



BOMB DEFUSAL MANUAL

EFL Version 1

Keep Talking and Nobody Explodes is a game about defusing bombs (defusing means stopping a bomb). In this game you and your teammates will try to defuse a bomb.

One of you will be the Defuser, the person who sees the bomb. The Defuser will follow the instructions of the Experts to stop the bomb.

The other players are Experts. They will follow the instructions in this manual and tell the Defuser how to stop the bomb.

The Defuser is not allowed to look at this manual during the game.

The Experts are not allowed to look at the bomb during the game.

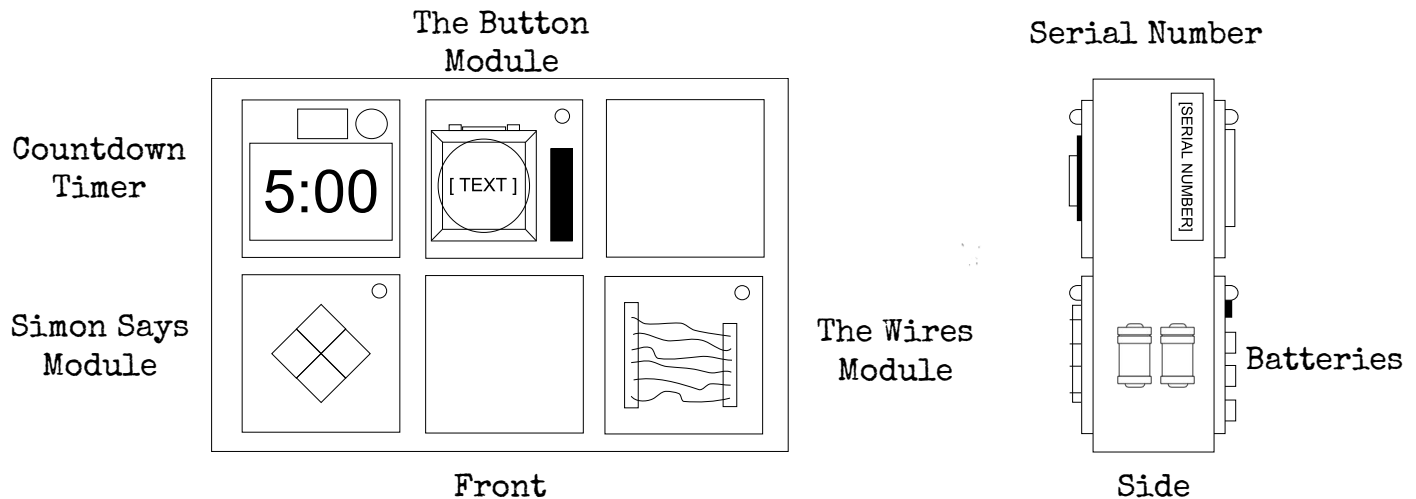
To win the game, you will have to communicate quickly and clearly!

There is a Vocabulary Section on Page 14. All underlined words are listed in the vocabulary section.

Defusing Bombs

A bomb will explode when its countdown timer reaches 0:00 or when too many strikes are made. The only way to defuse a bomb is to stop all of its modules before its countdown timer reaches zero.

Example bomb with three modules:



Modules

Each bomb will have three or more modules that must be stopped.

Each module is separate from the others. You can stop them in any order.

Instructions for stopping modules can be found in **Section 1**.

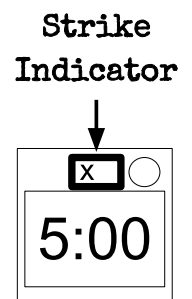
Strikes

When the Defuser makes a mistake the bomb will record a strike.

Strikes are displayed on the indicator above the countdown timer.

Bombs will explode on the third strike.

The timer will begin to count down faster after a strike has been recorded.



Gathering Information

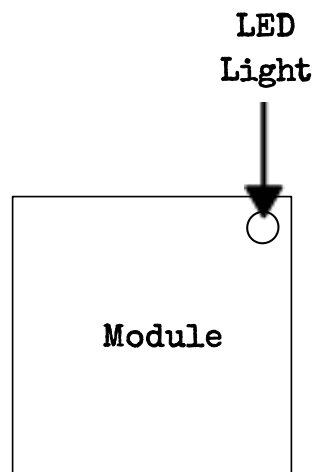
Some instructions will require specific information about the bomb, such as the serial number, lit indicators, or the number of batteries. This type of information can be found on the top, bottom, or sides of the bomb.

Section 1: Modules

Modules have an LED light in the top right corner.

When the LED turns green the module has been stopped.

All modules must be stopped to defuse the bomb.

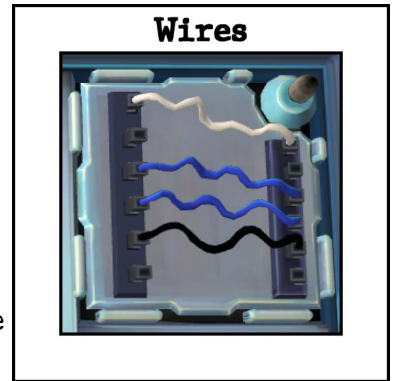


The Wires Module

1. A wire module can have 3-6 wires.
2. Cut the **ONE** correct wire that stops the module.
3. The top wire is the first wire.

Defuser: Tell the Experts how many wires you have and the wires' colors.

Experts: Read the instructions below and tell the Defuser which wire to cut.



3 wires:

If there are no red wires, cut the second wire.

Otherwise, if the last wire is white, cut the last wire.

Otherwise, if there is more than one blue wire, cut the last blue wire.

Otherwise, cut the last wire.

4 wires:

If there is more than one red wire and the last digit of the serial number is odd, cut the last red wire.

Otherwise, if the last wire is yellow and there are no red wires, cut the first wire.

Otherwise, if there is exactly one blue wire, cut the first wire.

Otherwise, if there is more than one yellow wire, cut the last wire.

Otherwise, cut the second wire.

5 wires:

If the last wire is black and the last digit of the serial number is odd, cut the fourth wire.

Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.

Otherwise, if there are no black wires, cut the second wire.

Otherwise, cut the first wire.

6 wires:

If there are no yellow wires and the last digit of the serial number is odd, cut the third wire.

Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.

Otherwise, if there are no red wires, cut the last wire.

Otherwise, cut the fourth wire.

The Button Module

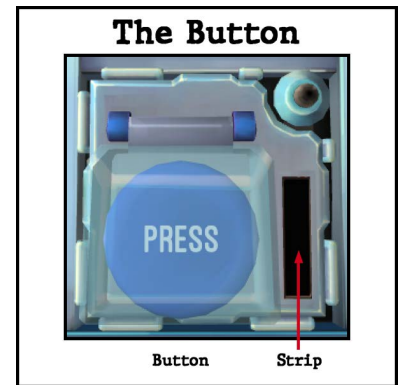
See Appendix A for indicator identification

See Appendix B for battery identification

Follow these rules from 1 to 7. Perform the first action that correctly describes the bomb.

Defuser: Tell the Experts the color of the button and the word written on the button.

Experts: Tell the Defuser to look for a serial number and label, and count the batteries. Then follow the directions below.



(The strip lights up when you hold the button down)

1. If the button is blue and the button says "Abort", hold the button down and follow the directions below in "Releasing a Held Button".
2. If there is more than one battery on the bomb and the button says "Detonate", press and immediately release the button.
3. If the button is white and there is a lit indicator with label CAR, hold the button down and follow the directions below in "Releasing a Held Button."
4. If there are more than two batteries on the bomb and there is a lit indicator with label FRK, press and immediately release the button.
5. If the button is yellow, hold the button down and follow the directions below in "Releasing a Held Button."
6. If the button is red and the button says "Hold", press and immediately release the button.
7. If none of the above are true, hold the button down and follow the directions below in "Releasing a Held Button."

Releasing a Held Button:

After you start holding the button down, a colored strip will light up on the right side of the module. Ask the Defuser to tell you the color of the strip. Based on its color the Defuser must release the button at a specific time:

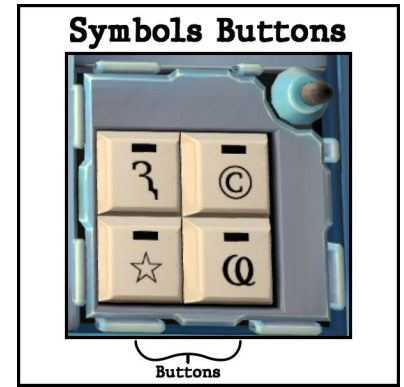
- **Blue strip:** release when the countdown timer has a 4 in any position.
- **White strip:** release when the countdown timer has a 1 in any position.
- **Yellow strip:** release when the countdown timer has a 5 in any position.
- **Any other color strip:** release when the countdown timer has a 1 in any position.

The Symbol Buttons Module

Push the symbol buttons in the correct order.

Defuser: Describe the symbols to the Experts.

Experts: Find the symbols in the columns below.



One column will have all four symbols.

EXAMPLE: Column 3 has all four symbols in the module above.

Tell the Defuser to push the buttons in the order that they appear in the column, from the top to the bottom.

EXAMPLE: In this example the Defuser should push the buttons in this order: top right, bottom right, top left, bottom left.

Column 1

Column 2

Column 3

Column 4

Column 5

Column 6

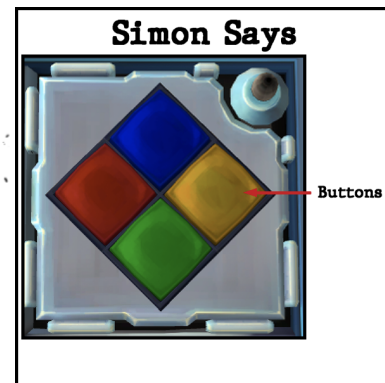
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The Simon Says Module

Push the buttons in the correct order.

Defuser: Tell the Experts which buttons are flashing.

Experts: Follow the directions below.



1. One of the four colored buttons will flash.
2. Using the correct table below, determine which button to press.
3. Tell the Defuser to press the button.
4. The original button will flash again, then there will be another flash.
5. Using the table below, tell the Defuser to press two buttons in order.
6. Repeat this until the Defuser has pressed five buttons.

If the serial number contains a vowel, use this table:

		Red Flash	Blue Flash	Green Flash	Yellow Flash
Button to press:	No Strikes	Blue	Red	Yellow	Green
	1 Strike	Yellow	Green	Blue	Red
	2 Strikes	Green	Red	Yellow	Blue

If the serial number does NOT contain a vowel, use this one:

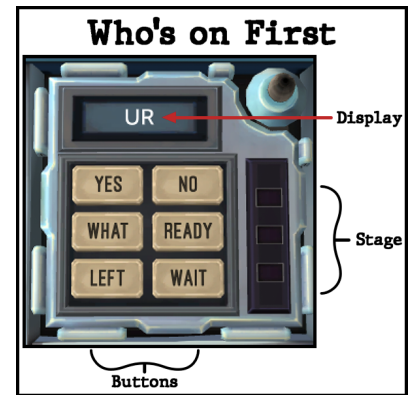
		Red Flash	Blue Flash	Green Flash	Yellow Flash
Button to press:	No Strikes	Blue	Yellow	Green	Red
	1 Strike	Red	Blue	Yellow	Green
	2 Strikes	Yellow	Green	Blue	Red

The Who's on First Module


Read the words and decide which button to push

Defuser: Tell the Experts what is written on the buttons.

Experts: Use the tables in Step 1 and Step 2 to find the Correct button to push.



Step 1:





























1. Read the display.
2. Find the word in the table below. Find the .
3. Ask the Defuser which word is written on the button in that position.
4. Go to Step 2 (on the next page) and find that word in the Step 2 table. Follow the directions for Step 2.
5. Repeat five times.

Useful Vocabulary

- Top Left Top Right
- Middle Left Middle Right
- Bottom Left Bottom Right

Be Careful!

Many words sound the same, like "there" and "their."

YES	FIRST	DISPLAY	OKAY	SAYS	NOTHING
					
					
					
					
					

Step 2:

1. Find the word the Defuser told you during Step 1 #3.
2. Tell the Defuser to press the button with the first word in the list.

EXAMPLE: If the word from Step 1 #3 is "READY" and the six words on the buttons are NO, MIDDLE, READY, OKAY, FIRST, and WAIT, the Defuser should press OKAY, because it is first in the 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

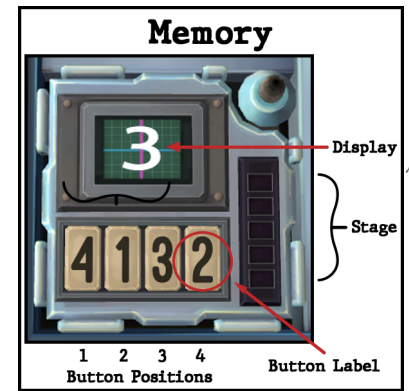
The Memory Module

Press the correct button to continue to the next stage.

Defuser: Tell the Experts what is written in the display and on the buttons.

Experts: Write down what the Defuser tells you.
Tell the Defuser which button to push.

- Complete all stages to stop the module.
- Pressing an incorrect button will restart the module at Stage 1.



BE CAREFUL !

There is a difference between "button position" and "button label" !

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.

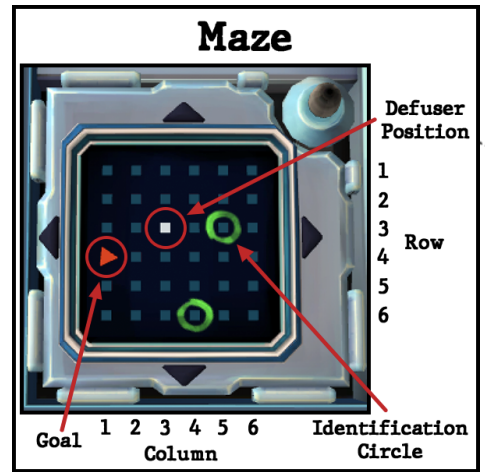
Stage 5:

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.

The Maze Module

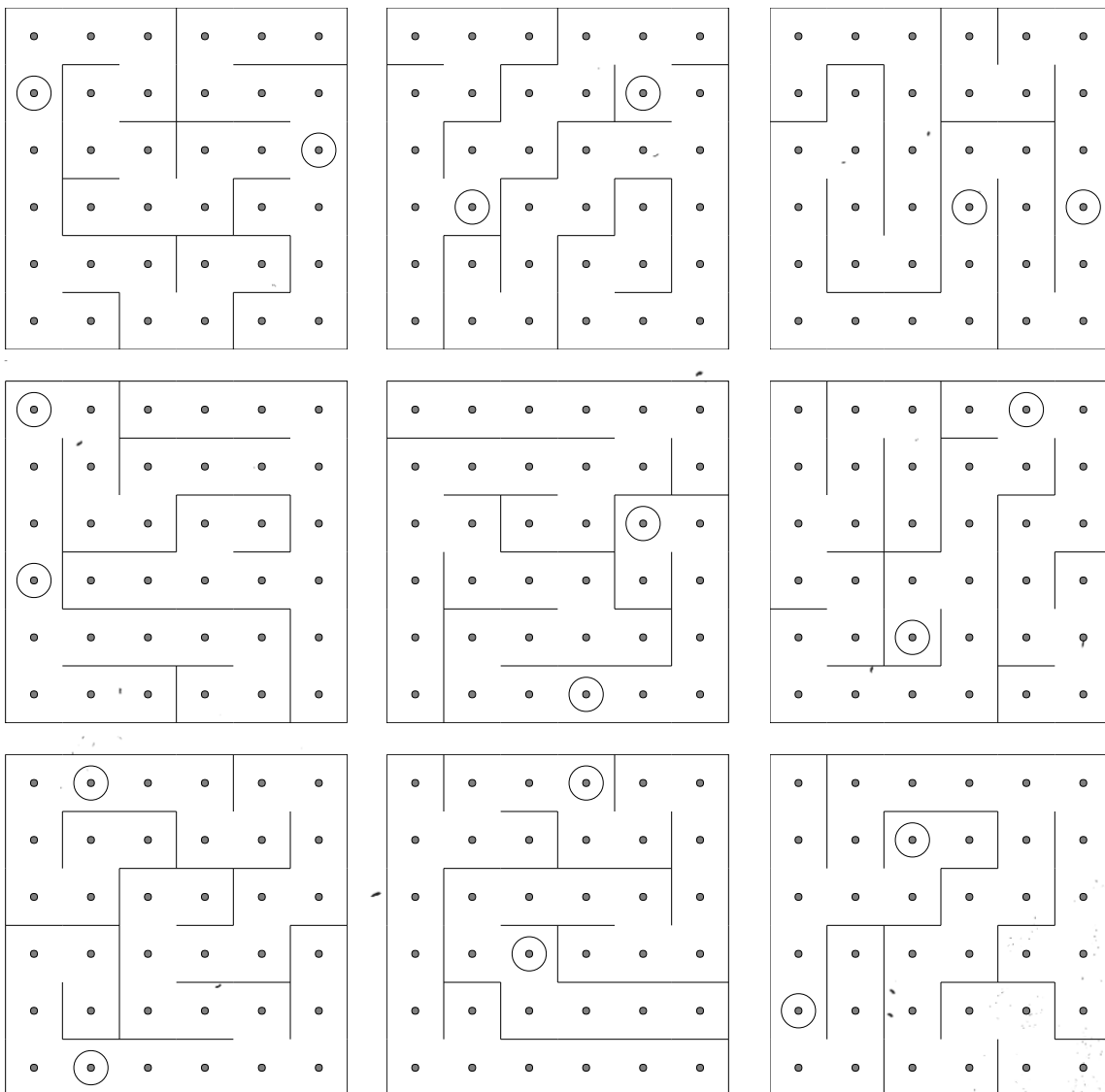
Can you find your way through the maze?

Defuser: Tell the Experts where the identification circles, triangle, and flashing square are. Listen to their directions and use the up, down, left, and right arrows to move.



Experts: Identify the maze using the identification circles. Find out where the triangle goal is. Find out the Defuser's position (the flashing square). Tell the Defuser to go up, down, left, and right to reach the goal.

TIP: Use the words "column" and "row" to identify the location of the objects.

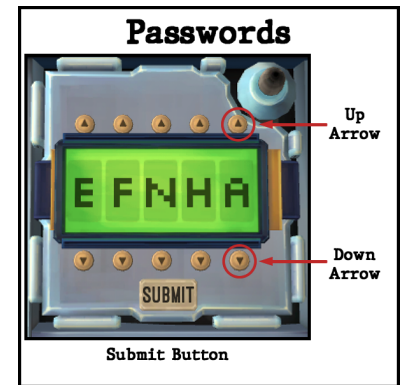


The Password Module

Can you guess the password?

Defuser: Use the up and down arrows above and below the letters to change the letters.
Tell the Experts the letters you have.

Experts: Write down the letters.
Look in the table below to find the password.



Recommended Steps:

1. Tell the Defuser to cycle through (look at) all of the letters in the first column slowly and read the letters to you. The Defuser will need to use the up or down arrow under the first letter.

Write down the letters. There will be six of them.

2 Choose one of the letters and find all of the words in the table below that start with that letter.

In the example that is shown above, one of the first letters is "E."

In the table below, there is one word that starts with "E," "every."

Tell the Defuser to look for a "V" in the second column.

If there is a "V" in the second column, tell the Defuser to try to spell "every."

If the Defuser can't spell "every," choose another letter in the first column and try again.

3. Click the SUBMIT button when you have spelled the password.

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

Vocabulary

battery (n)	a removable power source (see page 3) How many batteries does the bomb have?
bomb (n)	something that explodes or blows up. The bomb will blow up if you run out of time.
button (n)	a small object on an electronic device that is pressed or pushed Push the button with the word "okay" on it.
countdown (n)	numbers going down until they reach zero The countdown timer looks like a clock.
defuse (v)	stop a bomb; calm down a dangerous situation. You need to defuse the bomb.
Defuser (n)	Someone who stops a bomb; the player who is looking at the bomb. The Defuser will describe the bomb.
Expert (n)	A professional; the players reading the manual. The Experts give instructions to the Defuser.
even number (n)	even numbers are numbers like 0, 2, 4, 6, and 8. Is the serial number odd or even?
flash (v)	to light up quickly; blink Which color is flashing?
indicator (n)	a light or display that shows something Is there a lit indicator?
label (n)	an identifier found on the side of the bomb Does the label say FRK?
last digit (n)	The last digit is the final number. The serial number is 3QR517. The last digit is 7.
lit (adj)	a light that is turned on A) Is the indicator on? B) Yes, the light is lit.
manual (n)	a book of instructions. Read page 12 of the manual.

Vocabulary Continued...

- module (n) a part of a larger thing that can be replaced
The first bomb will have three modules.
- odd number (n) odd numbers are numbers like 1, 3, 5, 7, and 9.
Is the serial number odd or even?
- otherwise (adv) if not; if the information above is not correct
Otherwise, cut the last blue wire.
- release (v) let go of; stop holding-
Release the button when the timer has a 1 in any position.
- repeat (v) do again
Repeat this process three times.
- serial number (n) a number that identifies the bomb (see page 3)
The serial number is on the side or bottom of the bomb.
- stage (n) step; part of a process
Go to stage 2 and repeat.
- strike (n) a mistake; a miss; a failure
If you get three strikes, the bomb explodes.
- strip (n) a long, narrow piece
A colored strip will light up when you hold down the bomb.
- table (n) A set of information displayed in rows and columns
Use the table below to find the correct information.
- timer (n) a clock that counts up or down
Release the button when the timer has a 3 in any position.
- vowel (n) letters A, E, I, O, and U are vowels

Does the serial number have any vowels?

columns & rows (n) refer to the chart to the right.

Column 3 row 2 is red.

Column 1 row 3 is blue.

	↓	↓	↓
	Column 1	Column 2	Column 3
→	Column 1 Row 1	Column 2 Row 1	Column 3 Row 1
→	Column 1 Row 2	Column 2 Row 2	Column 3 Row 2
→	Column 1 Row 3	Column 2 Row 3	Column 3 Row 3