

# KA BOOM

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## BOMB DEFUSAL MANUAL

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Version F20

Verification Code: 6111

# Defusing Bombs

A bomb will explode when the countdown timer reaches 0:00 or when three strikes have been recorded. The only way to defuse the bomb is to disarm all of its modules before its countdown timer expires.

## Modules

Each bomb is composed of 6 random modules that must be disarmed. The modules must be solved in a predetermined order.

Instructions for disarming modules are found later in the manual.

Modules will appear one at a time in a predetermined random order. If a module is failed and there are less than 3 strikes recorded, the module will restart and a strike will be added.

All modules must be disarmed in order to defuse the bomb.

## Strikes

When you make a mistake, a strike will be recorded and displayed on the screen and the current module will continue. The bomb will explode once the third strike has been recorded.

# Multiplayer

In multiplayer mode, you will race against another Defuser to defuse the bomb in the shortest amount of time.

The status of each Defuser will be displayed on the screen. The game is over once someone finishes defusing.

## On the Subject of Wires

*One wire, two wire, red wire, blue—hold on, how many are there again?*

These wires are carrying detonation signals between components of the bomb. But which ones will trigger the bomb, and which ones are harmless? Looks like you'll have to find out.

- Only one wire needs to be cut to disarm the module.
- Wire ordering goes left to right, and starts from switch 9.
- To cut a wire, flip the corresponding switch.

*If the first wire is...*

<p><b><u>Red:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are four red wires, cut the third wire.</li> <li>2) If there are two red wires, cut the fifth wire.</li> <li>3) If there is one red wire, cut the sixth wire.</li> <li>4) If there are six red wires, cut the first wire.</li> <li>5) If there are three red wires, cut the fourth wire.</li> <li>6) If there are five red wires, cut the second wire.</li> </ol>	<p><b><u>Green:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are five green wires, cut the third wire.</li> <li>2) If there are three green wires, cut the second wire.</li> <li>3) If there are six green wires, cut the sixth wire.</li> <li>4) If there is one green wire, cut the first wire.</li> <li>5) If there are four green wires, cut the fifth wire.</li> <li>6) If there are two green wires, cut the fourth wire.</li> </ol>	<p><b><u>Blue:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are six blue wires, cut the fifth wire.</li> <li>2) If there is one blue wire, cut the third wire.</li> <li>3) If there are four blue wires, cut the sixth wire.</li> <li>4) If there are three blue wires, cut the first wire.</li> <li>5) If there are two blue wires, cut the fourth wire.</li> <li>6) If there are five blue wires, cut the second wire.</li> </ol>
<p><b><u>Yellow:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are six yellow wires, cut the second wire.</li> <li>2) If there is one yellow wire, cut the sixth wire.</li> <li>3) If there are four yellow wires, cut the fourth wire.</li> <li>4) If there are three yellow wires, cut the third wire.</li> <li>5) If there are two yellow wires, cut the fifth wire.</li> <li>6) If there are five yellow wires, cut the first wire.</li> </ol>	<p><b><u>Purple:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are four purple wires, cut the second wire.</li> <li>2) If there are two purple wires, cut the first wire.</li> <li>3) If there is one purple wire, cut the fifth wire.</li> <li>4) If there are six purple wires, cut the third wire.</li> <li>5) If there are three purple wires, cut the sixth wire.</li> <li>6) If there are five purple wires, cut the fourth wire.</li> </ol>	<p><b><u>Gray:</u></b></p> <ol style="list-style-type: none"> <li>1) If there are five gray wires, cut the first wire.</li> <li>2) If there are three gray wires, cut the fifth wire.</li> <li>3) If there are six gray wires, cut the second wire.</li> <li>4) If there is one gray wire, cut the fourth wire.</li> <li>5) If there are four gray wires, cut the third wire.</li> <li>6) If there are two gray wires, cut the sixth wire.</li> </ol>

## On the Subject of the Uncovered Button

*This won't be as easy as the ones you'll find at Staples.*

An uncovered button will appear in the center of the screen. To disarm this module, follow the instructions in the order they are listed. Once the button is pressed, a colored strip will appear below that may include necessary information regarding disarming this module.

1. If the button is white and has no text, press it when there is a 7 in any position of the timer.
2. If the button says "Hold" and is green, press it at any time.
3. If the button does not say "Hold" and is blue, press it at any time.
4. If the button has text and is blue, press it when there is an 8 in any position of the timer.
5. If the button is not blank and is red, press it when there is a 6 in any position of the timer.
6. If the button is blank and is green, press it when there is a 9 in any position of the timer.
7. If the button doesn't say "Hold" and is red, press it any time.
8. If the button has text and is white, press it at any time.

## Releasing a Held Button

1. If the button has text, is white, and has a yellow colored strip, release it when there is a 3 in any position of the timer. Otherwise, if the colored strip is not yellow, release when there is a 7 in any position.
2. If the button says "Hold" and is red, release it when there is a 3 in any position of the timer.
3. If the button is not blank and is blue, release it when there is a 4 in any position of the timer.
4. If the button has text, is green, and has a cyan colored strip, release it when there is a 2 in any position of the timer. Otherwise, if the colored strip is yellow, release it when there is a 5 in any position.
5. If the button is blank, is red, and has a yellow colored strip, release it when there is a 4 in any position of the timer. Otherwise, if the colored strip is cyan, release it when there is a 2 in any position.
6. If the button does not say "Hold" and is green, release it when there is a 5 in any position of the timer.
7. If the button has no text, is blue, and has a cyan colored strip, release it when there is a 5 at any position in the timer. Otherwise, if the colored strip is not cyan release it when there is a 1 in any position.
8. If the button is blank and is white, release it when there is a 2 in any position of the timer.

## On the Subject of the Covered Button

*Seems like it's time for your grand aria. I hope you've warmed up your singing voice, though, because this is no time to blow it...*

A glass covered button will appear in the center of the screen. Using force to break the glass will cause the bomb to explode, so you need to instead use your voice to shatter it. A colored strip will appear to the right of the button that provides feedback as to what frequency you need to feed into the mic to shatter the glass. Once you hold the correct frequency long enough, the glass will shatter, and you must push the uncovered button to disarm this module.

1. If this is the third module, a blue strip means you are within the correct frequency range, while yellow means you are too high and green means you are too low.
2. If this is the second module, a yellow strip means you are below the correct frequency range, while a red strip means you are too high and a cyan strip means that you are just right.
3. If this is the fifth module, a purple strip means that you are above the correct frequency range, while a white strip means you are too low and a red strip means you are within range.
4. If this is the first module, a red strip means that you are below the correct frequency range, while a green strip means that you are within range and a blue strip means that you are too high.
5. If this is the sixth module, a white strip means that you are within the correct frequency range, while a green strip means that you are too high and an orange strip means that you are too low.
6. If this is the fourth module, a cyan strip means that you are above the necessary frequency range, while a purple strip means that you are too low and an orange strip means that you are within range.

## On the Subject of the Fingerprint Scanner

*This module prevents us from disarming the bomb by robot. Guess there's some things we fleshy sacks of meat do better, after all.*

Defusing the bomb requires using your fingerprint to scan in, but you have to do it right. You need to be sure that you don't scan for too long and that you enter the correct passcode.

First, turn off switches 0-3. Then, place your finger on the fingerprint scanner (temperature sensor). You will see three squares on the screen. Once the first changes color, take your finger off the scanner. Then, wait for the second square to change color. Finally, place your finger back on the scanner and wait for the third color to change. You will need to take note of this color and look it up using the rules below. You must first flip a switch and then press two buttons.

### Flipping switches:

1. If the color is not white, red, blue, cyan, or green, flip switch two.
2. If the color is purple, blue or red, flip switch three.
3. If the color is not cyan, blue, purple, yellow, or red, flip switch zero.
4. If the color is gray, white, or cyan, flip switch one.

### Pressing buttons:

1. If switch zero is flipped and the color is not yellow, press buttons BTNU and BTND.
2. If switch three is flipped, press buttons BTNL and BTND.
3. If switch one is flipped, press buttons BTNL and BTNR.
4. If switch two is flipped and the color is not green, press buttons BTNU and BTNR.

## On the Subject of Simon Says

*Just like the games I remember playing at summer camp. Ah, to be young again!*

A blinking light will provide all of the information needed to solve this module. Simply copy what the blinking light tells you to do and you should be able to disarm this module. The light will blink, you press the needed button, and the light will add a blink to its pattern until the module is completed.

1. If the light does not blink purple, orange, green, blue or white, then slant the board towards you.
2. If the light blinks blue or yellow, then slant the board away from you.
3. If the light does not blink red, green, white or blue, then slant the board to the left.
4. If the light blinks orange, green or white, then slant the board to the right.

## On the Subject of Morse Code

*"The numbers, Mason. What do they mean? Where are they broadcast from?"*

Looks like someone is sending messages to the bomb via Morse Code! You'll have to decipher their code word if you want to have a chance at defusing this module.

- Use the following table to match the Morse Code message with its proper reply.
- Once you've figured it out, use switches 0-3 to enter your response and press the center button to transmit.

If the word is:	Reply with:
DEVIN	0000
MORPHING	0001
WILLIE	0010
ZOO	0011
EMMA	0100
GRYFFIN	0101
GIM	0110
HOME	0111
JOE	1000
STAIN	1001
MEIJER	1010
VIVADOO	1011
VERILEAF	1100
BITSTRAW	1101
XYLYNX	1110
NEXUS	1111

### Morse Code Reference

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. There is a very long gap before the word repeats.

A	● —	N	— ●
B	— ● ● ●	O	— — —
C	— ● — ●	P	● — — ●
D	— ● ●	Q	— — ● —
E	●	R	● — ●
F	● ● — ●	S	● ● ●
G	— — ● ●	T	—
H	● ● ● ●	U	● ● —
I	● ●	V	● ● ● —
J	● — — —	W	● — —
K	— ● —	X	— ● ● —
L	● — ● ●	Y	— ● — —
M	— —	Z	— — ● ●