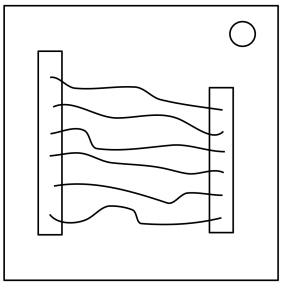
SIMPLIFIED BOMB DEFUSAL MANUAL

bombmanual.ainyaku.com

Version 1.3
Verification Code: 241

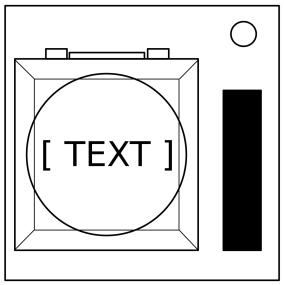
Wires



- One of the wires on this module needs to be cut.
- Refer to the chart below to decide which wire needs to be cut.
- Wire ordering begins with the first on the top.
- Refer to the appendix for where to find serial numbers.

There are 3 wires	There are no red wires	Cut the second wire
	The last wire is white	Cut the last wire
	There is more than one blue wire	Cut the last blue wire
	Otherwise	Cut the last wire
There are 4 wires	There is more than one red wire and the last digit of the serial number is odd	Cut the last red wire
	The last wire is yellow and there are no red wires	Cut the first wire
	There is exactly one blue wire	
	There is more than one yellow wire	Cut the last wire
	Otherwise	Cut the second wire
There are 5 wires	The last wire is black and the last digit of the serial number is odd	Cut the fourth wire
	There is exactly one red wire and there is more than one yellow wire	Cut the first wire
	There are no black wires	Cut the second wire
	Otherwise	Cut the first wire
There are 6 wires	There are no yellow wires and the last digit of the serial number is odd	Cut the third wire
	There is exactly one yellow wire and there is more than one white wire	Cut the fourth wire
	There are no red wires	Cut the last wire
	Otherwise	Cut the fourth wire

Buttons



- Follow these rules below in the order they are listed from top to bottom. Perform the first action that applies.
- If one of the rules applies, refer to the box of the same color on the right (or follow the lines if printed in black and white).
- Refer to the appendix for where to find batteries and indicators.

If the button is blue and the button says "Abort"	Hold the button and refer to "Releasing a Held Button"
If there is more than 1 battery on the bomb and the button says "Detonate"	Press and immediately release the button.
If the button is white and there is a lit indicator with label "CAR"	Hold the button and refer to "Releasing a Held Button"
If there are more than 2 batteries on the bomb and there is a lit indicator with label "FRK"	Press and immediately release the button.
If the button is yellow	Hold the button and refer to "Releasing a Held Button"
If the button is red and the button says "Hold"	Press and immediately release the button.
If none of the above apply	Hold the button and refer to "Releasing a Held Button"

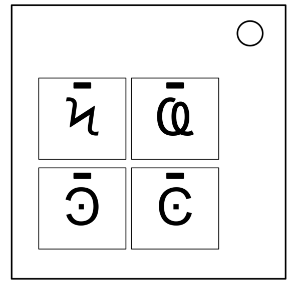
Releasing a Held Button

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.

- Blue strip: release when the countdown timer has a 4 in any position.
- Yellow strip: release when the countdown timer has a 5 in any position.
- Red or white strip: release when the countdown timer has a 1 in any position.

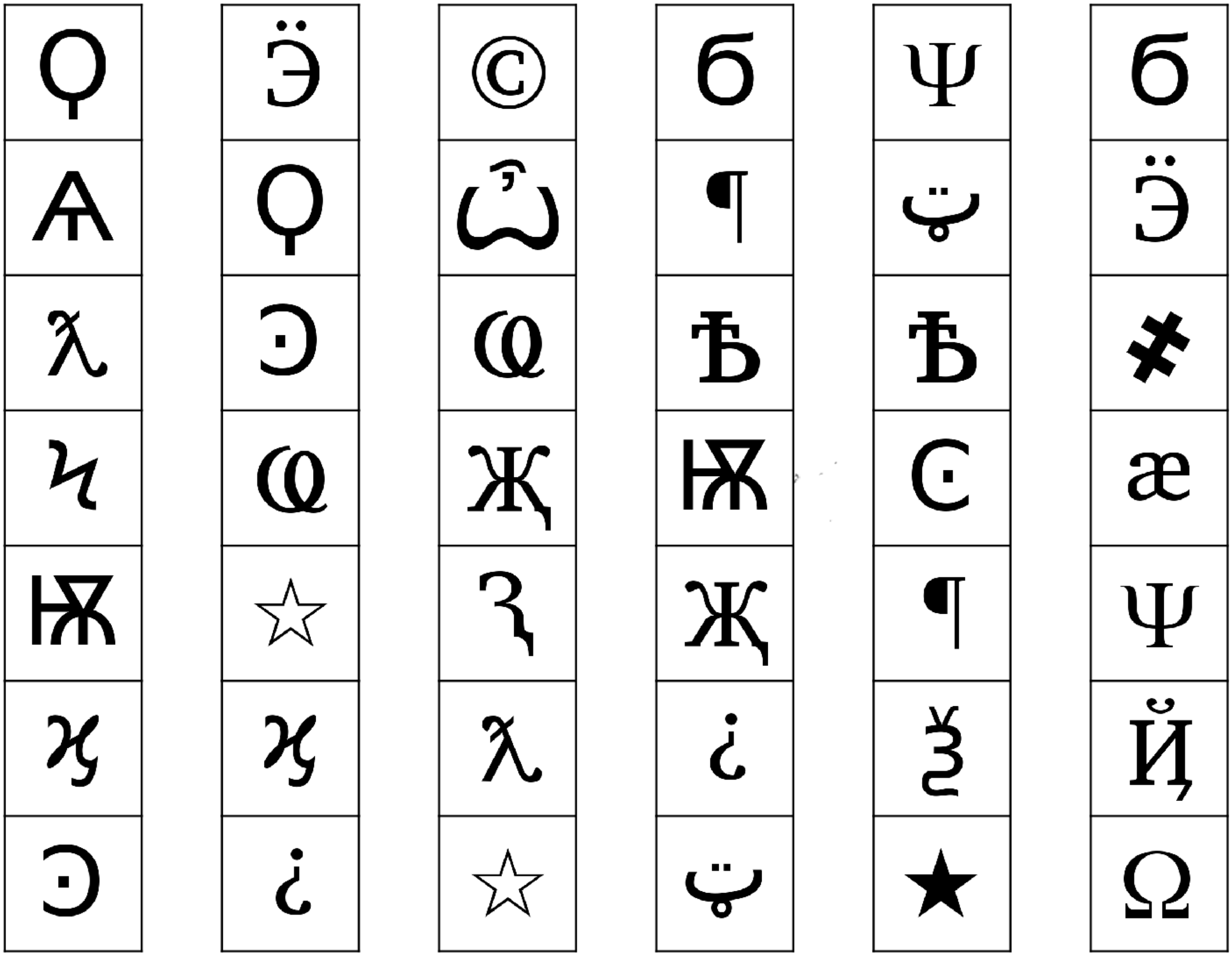
Symbols

aka keypads

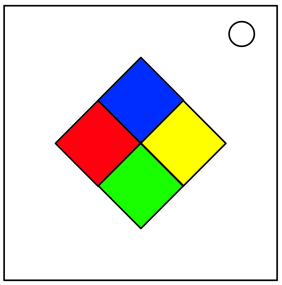


- Only one column below has all four of the symbols from the keypad.
- Press the four buttons in the order their symbols appear from top to bottom within that column.

* Try to describe the symbols by relating them to real objects.



Simon Says

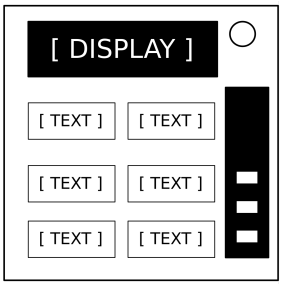


- One of the four colored buttons will flash.
- Use the table below to choose which button should be pressed.
- The sequence will lengthen by one each time you correctly enter a sequence.
- Keep pressing the buttons until the module is disarmed.
- Refer to the appendix for where to find serial numbers.

		Red Flash	Blue Flash	Green Flash	Yellow Flash
Serial number has a vowel	No Strikes	Blue	Red	Yellow	Green
	1 Strike	Yellow	Green	Blue	Red
	2 Strikes	Green	Red	Yellow	Blue
Serial number has no vowel	No Strikes	Blue	Yellow	Green	Red
	1 Strike	Red	Blue	Yellow	Green
	2 Strikes	Yellow	Green	Blue	Red

Word Module

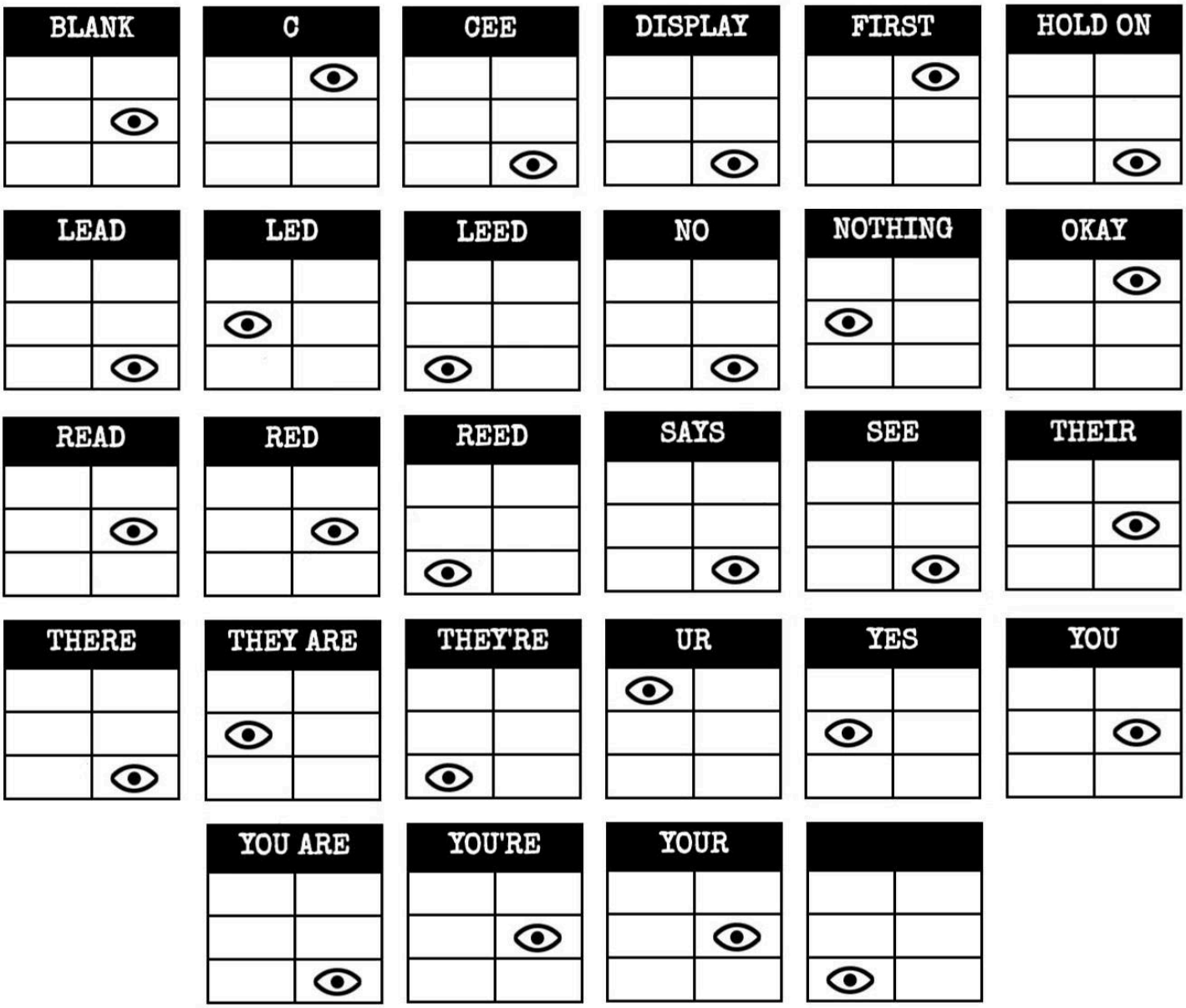
aka who's on first



1. Ask the defuser to read the word on the display. *
2. Find that word in one of the tables below. **
3. Ask the defuser to read the word in the space with the eye on it. *
4. Find that word on the chart on the next page. **
5. Tell the defuser to press the first word that appears on the list next to that word. *
6. Repeat until the module has been disarmed.

* Make sure to spell the word to prevent confusion.

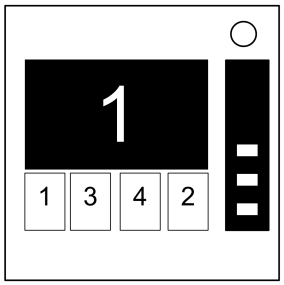
** Some of the words on this document are in alphabetical order so you can find the word easier.



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

Number Module

aka memory

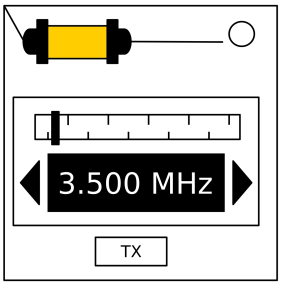


- One of the 4 buttons on this module needs to be pressed.
- Use the table below to figure out which button is the correct one.
- Complete all 5 stages to disarm the module.
- Pressing an incorrect button will reset the module back to stage 1.
- Button positions are ordered from left to right.

* Make sure to write down the position and label of each button pressed just in case it is needed later on.

Stage 1	If the display is 1	Press the button in the second position
	If the display is 2	
	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	
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

Morse Code



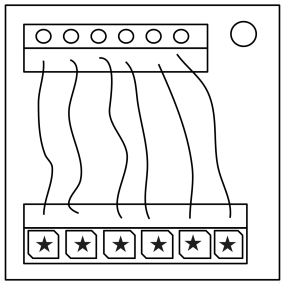
- On this module, there will be a flashing light.
- Use the chart below to spell one of the words in the table. *
- A short flash represents a dot.
- A long flash represents a dash.
- There is a long gap between letters.
- There is a very long gap before the word repeats.
- Once the word is identified, set the corresponding frequency and press the transmit (TX) button.

* Instead of using the chart, you may find a morse code keyboard easier to use.

A	·−	U	··−
B	−···	V	···−
C	−·−·	W	·−−
D	−··	X	−··−
E	·	Y	−·−−
F	··−·	Z	−−··
G	−−·		
H	····		
I	··		
J	·−−−		
K	−·−	0	-----
L	·−··	1	·----
M	−−	2	··---
N	−·	3	···--
O	−−−	4	····-
P	·−−·	5	·····
Q	−−·−	6	−····
R	·−·	7	−−···
S	···	8	−−−··
T	−	9	−−−−·

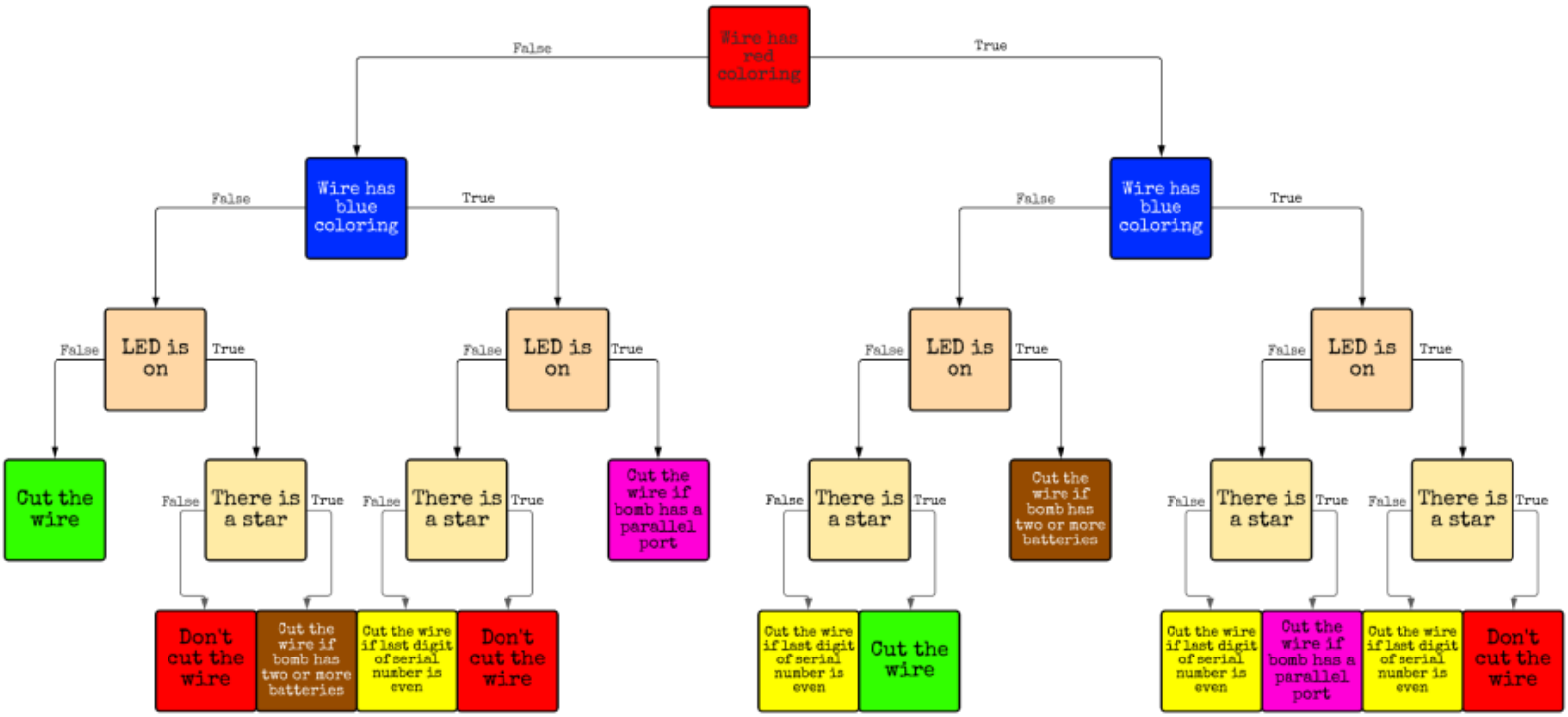
If the word is	Respond at frequency
beats	3.505 MHz
bistro	3.552 MHz
bombs	3.565 MHz
boxes	3.535 MHz
break	3.572 MHz
brick	3.575 MHz
flick	3.555 MHz
halls	3.515 MHz
leaks	3.542 MHz
shell	3.505 MHz
slick	3.522 MHz
steak	3.582 MHz
sting	3.592 MHz
strobe	3.545 MHz
trick	3.532 MHz
vector	3.595 MHz

Complicated Wires

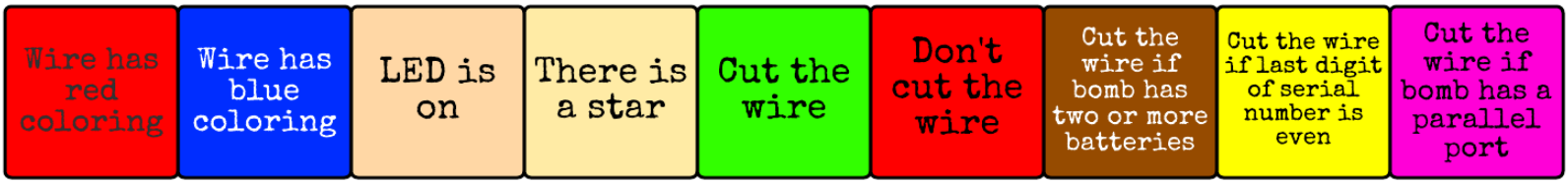


- On each wire, there is an LED above the wire and a space for a star symbol below the wire.
- For each wire in this module, use the diagram below to decide whether or not to cut the wire. *
- Some wires may be striped with multiple colors.
- Refer to the appendix for where to find batteries, parallel ports, and serial numbers.

* All right arrows mean true and all left arrows mean false.

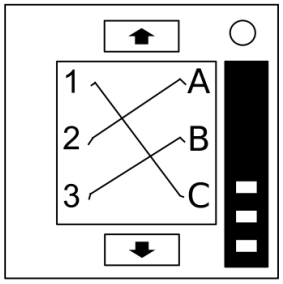


* If you can not see the chart well, here are the 9 types of squares:



Wire Panels

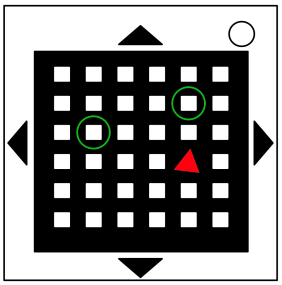
aka wire sequences



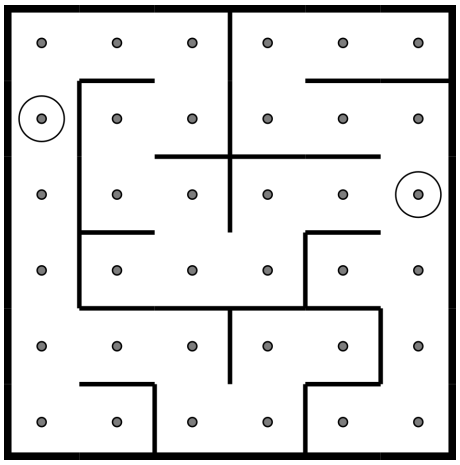
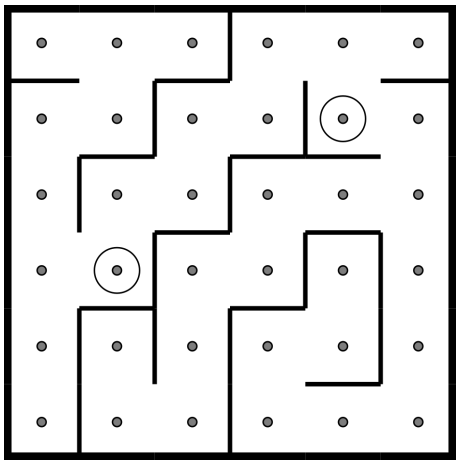
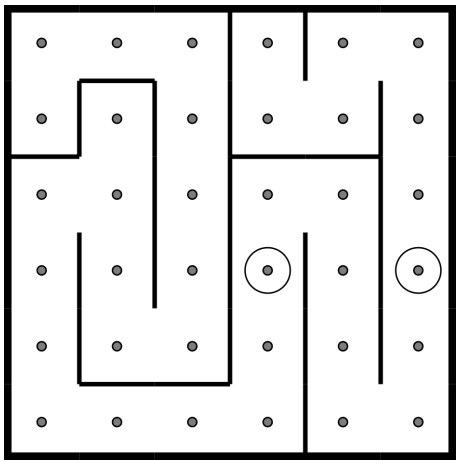
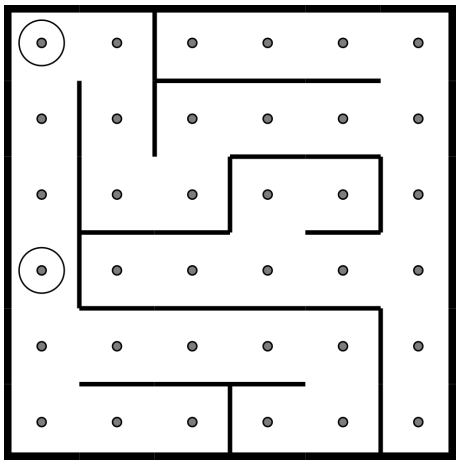
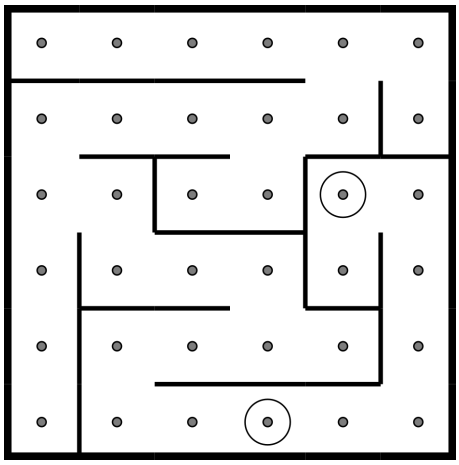
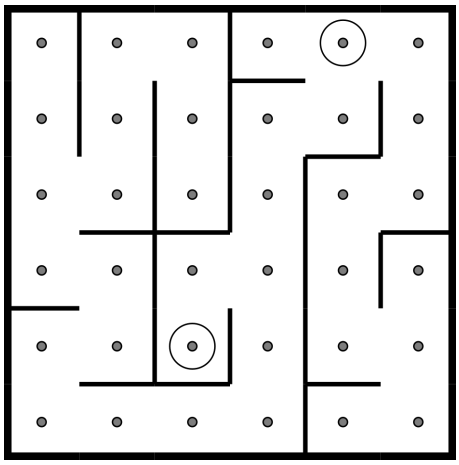
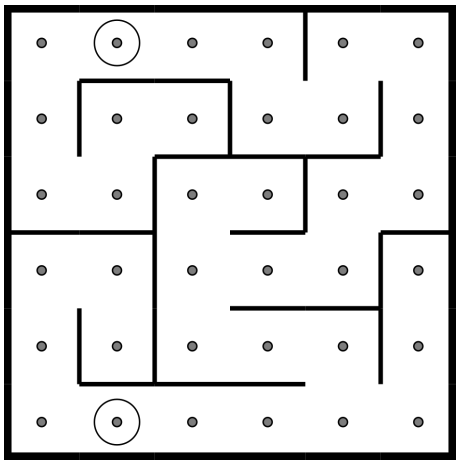
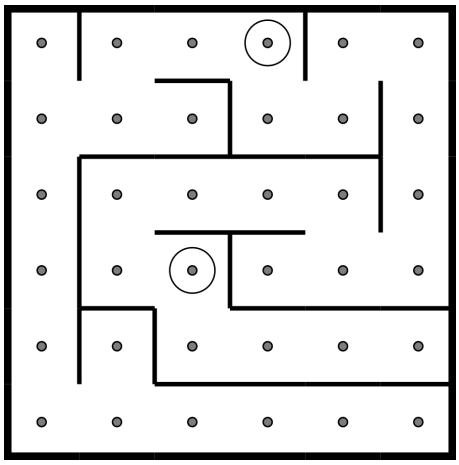
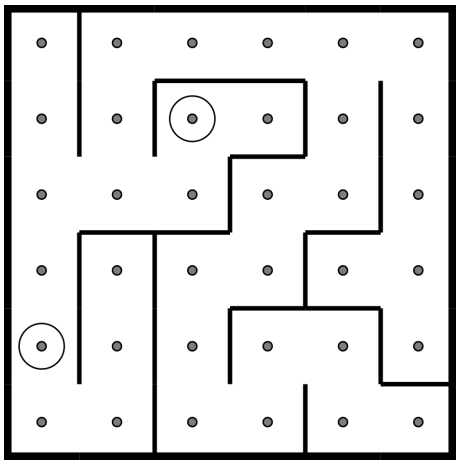
- Within this module, there are several panels with wires on them.
- Use the chart below to decide which wires should be cut on each panel.
- Do not switch to the next panel until you are sure that you have cut all necessary wires on the current panel, but you can go back at any time.
- The number of wire occurrences adds up 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	Any wire
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	Any wire	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

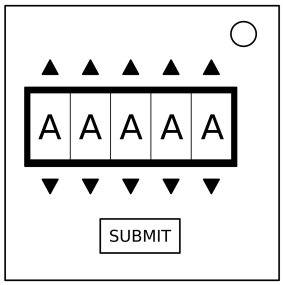
Mazes



- Find the maze with matching circular markings.
- The defuser must navigate the white dot to the red triangle using the arrow buttons without touching the lines (the white dot can touch the circles though).
- The defuser cannot see the lines.

Passwords

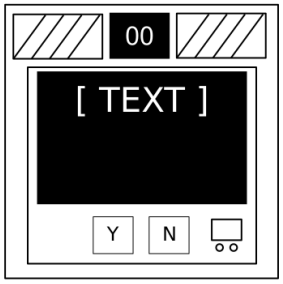


- The buttons above and below each letter will cycle through the letter possibilities for that position.
- Only one password below can be made with those letters.
- Press the submit button once the correct word has been set.

---

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

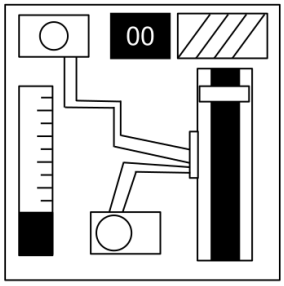
Venting Gas



- Respond to the computer prompts by pressing "Y" for "Yes" or "N" for "No".
- Respond “Yes” if asked to vent gas.

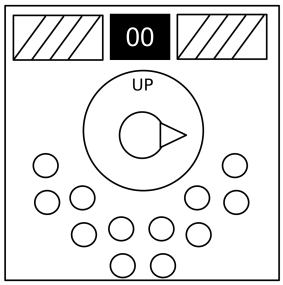
Capacitors

aka capacitor discharge



- The capacitor will continuously charge while defusing the bomb.
- Discharge the capacitor before the timer hits 0 by holding down the lever.

Knobs



Note: This will be updated in a later version of this manual.

- 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 have rotated.

LED Configurations

Up Position:

		X		X	X
X	X	X	X		X

X		X		X	
	X	X		X	X

Down Position:

	X	X			X
X	X	X	X		X

X		X		X	
	X				X

Left Position:

				X	
X			X	X	X

				X	
			X	X	

Right Position:

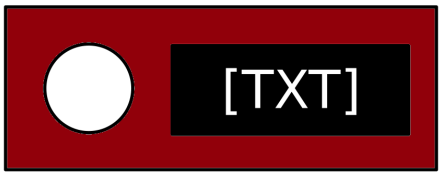
X		X	X	X	X
X	X	X		X	

X		X	X		
X	X	X		X	

X = Lit LED

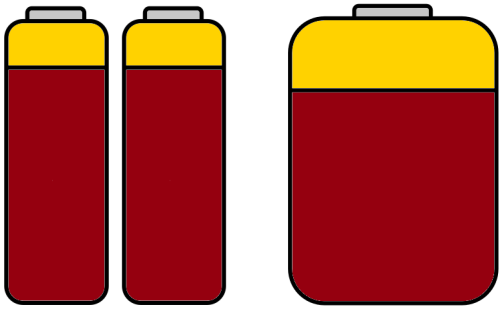
Appendix A: Indicators

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



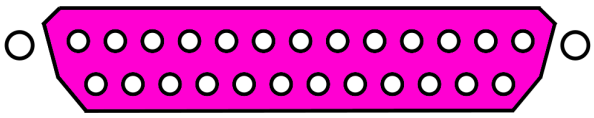
Appendix B: Batteries

Batteries can be found within enclosures on the sides of the bomb casing.



Appendix C: Parallel Ports

Parallel ports can be found on the sides of the bomb casing.



Appendix D: Serial Numbers

Serial numbers can be found on the sides of the bomb casing.