



BOMB DEFUSAL MANUAL

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Version 1

Verification Code: 241

Welcome to the dangerous and challenging world of bomb defusing.

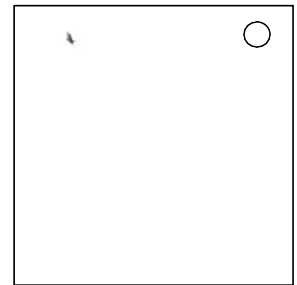
Study this manual carefully; you are the expert. In these pages you will find everything you need to know to defuse even the most insidious of bombs.

And remember — One small oversight and it could all be over!

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.



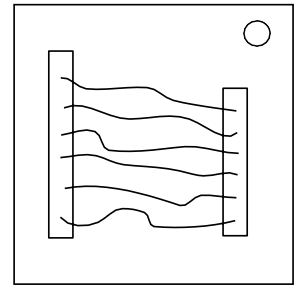
On the Subject of Wires

*Wires are the lifeblood of electronics! Wait, no, electricity is the lifeblood.
Wires are more like the arteries. The veins? No matter...*

There are many wires connected in this module. Your job is to remove the correct wires, based on the conditions listed below.

You must remove one or two wires.

- Follow these rules in the order they are listed. Perform the first action that applies:



You SHOULD NOT remove any wires which are connected to the 'heart of the bomb'.

If there are at least 3 green LEDs in the Simon Says module sequence, remove all the blue wires.

Otherwise, if there are at least 4 dashes in the Morse module sequence, remove all the green wires.

Otherwise, if there are at least 3 successfully finished modules, remove all the white wires.

Otherwise, if there is ONLY ONE battery connected to the bomb, remove all the black wires.

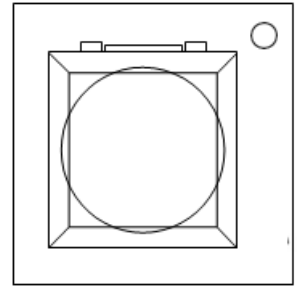
Otherwise, if there are at least 4 red LEDs in the Simon Says module sequence, remove all the red wires.

Otherwise, remove all the yellow wires.

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.

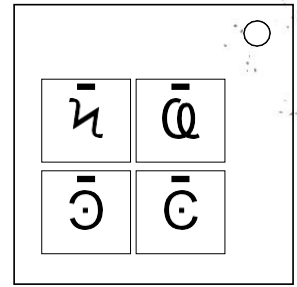
Follow these rules in the order they are listed. Perform the first action that applies:



1. If there is ONLY ONE battery connected to the bomb, press the button when the timer contains a '9'.
2. Otherwise, if there are ONLY TWO batteries connected to the bomb and the button is connected using at least ONE red wire, press the button when the timer contains a '2'.
3. Otherwise, if there is ONLY ONE mistake, press the button when the timer contains an '8'.
4. Otherwise, if there are ONLY TWO mistakes, press the button when the timer contains a '5'.
5. Otherwise, if there are THREE successfully finished modules, press the button when the timer contains a '3'.
6. Otherwise, if there is a Maze Module connected to the bomb, press the button when the timer contains a '0'.
7. Otherwise, press the button when the timer contains a '4'.

On the Subject of Keypads

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



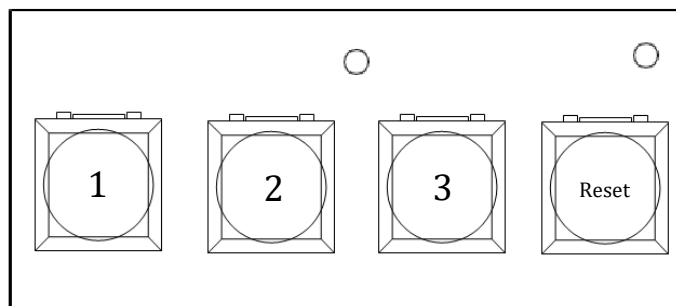
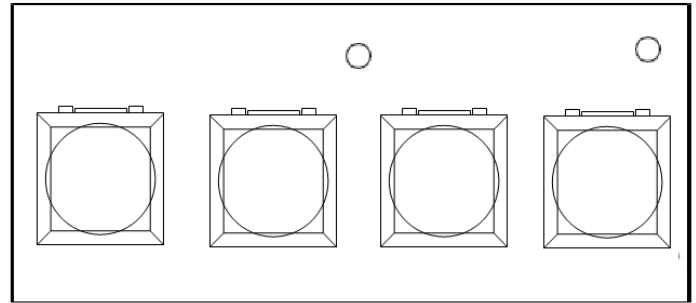
- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.

Q	Ë	©	б	Ψ	б
A	Q	Ɔ	¶	ᵀ	Ë
λ	ᵀ	Q	Ђ	Ђ	≠
h	Q	Ж	И	С	æ
И	☆	Ɔ	Ж	¶	Ψ
ы	ы	λ	¿	Ɔ	Й
ᵀ	¿	☆	ᵀ	★	Ω

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.

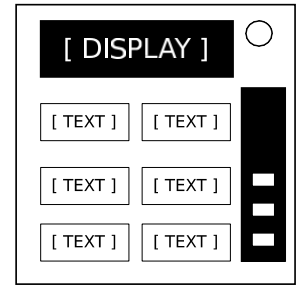
1. The LED in the middle of the module will flash in a sequence with the RGB colors.
2. Your job is to press the three buttons in the same order as the LED flashes.
3. You can reset the sequence you pressed the buttons by pressing the RESET button.
4. To see if the order is correct, press the Submit Button.



1. If there are at least 120 seconds left on the timer, button 1 correlates to color GREEN, button 2 correlates to color BLUE and button 3 correlates to color RED.
2. Otherwise, if there are less than 6 buttons in the entire bomb, button 1 correlates to color RED, button 2 correlates to color GREEN and button 3 correlates to color BLUE.
3. Otherwise, if there are at least 90 seconds left on the timer, button 1 correlates to color RED, button 2 correlates to color BLUE and button 3 correlates to color GREEN.
4. Otherwise, if there is ONLY ONE successfully completed module, button 1 correlates to color BLUE, button 2 correlates to color GREEN and button 3 correlates to color RED.
5. Otherwise, if there are no mistakes, button 1 correlates to color GREEN, button 2 correlates to color RED and button 3 correlates to color BLUE.
6. Otherwise, button 1 correlates to color BLUE, button 2 correlates to color RED and button 3 correlates to color GREEN.

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.



1. Read the display and use step 1 to determine which button label to read.
2. Using this button label, use step 2 determine which button to push.
3. 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:

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

Step 2:

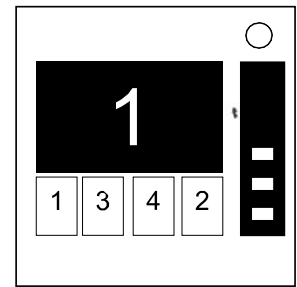
Using the label from step 1, push the first button that appears in its corresponding list:

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

On the Subject of Memory

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

- 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 the display is 1, press the button in the second position.

If the display is 2, press the button in the second position.

If the display is 3, press the button in the third position.

If the display is 4, press the button in the fourth position.

Stage 2:

If the display is 1, press the button labeled "4".

If the display is 2, press the button in the same position as you pressed in stage 1.

If the display is 3, press the button in the first position.

If the display is 4, press the button in the same position as you pressed in stage 1.

Stage 3:

If the display is 1, press the button with the same label you pressed in stage 2.

If the display is 2, press the button with the same label you pressed in stage 1.

If the display is 3, press the button in the third position.

If the display is 4, press the button labeled "4".

Stage 4:

If the display is 1, press the button in the same position as you pressed in stage 1.

If the display is 2, press the button in the first position.

If the display is 3, press the button in the same position as you pressed in stage 2.

If the display is 4, press the button in the same position as you pressed in stage 2.

Stage 5:

If the display is 1, press the button with the same label you pressed in stage 1.

If the display is 2, press the button with the same label you pressed in stage 2.

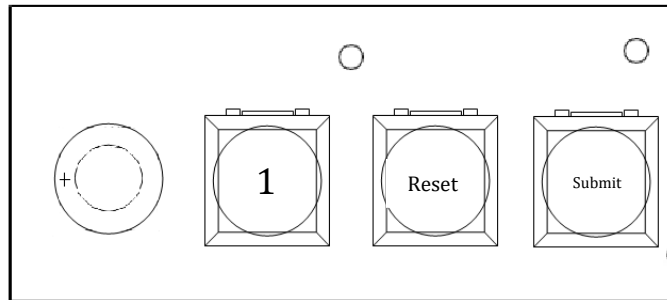
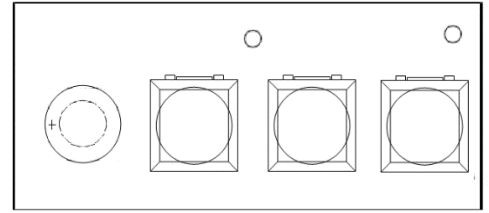
If the display is 3, press the button with the same label you pressed in stage 4.

If the display is 4, press the button with the same label you pressed in stage 3.

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.

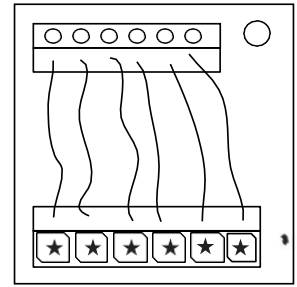
1. Interpret the signal from the buzzer and use the values below in order to find the correct number.
2. The signal is in Morse Code and contains dots and dashes.
3. You must press button 1 the correct number of times, based on the buzzer's signal, and submit using SUBMIT button to find out if the number was correct.
4. If you want to reset the number of button 1 presses or want to listen the signal again, press the RESET button.



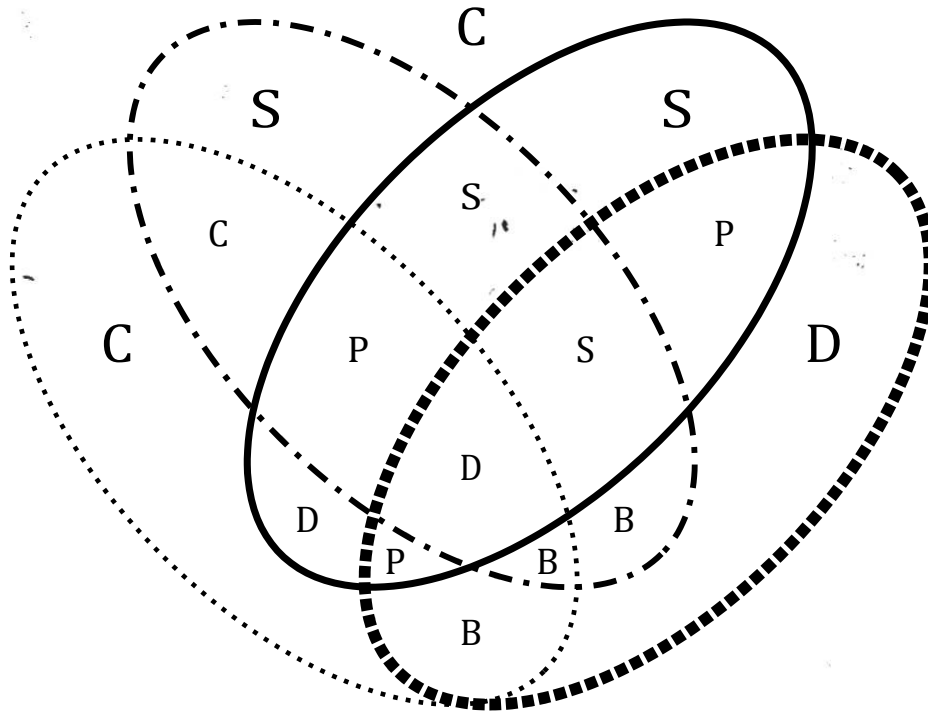
. . . -	Press 6 times
- - . . - . - - .	Press 13 times
- -	Press 4 times
- . - . . - -	Press 7 times
. . . . -	Press 2 times
. - . - . - . - . -	Press 11 times
- - . . - . . - -	Press 1 time
- -	Press 5 times
. . - . -	Press 9 times
- -	Press 3 times
. . - - - - -	Press 10 times





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...



- Look at each wire: there is an LED above the wire and a space for a "★" 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.



	Wire has red coloring
	Wire has blue coloring
	Has ★ symbol
	LED is on

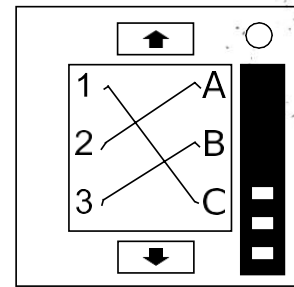
Letter	Instruction
C	Cut the wire
D	Do not cut the wire
S	Cut the wire if the last digit of the serial number is even
P	Cut the wire if the bomb has a parallel port
B	Cut the wire if the bomb has two or more batteries

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

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.



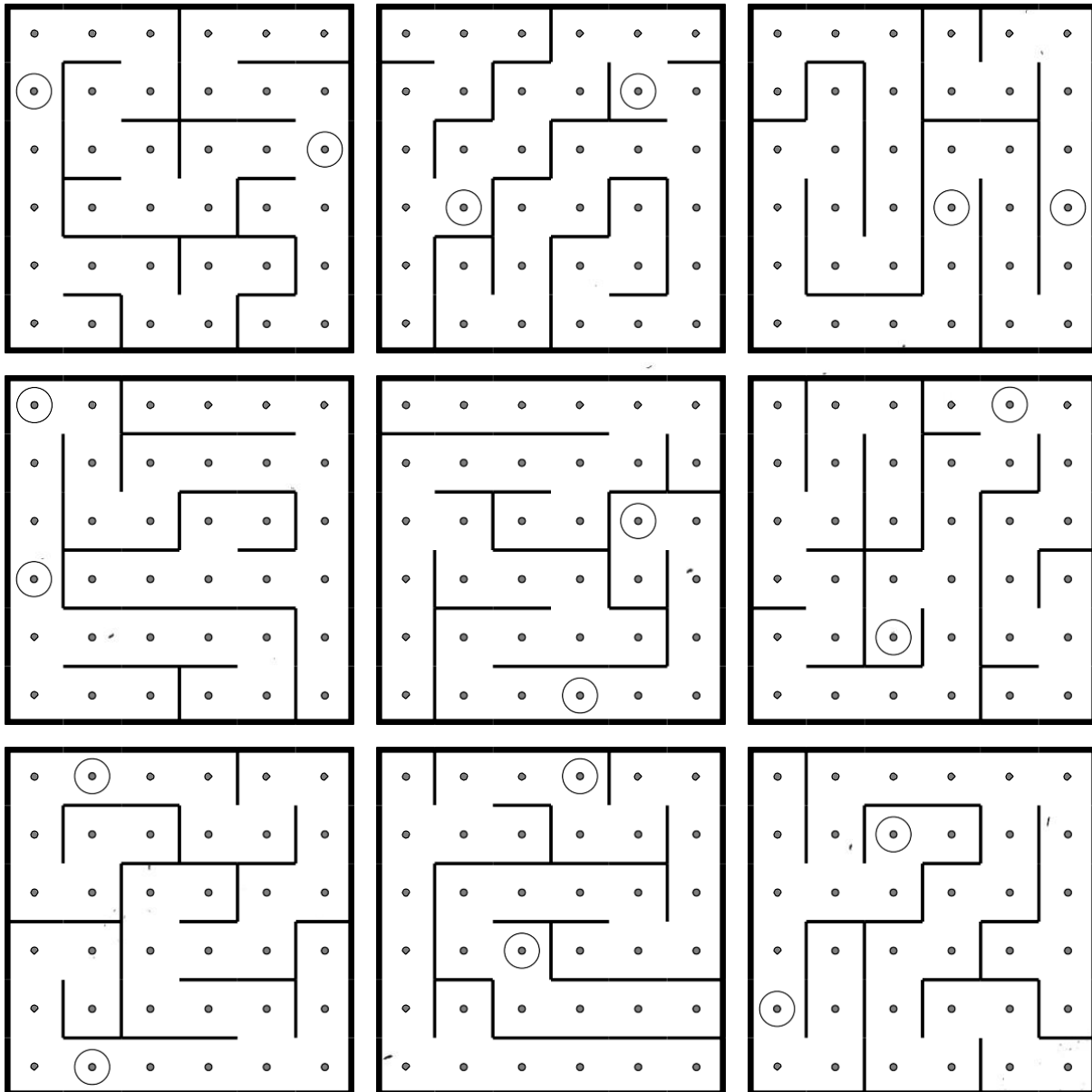
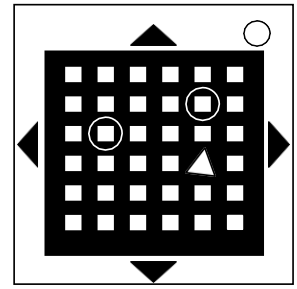
- Within this module there are several panels with wires on them, but only one panel is visible at a time. Switch to the next panel by using the down button and the previous panel by using the up button.
- Do not switch to the next panel until you are sure that you have cut all necessary wires on the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

Red Wire Occurrences		Blue Wire Occurrences		Black Wire Occurrences	
Wire Occurrence	Cut if connected to:	Wire Occurrence	Cut if connected to:	Wire Occurrence	Cut if connected to:
First red occurrence	C	First blue occurrence	B	First black occurrence	A, B or C
Second red occurrence	B	Second blue occurrence	A or C	Second black occurrence	A or C
Third red occurrence	A	Third blue occurrence	B	Third black occurrence	B
Fourth red occurrence	A or C	Fourth blue occurrence	A	Fourth black occurrence	A or C
Fifth red occurrence	B	Fifth blue occurrence	B	Fifth black occurrence	B
Sixth red occurrence	A or C	Sixth blue occurrence	B or C	Sixth black occurrence	B or C
Seventh red occurrence	A, B or C	Seventh blue occurrence	C	Seventh black occurrence	A or B
Eighth red occurrence	A or B	Eighth blue occurrence	A or C	Eighth black occurrence	C
Ninth red occurrence	B	Ninth blue occurrence	A	Ninth black occurrence	C

On the Subject of Mazes

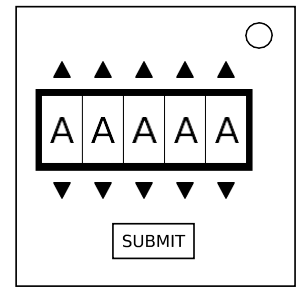
This seems to be some kind of maze, probably stolen off of a restaurant placemat.

- 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.



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.

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