a pair of blue and red leds enter 12V
- Otherwise, If there is a blue led present enter 6V
- Otherwise, enter 7V

## LED Grid STAGE 2

### (Pattern matching)

LEDs are numbered in a grid

123

456

789

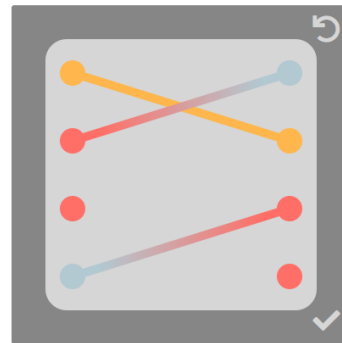
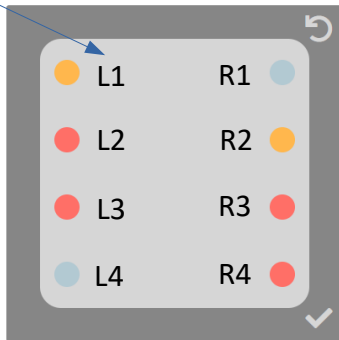
Work down the table below and enter the first pattern where every LED is the same colour. The pattern does not have to match exactly. Eg: If LEDs in positions 2,4 and 7 are the same then it would match pattern 2,4.

| If LEDs in positions below match | Enter voltage below |
|----------------------------------|---------------------|
| 1 3 9                            | 4V                  |
| 3 7 9                            | 2V                  |
| 2 4 6 8                          | 11V                 |
| 1 3 7                            | 7V                  |
| 5 7 9                            | 6V                  |
| 1 5 7                            | 10V                 |
| 2 4                              | 8V                  |
| 4 5                              | 0V                  |
| 5 9                              | 3V                  |
| 1 3                              | 12V                 |
| 4 9                              | 9V                  |
| Otherwise                        | 5V                  |

# Colour Connections

**Solve these modules by connecting the correct connection points on the left to the correct points on the right. To connect, click on a point on the left then a point on the right. To remove a connection either re-draw it or press the reset button. When done press the tick to check your answer.**

Defusers cannot see these labels

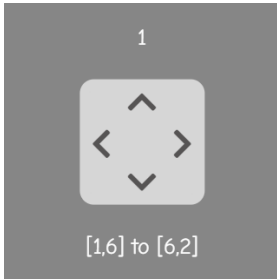


## RULES

- If L1 is the same colour as L3 then connect L4 with R1
- Otherwise, If L3 is blue then connect L2 with R4 and L3 with R2
- Otherwise, If L2 is the same colour as R1 or R2 then match L1 with R2 and L1 with R3
- Otherwise, If L1 is yellow then match L2 with R3 and L4 with R3
- Otherwise, If all colours on the left side are different then match L3 with R3 and L4 with R1
- Otherwise, If all colours on the right side are different then match L2 with R2, L3 with R3 and L1 with R4
- Otherwise, If there is a purple connection point on the right side match L2 with R1
- Otherwise, If there is a red connection point on the left side match L4 with R3 and L1 with R1
- Otherwise match L3 with R2, L1 with R2 and L2 with R1

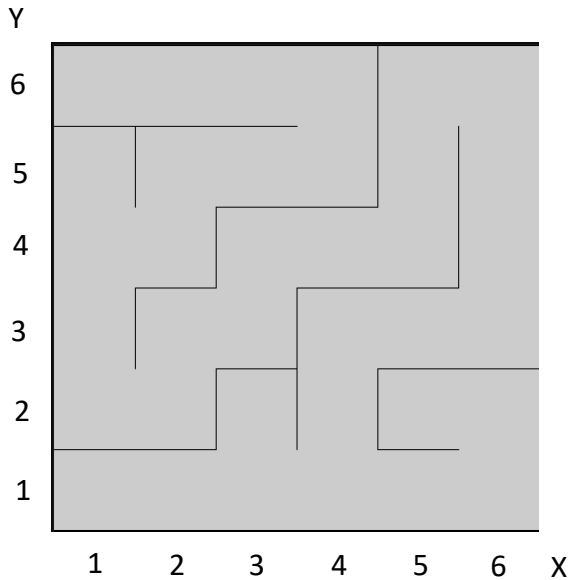


# Maze

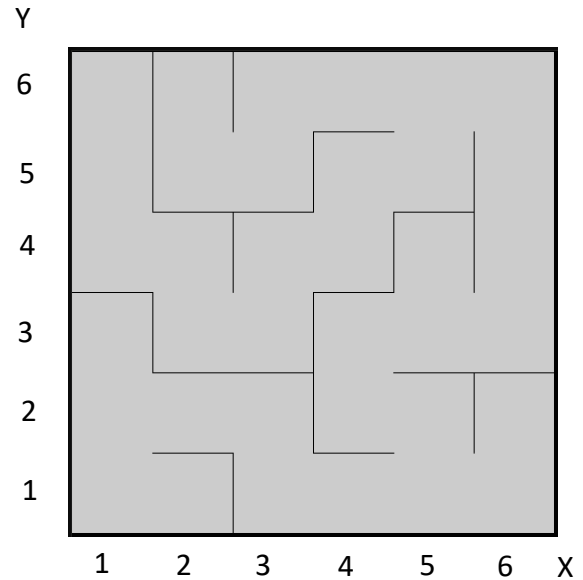


**Navigate the defuser through the maze from the starting coordinate (x, y) to the target coordinate both given on the module. Don't hit a wall or you will lose a life. There are 4 possible mazes indicated by the number at the top of the module.**

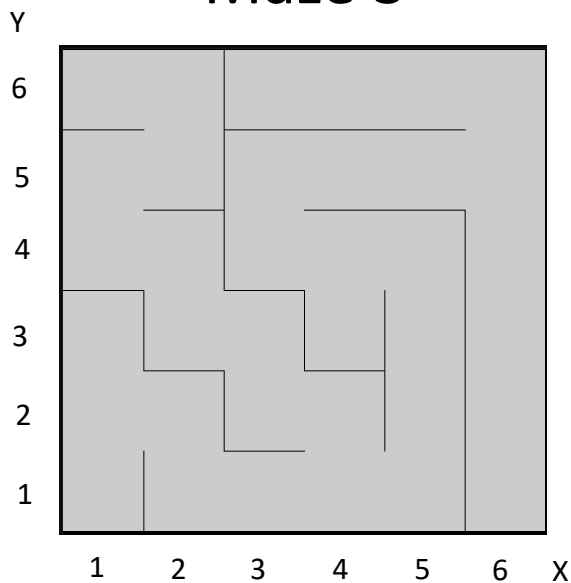
## Maze 1



## Maze 2



## Maze 3



## Maze 4

