

On The Subject of Wires

A wire module can have 3 to 6 wires on it and only one wire needs to be cut to disarm the module.

3 wires

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exactly: blue blue red . . . , CUT 2ND wire
NO red . . . . . , CUT 2ND wire
otherwise . . . . . , CUT last wire

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4 wires

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≥2 red & SN odd . . . . . , CUT last red wire
last wire yellow & NO red . . . , CUT 1ST wire
1 blue . . . . . , CUT 1ST wire
≥2 yellow . . . . . , CUT last wire
otherwise . . . . . , CUT 2ND wire

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5 wires

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last wire black & SN odd . . . , CUT 4TH wire
1 red & ≥2 yellow . . . . . , CUT 1ST wire
NO black . . . . . , CUT 2ND wire
otherwise . . . . . , CUT 1ST wire

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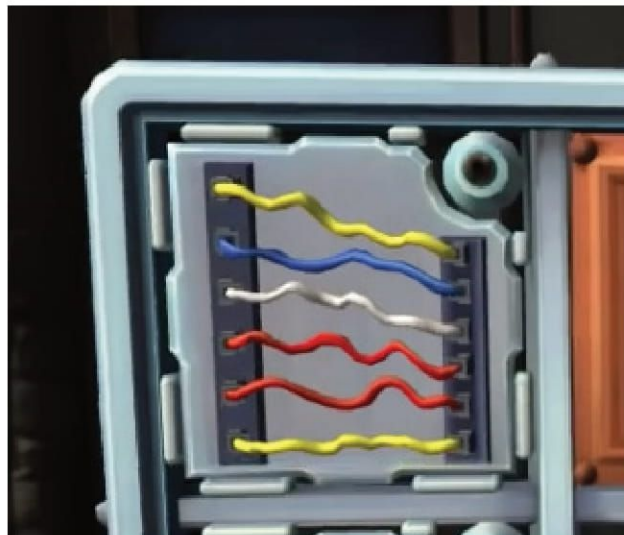
6 wires

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NO yellow & SN odd . . . . . , CUT 3RD wire
1 yellow & ≥2 white . . . . . , CUT 4TH wire
NO red . . . . . , CUT last wire
otherwise . . . . . , CUT 4TH wire

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The term SN refers to the Serial Number of the bomb.



On The Subject of The Button

Procedure

A listed color is the question "Is the button [color]?"
A quoted word is the question "Does the button say [word]?"
A label refers to a lit indicator light.

1. blue & "Abort" , then HOLD
2. ≥2 batteries & "Detonate" . . . , then PRESS
3. white & label CAR , then HOLD
4. ≥3 batteries & label FRK , then PRESS
5. red & "Hold" , then PRESS
6. otherwise , then HOLD

Releasing a held button

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, according to the countdown timer.

The numbers correspond to a digit which must occur on the timer in any position, to let go immediately and disarm the module.

Yellow strip: . . . 5

Blue strip: 4

Otherwise: 1

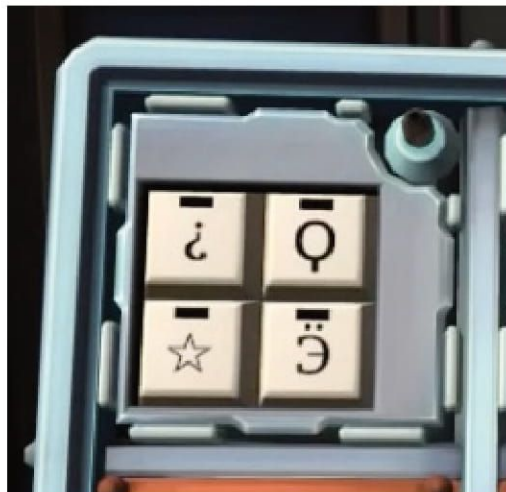


On The Subject of Keypads

Only one column 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.

Unique symbols are marked.

Q	Ë	©	Б	Ψ	Б
A	Q	Ω	¶	¶	Ë
λ	⊖	Ω	Ђ	Ђ	#
ι	Ω	Ж	Ж	©	æ
Ж	☆	?	Ж	¶	Ψ
κ	κ	λ	¿	Ξ	Й
⊖	¿	☆	⊖	★	Ω



On The Subject of Simon Says

One of the four colored buttons will flash. Using the correct decoder, press the button with the corresponding color. The original button will flash, followed by another. Repeat this sequence in order using the color mapping. The sequence will lengthen by one each time you correctly enter a sequence until the module is disarmed.



Tables

If the serial number contains a vowel (AEIOUY):

	Strikes	red flash	blue flash	green flash	yellow flash
Button to press	0	blue	red	yellow	green
	1	yellow	green	blue	red
	2	green	red	yellow	blue

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

	Strikes	red flash	blue flash	green flash	yellow flash
Button to press	0	blue	yellow	green	red
	1	red	blue	yellow	green
	2	yellow	green	blue	red

Pattern changes

This is another way to solve the module.

Relay the pattern changes to the Defuser as described below.

Strikes	Vowels	No vowels
0		
1		
2		

On The Subject of Who's on First

Step 1

Read the display and determine which of the six buttons to read. Words marked with an asterisk require little confirmation on how to spell the word, when understood correctly.

TOP LEFT UR	TOP RIGHT FIRST * OKAY * C
MID LEFT YES * NOTHING * LED THEY ARE	MID RIGHT BLANK * READ RED YOU YOUR YOU'RE THEIR
BOTTOM LEFT <i>[nothing]</i> REED LEED THEY'RE	BOTTOM RIGHT DISPLAY * SAYS * NO * LEAD HOLD ON * YOU ARE THERE SEE CEE



Step 2

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

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

On The Subject of Memory

Press the correct button to progress the module to the next stage. Pressing an incorrect button will reset the module back to stage 1.

The numbers on the left correspond to the number on the display.

Stage 1

- 1: 2ND position
- 2: 2ND position
- 3: 3RD position
- 4: 4TH position



Stage 2

- 1: label "4"
- 2: stage 1 same position
- 3: 1ST position
- 4: stage 1 same position

Stage 3

- 1: stage 2 same label
- 2: stage 1 same label
- 3: 3RD position
- 4: label "4"

Stage 4

- 1: stage 1 same position
- 2: 1ST position
- 3: stage 2 same position
- 4: stage 2 same position

Stage 5

- 1: stage 1 same label
- 2: stage 2 same label
- 3: stage 4 same label
- 4: stage 3 same label

On The Subject of Morse Code

Interpret the signal from the flashing light using the Morse Code chart to spell one of the words in the table. Once the word is identified, set the corresponding frequency and press the transmit (TX) button.

Ask for only the first three letters in Morse.

---- B					 F H L	... S			- T V
· E	·· I	---- O	·-· R			flick 555	halls 515	leaks 542 H L	- T	trick 532	vector 595
beats 600	bistro 552	-- M	---- X	· E	·· I				shell 505	slick 522	· E	·· I	·-· R
		bombs 565	boxes 535	break 572	brick 575						steak 582	sting 592	strobe 545

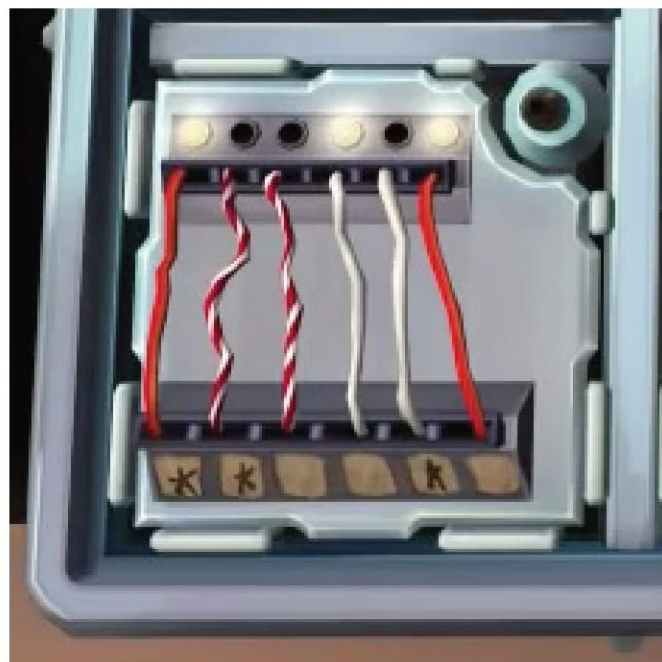
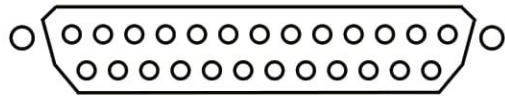


On The Subject of Complicated Wires

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 diagram below to decide whether or not to cut the wire. Each wire may be striped with multiple colors.

red																							
Y									N														
blue									blue														
star						star						LED on						LED on					
Y			N			Y			N			Y			N			Y			N		
LED on			SN even			LED on			LED on			parallel port		star		star							
Y	N		Y	N		Y	N		Y	N	Y	N	Y	N	Y	N							
	parallel port					≥2 battery		≥2 battery		SN even					SN even		≥2 battery						
	Y	N				Y	N	Y	N	Y	N				Y	N							
no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut	no cut	cut		

This is a parallel port:



Knobs Passwords Mazes Wire Sequences Complicated Wires Morse Code Memory Who's on First Simon Says The Button Wires

On The Subject of Wire Sequences

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

1ST - C
2ND - B
3RD - A
4TH - AC
5TH - B
6TH - AC
7TH - ABC
8TH - AB
9TH - B



Blue wire occurrences

1ST - B
2ND - AC
3RD - B
4TH - A
5TH - B
6TH - BC
7TH - C
8TH - AC
9TH - A

Black wire occurrences

1ST - ABC
2ND - AC
3RD - B
4TH - AC
5TH - B
6TH - BC
7TH - AB
8TH - C
9TH - C

On The Subject of Mazes

Find the maze with matching circular markings. The defuser must navigate a white light to the red triangle using the arrow buttons. The lines are not displayed on the bomb.

You only need one marker to match a maze. Or only ask for the columns or rows of both markers.

(1;2) (6;3)	(2;4) (5;2)	(4;4) (6;4)
(1;1) (1;4)	(4;6) (5;3)	(3;5) (5;1)
(2;1) (2;6)	(3;4) (4;1)	(1;5) (3;2)



On The Subject of Passwords

The buttons above and below each letter will cycle through the six 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.

Tip: as the expert, ask for the 1st, 3rd and 4th letters. Then, try to solve it while checking the 1st and 4th letters first.

Tip: as the defuser, try making words that start with "SWAT FLAP". All words starting with T, use the H as second letter.

The words never start with D I J K M Q U V X Y Z.
The 4TH letter never is B F J K M P Q V W X Y Z.

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



On The Subject of Venting Gas

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

Do vent gas.

Do not choose to make the bomb explode.



On The Subject of Capacitor Discharge

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



On The Subject of Knobs

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 be rotated.

You only need the amount of lit lights on the left side of the module.

0 lit: left

1 lit: left

3 lit: down

4 lit: up

5 lit: if in an U-shape, then right. Otherwise: down.



Appendix A: Indicator Identification Reference

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





Common Indicators

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


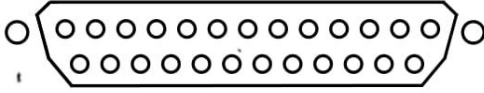


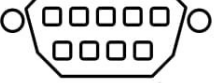

Appendix B: Battery Identification Reference

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

Battery	Type
	AA
	D

Appendix 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