BOMB DEFUSAL MANUAL MANUAL

Version 1

Improved

This manual manual was made to optimize parts of the original manual, though it should not replace it. This art requires speed, communication and most importantly experience. Mine allows me to notice simple problems with certain parts of the manual that I've tried to fix here. Some modules are not included in this manual either because I couldn't improve on them or doing so would only complicate them further.

Horizontal Wires

These always seem to be on bombs. It would be so easy if they were already labeled.

For each of the scenarios, take the first one that is correct and use it to determine the proper wire to cut.

If there are 3 wires-

No reds = Middle wire, Last is white = Bottom wire,
At least 2 blues = Last blue wire, Default = Bottom wire.

If there are 4 wires-

Check if the serial number is even or odd.
Odd serial and At least 2 reds = Last red wire,
No reds and Last is yellow = Top wire, 1 blue = Top wire,
At least 2 yellows = Bottom wire, Default = 2nd wire.

If there are 5 wires-

Check if the serial number is even or odd.
Odd serial and Last is black = 4th wire,
1 red and At least 2 yellows = Top wire, No blacks = 2nd wire,
Default = Top wire.

If there are 6 wires-

Check if the serial number is even or odd.
Odd serial and No yellows = 3rd wire,
1 yellow and At least 2 white = 4th wire, No reds = Bottom wire,
Default = 4th wire.

Buttons

Probably the simplest of modules, buttons rely on the person with the bomb to panic, so they rarely succeed. However, they can be deceptive sometimes and should not be taken lightly.

1. Press and release the button if-
    - It says “Hold” and it’s red
    - It says “Detonate” and there are at least 2 batteries on the bomb
    - There are at least 3 batteries and an “FRK” light on the bomb unless the button is blue and says “Abort” or the button is white and a “CAR” light on the bomb
2. Otherwise hold the button down and if the light that just lit up is-
    - Blue, release it when you see a 4 on the timer
    - Yellow, release it when you see a 5 on the timer
    - Neither, release it when you see a 1 on the timer

Memory

It's funny how this module can be solved without using memory. The best way is to write down for each stage the position and label of each button pressed (e.g. 13 = 1st position, 3).

Use the display to determine which button to press for each stage. Any mistakes reset the module. Always keep track of the pressed buttons.

Stage 1-

1 = 2nd place, 2 = 2nd place,
3 = 3rd place, 4 = 4th place

Stage 2-

1 = #4, 2 = Place from 1,
3 = 1st place, 4 = Place from 1

Stage 3-

1 = # from 2, 2 = # from 1,
3 = 3rd place, 4 = #4

Stage 4-

1 = Place from 1, 2 = 1st place,
3 = Place from 2, 4 = Place from 2

Stage 5-

1 = # from 1, 2 = # from 2,
3 = # from 4, 4 = # from 3

Morse Code

In my opinion, this is the hardest module. If the person with the bomb knows morse code, you're in luck. Otherwise, it requires tough communication and thorough analysis of rough data.

Have the person with the bomb read out the code (ignore spaces). Record it and have one person figure out which word it is. The words are grouped by similarity.

Key: "." = dot, "_" = dash, ":" = 3 dots, "=" = 3 dashes

:::_:_..	shell- .505	:_..__._	steak- .582
:.._._:_:..	halls- .515	_:.._:	beats- .600
:._:._._._._	slick- .522	:_._.=_:.	strobe- .545
.._.._:._._._._	flick- .555	_::.._._.=	bistro- .552
_._:_._._._	trick- .532	:_.._.__.	sting- .592
_:._:_._._._	brick- .575	_:==::	bombs- .565
_:._:__._	break- .572	_:=_.._:.	boxes- .535
._:.__._:	leaks- .542	:_._._.=_._.	vector- .595

If you are able to isolate independent letters, any of the following letters will tell you exactly which word you have.

Unique Letters-

.._.	f- .555,	__.	g- .592,	__	m- .565,
_.	n- .592,	:_	v- .595,	_.._	x- .535

Vertical Wires

I thought 4-part venn diagrams were impossible. After all, they are if you make it circular. The one used in the manual is a beauty in engineering, but nonetheless it is hard to read.

- The letter at the end of each category corresponds to the original manual.
- Ignore the color white.
- The parallel port is long, pink and covered with dots.
- Also, the letters are code for their meaning (e.g. B = Batteries, P = Parallel port).

Blue = Yes,	**Red = Yes,**	**Star = Yes,**	**Light = Yes**-	D
Blue = Yes,	**Red = Yes,**	**Star = Yes,**	Light = No-	P
Blue = Yes,	**Red = Yes,**	Star = No,	**Light = Yes**-	S
Blue = Yes,	**Red = Yes,**	Star = No,	Light = No-	S
Blue = Yes,	Red = No,	**Star = Yes,**	**Light = Yes**-	P
Blue = Yes,	Red = No,	**Star = Yes,**	Light = No-	D
Blue = Yes,	Red = No,	Star = No,	**Light = Yes**-	P
Blue = Yes,	Red = No,	Star = No,	Light = No-	S
Blue = No,	**Red = Yes,**	**Star = Yes,**	**Light = Yes**-	B
Blue = No,	**Red = Yes,**	**Star = Yes,**	Light = No-	C
Blue = No,	**Red = Yes,**	Star = No,	**Light = Yes**-	B
Blue = No,	**Red = Yes,**	Star = No,	Light = No-	S
Blue = No,	Red = No,	**Star = Yes,**	**Light = Yes**-	B
Blue = No,	Red = No,	**Star = Yes,**	Light = No-	C
Blue = No,	Red = No,	Star = No,	**Light = Yes**-	D
Blue = No,	Red = No,	Star = No,	Light = No-	C

Passwords

Unfortunately, "12345" or "password" don't work in this case. Time to brute force the situations created by fragmenting the input and turn the best average case into a bistep procedure.

Step 1: Find all the possible letters in slots **1** and **4**. This will tell you which word is correct or which words are possible.

aft**e**r, **a**ga**i**n, **a**bo**u**t,
bel**o**w,
cou**l**d,
eve**r**y,
fou**n**d, **f**ir**s**t,
gre**a**t,
hou**s**e,
lar**g**e, **l**ea**r**n,
nev**e**r,
oth**e**r,
pla**c**e, **p**la**n**t, **p**oi**n**t,
rig**h**t,
stu**d**y, **s**ma**l**l, **s**pe**l**l, **s**ti**l**l, **s**ou**n**d,
thr**e**e, **t**he**i**r, **t**hi**n**g, **t**hi**n**k, **t**he**r**e, **t**he**s**e,
whi**c**h, **w**at**e**r, **w**or**l**d, **w**ou**l**d, **w**he**r**e, **w**ri**t**e

Step 2: If plant and point or small, spell, and still or think and thing or world and would are possible, enter p__nt or s__ll or thin_ or wo_ld and test each word.

Knobs

This one was probably literally an egg timer and a couple of modified christmas lights stuck on the metal casing. Regardless, it's still a danger to the person and the desk when it's on a bomb.

The knob must be turned in a certain direction when the timer hits zero. This direction is relative to the "UP" label.

1. Find out how many lights are lit up on the left side-
    - If there are 4, turn the knob up
    - If there are 3, turn the knob down
    - If there is 1, turn the knob left
    - If there are 0, turn the knob left
2. If there are 5-
    - If the top left is lit, turn the knob right
    - If the top left is not, turn the knob down

Simon Says

Solving this takes fast communication, eyes that can see color, and good memory, but Simon didn't say that. Simon says "This is simply a code that involves the serial number."

If the serial number does have a vowel,

- 0 strikes = Swap red and blue, swap yellow and green
- 1 strike = Swap red and yellow, swap green and blue
- 2 strikes = Rotate counter-clockwise

If the serial number does **NOT** have a vowel,

- 0 strikes = Rotate top 3 clockwise
- 1 strike = Swap yellow and green
- 2 strikes = Swap red and yellow, swap green and blue

Remember: When you are ready to press the buttons, do it quickly without interruption so that the inputs you make don't reset. Also, despite the overlapping beeps that occur when you press the buttons, you can press them as quickly as you can.
Also, if the person with the bomb is color blind,
Blue=top,
Red=left,
Green=bottom,
Yellow=right.

Who's on First

Who's on first? Who's on first?! This one should be called "Says on display".

Step 1. Top display determines what button to look at.

BLANK: Middle-right
C: Top-right
CEE: Bottom-right
DISPLAY: Bottom-right
FIRST: Top-right
HOLD ON: Bottom-right
LEAD: Bottom-right
LED: Middle-left
LEED: Bottom-left
NO: Bottom-right
NOTHING: Middle-left
OKAY: Top-right
READ: Middle-right
RED: Middle-right
REED: Bottom-left
SAYS: Bottom-right
SEE: Bottom-right
THEIR: Middle-right
THERE: Bottom-right
THEY ARE: Middle-left
THEY'RE: Bottom-left
UR: Top-left
YES: Middle-left
YOU: Middle-right
YOU ARE: Bottom-right
YOUR: Middle-right
YOU'RE: Middle-right
(EMPTY): Bottom-left

Step 2. If step 1 tells you to look at "UH HUH", just press it. Otherwise, follow the manual. It doesn't have alphabetical sorting, but it is easier to look at. The fastest way to complete step 2 is to list off all the possible words in order.

This module pauses in between rounds and doesn't require continuous attention, meaning it is usually most efficient to work on other modules while this one loads the next round.

Keypads

It’s nice to see something besides base 10 on a keypad, unless it’s pictures that are so obscure, google drive doesn’t have them in the “Special characters” archive. Also, make a verbal code.

If one of these symbols appears, look at its column.

Round 1:

Col. 1 Ѧ ϗ

Col. 3 © Ѽ Ԇ

Col. 5 Ͼ Ѯ ★

Col. 6 ҂ æ Ҋ Ω

Round 2:

Col. 2 Ӭ

Col. 4 б

Col. 5 Ψ

Round 3:

Col. 4 ¶ Ѣ ټ

Round 4:

Col. 1 Ѭ

Col. 2 ¿

Col. 3 Җ

Round 5:

Col. 1 ƛ

Col. 2 Ҩ ☆