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BOMB DEFUSER FIELD MANUAL

STRATEGIC SERVICES

CLASSIFIED

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**ALWAYS MAKE SURE THAT THE VERSION ON THE COVER OF THIS MANUAL MATCHES
THE VERSION NUMBER SHOWN IN THE MAIN MENU OF ESCAPE THE BOOM!**

MISSION BRIEFING

In these troubled days of cold war between NATO and the Warsaw Pact, our secret intelligence officers frequently encounter bombs of USSR origin that require immediate defusal.

Unfortunately, these field service members rarely know how to defuse a bomb, so they will call you and your team of bomb defusal experts. Use this manual to talk the officer through all the steps required to defuse the bomb. Because every bomb is different, ask for precise descriptions and ask precise questions. And always keep in mind the prime directive:

**THE MANUAL HOLDERS CANNOT SEE THE BOMB,
AND THE OPERATOR FACING THE BOMB IS NOT ABLE TO READ THE MANUAL!**

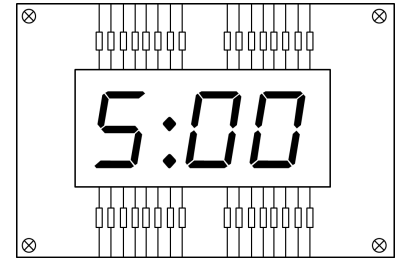
Identify the different modules of the specific bomb as quickly as possible, as time is crucial. Keep calm, read the regarding chapters carefully and guide the officer through all the required steps.

Also, try to maintain a positive attitude – after all, the survival of your officer will rely on your ability to work together as a team.



THE TIMER

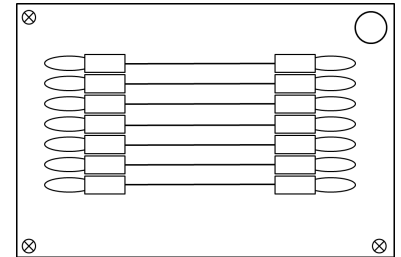
You need to disarm all bomb modules before the timer runs out.



WIRES

If you see a set of differently colored wires and a timer, congratulations: *You have found a bomb!* And an extra villainous one. Be sure to bring your side-cutter and cut the one deciding wire.

There are seven wire slots, wires are counted from top to bottom.



THREE WIRES

Identify the wire to cut with the following table:

All wire colors are different		Cut the wire in the middle
Two wires have the same color...	...Green	Cut the first green wire
	...Yellow	Cut the third wire
	...Blue	Cut the second blue wire
	...Red	Cut the wire which is not red
All wires have the same color		Cut the first wire

FOUR WIRES

identify the interface on the back of the bomb to cut the correct wire.

Hold the device carefully over your head and look at it from below.

For more information on interfaces refer to Appendix B of this manual.

If the interface is...	XLR or Robotron	Micro-Ribbon	D-Sub	DIN
Cut this wire...	Red	Blue	Yellow	Green

FIVE WIRES

Be extra careful not to cut the wrong wire by adhering *all of the rules* below:

- 1) If a wire has an empty slot directly above it, don't cut it (unless the bomb was built after 1978*, in this case don't cut a wire with an empty slot directly below)
- 2) If there are at least two wires of one color, don't cut the first one of these wires
- 3) Never cut a blue wire, unless there are at least two red wires
- 4) Never cut the first wire, unless it is yellow (green if the bomb was built before 1975)

* for more information on the manufacturing date, refer to *Appendix A: The Serial Number*

SIX WIRES

Be extra careful not to cut the wrong wire by adhering *all of the rules* below.

Depending on the interface* (see table below):

- 1) Never cut any wire located directly below a wire of color A
- 2) Never cut any wire located directly above a wire of color C
- 3) Never cut any wire of color D if there are at least two wires of color B
- 4) If a wire of color A is next to an empty slot, don't cut it
- 5) Only cut a wire of color C if there are at least two of them
- 6) Never cut the first wire (unless the bomb features an interface with more than 20 pins*,
in this case never cut the last wire)

If the interface is...	ROBOTRON	CENTRONICS	CANNON	DIN
Color A is...	Yellow	Blue	Red	Green
Color B is...	Red	Yellow	Green	Blue
Color C is...	Blue	Green	Yellow	Red
Color D is...	Green	Red	Blue	Yellow

* for more information on interfaces, refer to Appendix B: Interfaces

SEVEN WIRES

All wires have to be cut according to the following sequence:

- 1) The slot of the *first wire* to cut depends on the date when the bomb was built (see table below, wire slots are counted from top to bottom)
- 2) The *second wire* to cut must have a different color than the wire that will be cut in step 6)
- 3) The *third wire* to cut must have the same color as the wire in step 5)
- 4) The *fourth wire* to cut must have an already cut wire directly above it
- 5) The *fifth wire* to cut must be in one of the three possible slot positions indicated by the batch number on the back of the bomb
- 6) The color of the *sixth wire* to cut depends on the interface on the back of the bomb (refer to the section "Four Wires" of this manual)
- 7) The *last wire* to cut must have the same color as the wire that was cut in step 1)



Never cut two directly neighboring wires one after another!

Never cut two wires of the same color one after another!

	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982
Early	1	3	4	3	7	2	6	4	5	7	2	5	1
Middle	6	2	5	4	6	4	1	2	1	3	7	3	6
End	4	7	2	3	1	5	3	7	5	6	1	7	4

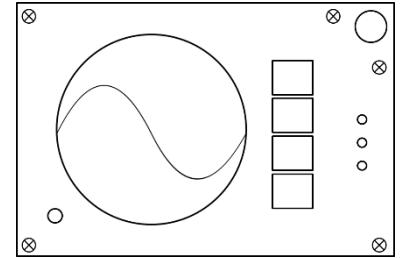
[illegible]

Enter the word in the module in order to defuse it.

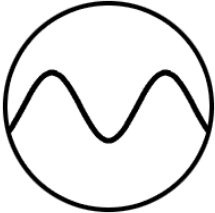

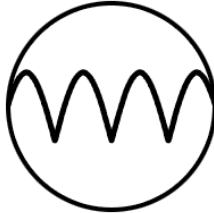
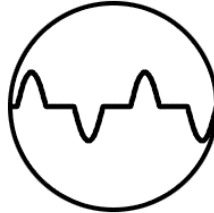
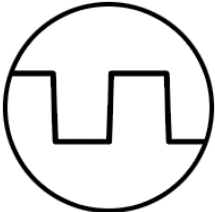
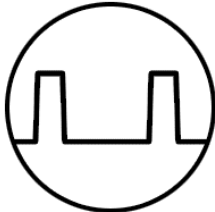
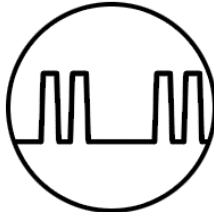
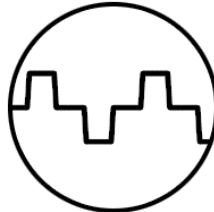

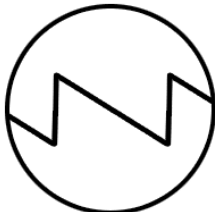
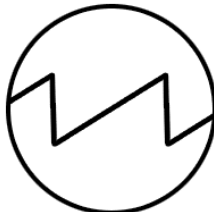
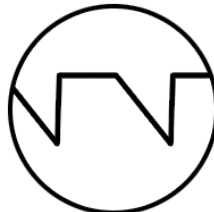
[illegible]

OSCILLOSCOPE

If you are confronted with an Oscilloscope module, you will eventually find out if you are on the same wavelength with your team. The steps to take depend on the correct identification and description of the waveform you see.







Waveforms can be categorized into the following types:





Waveform Category	Base Shape	Variant A	Variant B	Variant C
Sine				
Rectangular				
Triangular				

Depending on the Waveform, follow the procedures below. Once the waveform is reduced to a flat line the module is defused. Watch the LEDs labeled 1 / 2 / 3 to find out which stage the oscilloscope is currently in.

STAGE 1:

- 1) If the waveform is SINE or TRIANGULAR, and moving from left to right, press 
- 2) Otherwise, if the waveform is RECTANGULAR or SINE, moving from right to left, press 
- 3) Otherwise, if the waveform is TRIANGULAR, press 
- 4) If none of the above applies, press 


STAGE 2:

- 1) If the wave is moving from right to left, press  unless the waveform is RECTANGULAR
- 2) Otherwise, if the waveform has a base shape, press 
- 3) Otherwise, if the waveform falls into either Variant A or B, press 
- 4) If none of the above applies, press 





STAGE 3:

- 1) If the waveform has a base shape or falls into Variant C, press 
- 2) Otherwise, if the waveform falls into Variant A and moves from left to right, press 
- 3) Otherwise, if the waveform falls into Variant B, press 
- 4) If none of the above applies, press 



Important Note: If the LED labeled  is blinking, proceed to the next page.

If the LED labeled  is blinking, follow these procedures instead:

STAGE 1:

- 1) If the waveform is RECTANGULAR or SINE and moving from right to left, press 
- 2) Otherwise, if the waveform is TRIANGULAR and moving from left to right, press 
- 3) Otherwise, if the waveform falls in the RECTANGULAR category, press 
- 4) If none of the above applies, press 

STAGE 2:

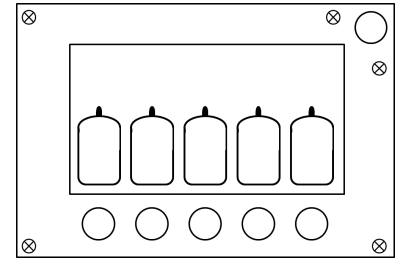
- 1) If the waveform has a base shape, press 
- 2) If the waveform falls into Variant A, press 
- 3) If the waveform falls into Variant B, press the button with the waveform category currently shown on the oscilloscope
- 4) If the waveform falls into Variant C, press the button with the same waveform category you saw on the oscilloscope in STAGE 1

STAGE 3:

- 1) If the wave moves from left to right, press the same button you pressed in Stage 1, unless the waveform falls into Variant C
- 2) Otherwise, if the waveform shows a base shape, press the button with the same waveform category shown on the oscilloscope in Stage 2
- 3) Otherwise, if the waveform falls into Variant B, press the same button you pressed in Stage 2
- 4) If none of the above applies, press the button with the same waveform category shown on the oscilloscope in Stage 1

TUBES WITH BUTTONS

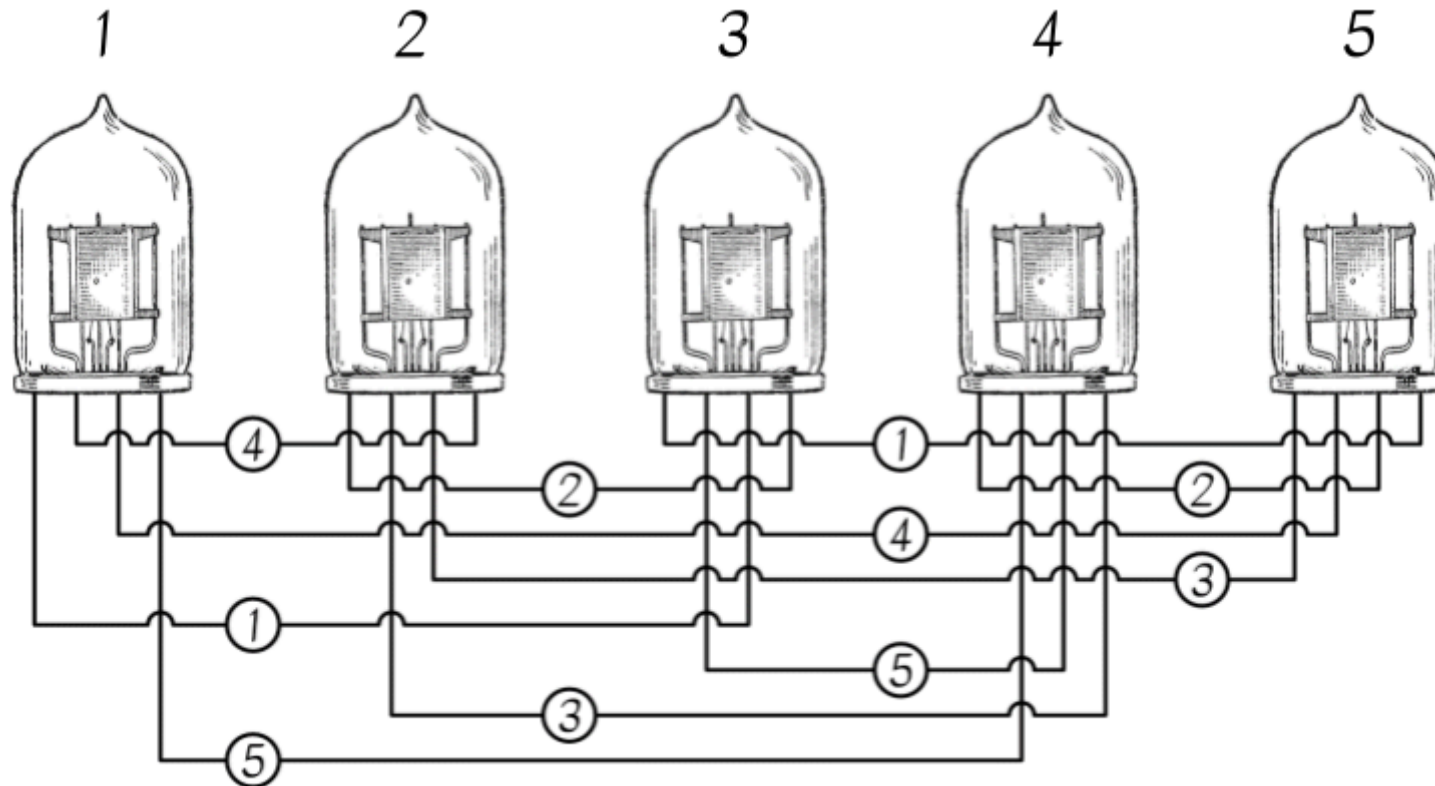
The old school bomb-aficionados still prefer the vintage tube modules to today's digital bombs. They just create a "warmer" ambience and are less sterile than their transistor counterparts.



NOTE: If there are toggle switches instead of push-buttons, refer to the next page.




Observe the sequence of the tubes lighting up and trace the signal path on the diagram below.

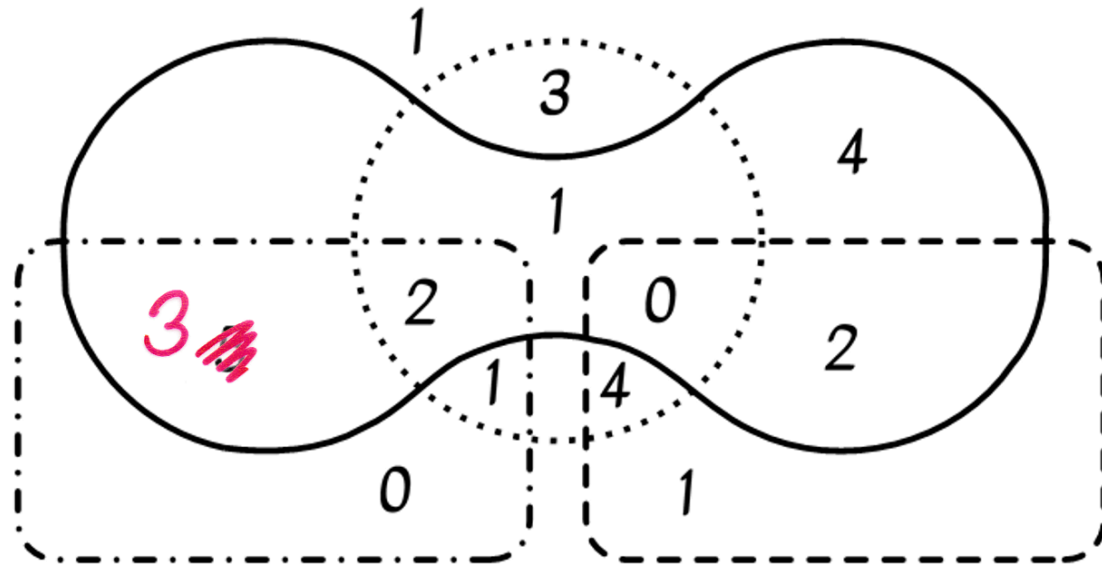
Note the sequence of the numbers that the signal passes and enter that exact sequence by pressing the buttons in order to defuse this module.



TUBES WITH SWITCHES

Refer to the following Edwards diagram to find out for each tube if it should be activated by flipping the corresponding switch underneath:

Tube has a red label	— . — . — .
Tube has a white label	— — — — —
Tube brand is Valvo 
Tube size is 78mm  55mm	 78mm



- 0 – Do *not touch* that switch
- 1 – Flip switch and activate the tube
- 2 – Flip switch *only* if the bomb features a CANNON interface*
- 3 – Flip switch *only* if the bomb features a DIN interface*
- 4 – Flip switch if there is at least one tube by Telefunken

* for information on interfaces refer to *Appendix B: Interfaces*

BACK IN THE USSR

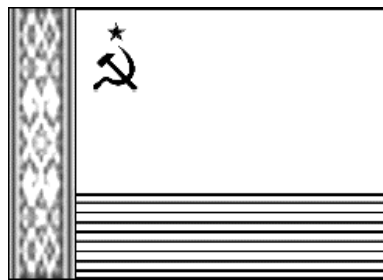
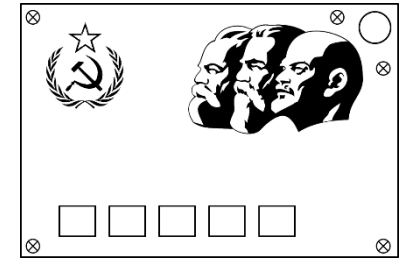
Quite obviously this bomb was built in the Soviet Union.

You will find the name of the production facility written in Cyrillic letters on the type label on the back of the bomb*. (next to the ★ symbol)

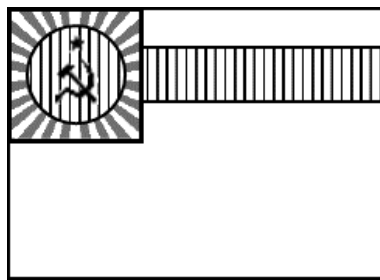
Inspect the Cyrillic label carefully. Some Letters are only used in certain Soviet countries.

The diagram on the next page shows which country uses which special characters.

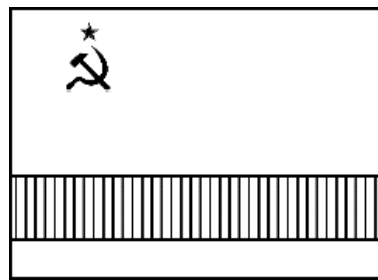
Press the flag of the country that the bomb was built in to defuse this module.



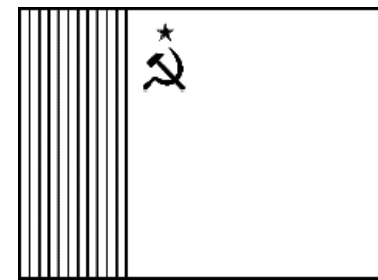
Belarus



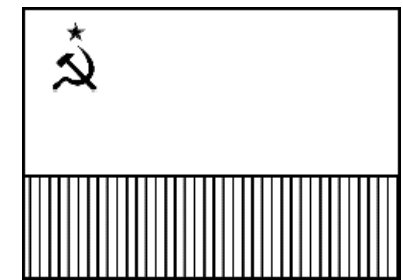
Georgia



Kazakhstan



Russia



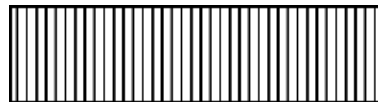
Ukraine



Red

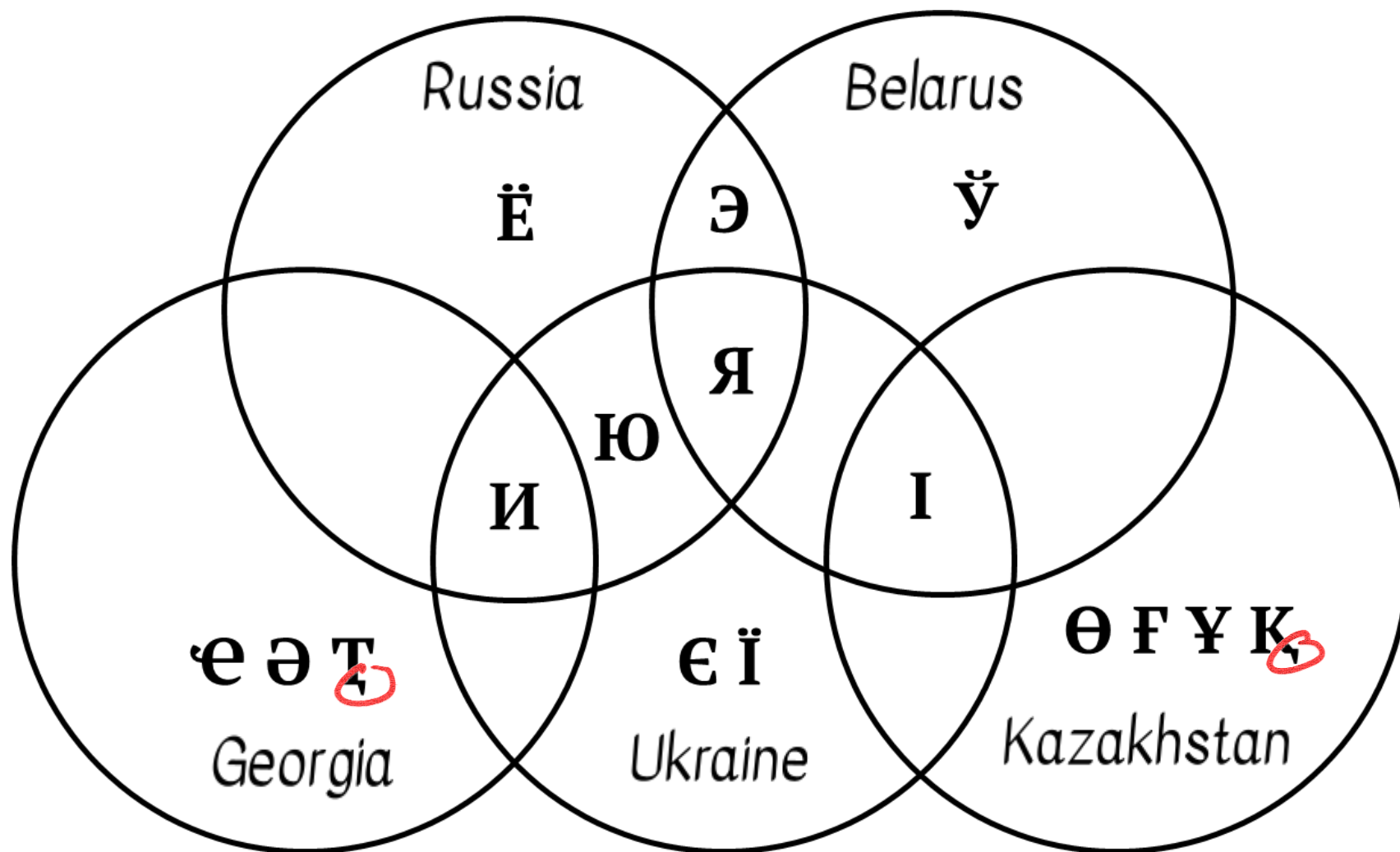


Green



Blue

*For more information on the type label refer to Appendix A: The Serial Number

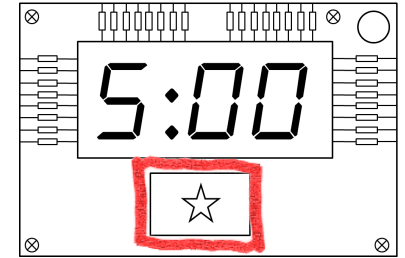


Common letters used in all USSR countries are:

А Б В Г Д Е Ж З К Л М Ё Н О П Р С Т У Ф Х Ц Ч Ш Ы Ь

TIMER WITH A BUTTON

In some more advanced bombs the timer will feature a star labeled button with a light frame. In this case, the timer itself will need to be defused as well. Identify the color of the light frame to find out how to defuse the timer module:



LIGHT OFF (BLACK)

Press the button until the light turns on. Hold the button, identify the color of the light and refer to the respective section on the next pages.

BLUE LIGHT

Press and release the button quickly, as soon and as long as the last digit of the timer shows the value below. Refer to the following table to find out the correct value:

Manufacturing date*	1970-1974	1975-1978	1979-1982
Early	4	3	5
Middle	2	7	0
End	6	1	9

* for more information on the manufacturing year, refer to Appendix A: The Serial Number

RED LIGHT

Press and hold the button when the last digit of the timer shows the value below.

Keep holding the button, identify the changed color of the light and refer to the respective section.

Military unit*	Infantry	Air Force	Navy	None
Last digit	6	8	7	0

YELLOW LIGHT

Keep holding the button and release only when the first digit (minutes) and last digit (seconds) of the timer match the following values:

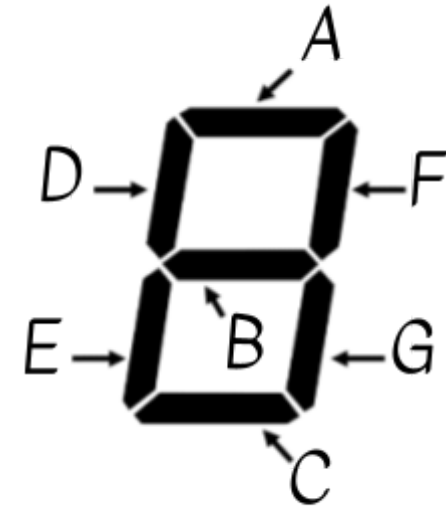
First digit is	Release only when...
4	...the last digit is the same number as the second digit
0 or 2	...the last digit is equal to the second digit multiplied by 2 (10 = 0)
1 or 3	...the last digit is equal to the second digit added to the first digit

* for more information on the military unit, refer to Appendix A: The Serial Number

WHITE LIGHT

Keep holding the button and release only when the second digit (tens of seconds) and the LED condition of the last digit (seconds) match the following values:

Second digit is	Active LEDs
0	Release only if LEDs F and G are active
1	Release only if LEDs D and E are active
2	Release if only one of LEDs D or G is active, but not both of them
3	Release only if LEDs A, B and C are active
4	Release if only one of LEDs E or F is active, but not both of them
5	Release only if LED B is inactive

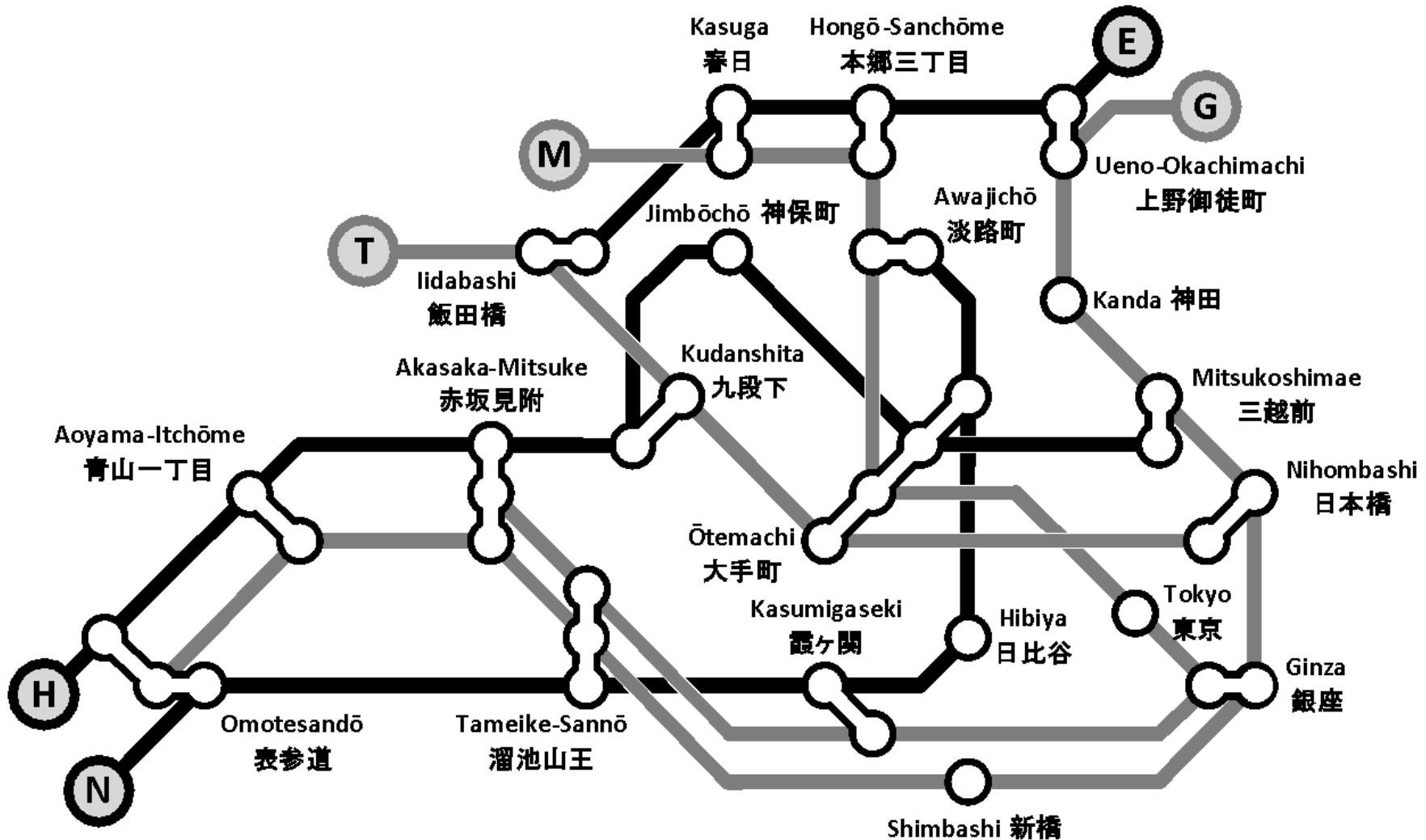
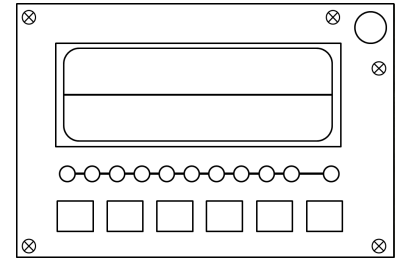


GREEN LIGHT

The module is defused.

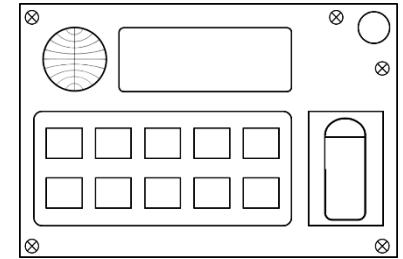
TOKYO METRO

There is an out of control metro with a bomb running in downtown Tokyo.
Find out the correct metro line in order to defuse this module.



PAN AM

We are looking for a Pan Am flight departing from New York. The airport short code of the flight's destination is being transmitted by our agents via Morse code. Identify the flight number from the Pan Am flight plan on the next page and enter it in order to disarm this module.



MORSE CODE:

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

LIST OF AIRPORTS:

ACCRA	ACC	FRANKFURT	FRA	MONTEVIDEO	MVD
ANTIGUA	ANU	GLASGOW	PIK	MOSCOW	SVO
BANGKOK	DMK	GUATEMALA CITY	GUA	NASSAU	NAS
BARBADOS	BGI	HONG KONG	HKG	NICE	NCE
BARCELONA	BCN	ISTANBUL	IST	OSLO	FBU
BEIRUT	BEY	JOHANNESBURG	JNB	PARIS	ORY
BERMUDA	BDA	KINGSTON	KIN	REYKJAVIK	KEF
BRUSSELS	BRU	KINSHASA	FIH	RIO DE JANEIRO	GIG
BUENOS AIRES	EZE	LAGOS	LOS	ROME	FCO
CARACAS	CCS	LISBON	LIS	SAN SALVADOR	ILS
CASABLANCA	CMN	LONDON	LHR	SHANNON	SNN
DAKAR	DKR	MANAGUA	MAG	STOCKHOLM	ARN
DELHI	DEL	MIAMI	MIA	TEHRAN	THR
FAIRBANKS	FAI	MONROVIA	ROB	TOKYO	NRT

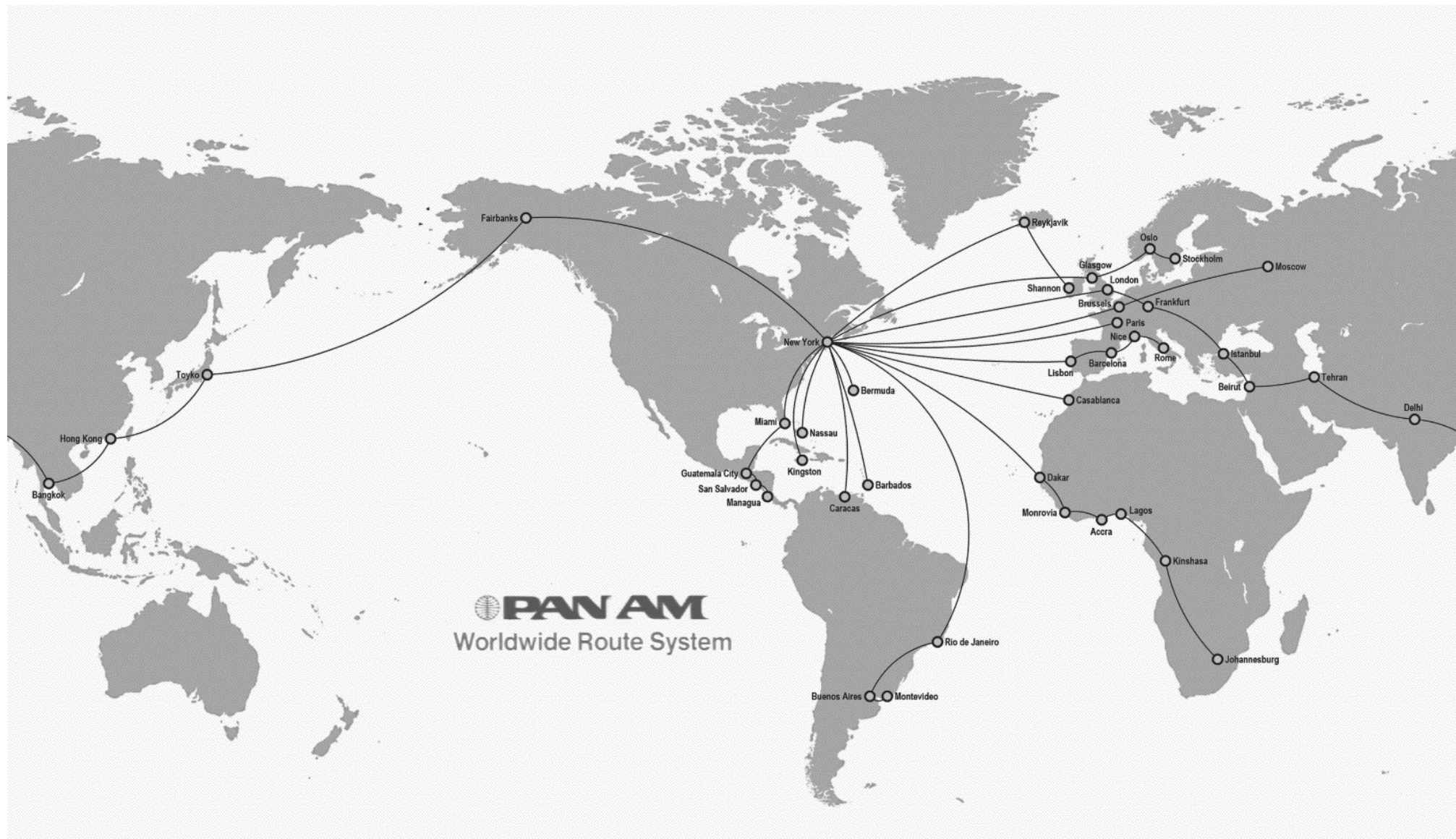
FROM

NEW YORK

To	Leave	Arrive	Flight No.	Stops	Aircraft
ACCRA	1900	1155 + 1	PA184	2	707
ANTIGUA	0915	1305	PA219	0	707
BANGKOK	1900	1025 + 2	PA002	6	747
BARBADOS	0830	1255	PA229	0	707
BARCELONA	1945	0935 + 1	PA154	1	747
BEIRUT	1900	1755 + 1	PA002	3	747
BERMUDA	1030	1230	PA132	0	747
BRUSSELS	1815	0625 + 1	PA090	0	707
BUENOS AIRES	2115	1200 + 1	PA201	1	707
CARACAS	1530	2005	PA217	0	707
CASABLANCA	2120	0820 + 1	PA150	0	707
DAKAR	1900	0635 + 1	PA184	0	707
DELHI	1900	0415 + 2	PA002	5	747
FAIRBANKS	1045	1250	PA801	0	707
FRANKFURT	1900	0925 + 1	PA002	1	747
GLASGOW	1945	0705 + 1	PA076	0	707
GUATEMALA CITY	1015	1440	PA503	1	707
HONG KONG	1045	2145 + 1	PA801	2	707/747
ISTANBUL	1900	1420 + 1	PA002	2	747
JOHANNESBURG	1900	2325 + 1	PA184	5	707
KINGSTON	1530	1810	PA223	0	727



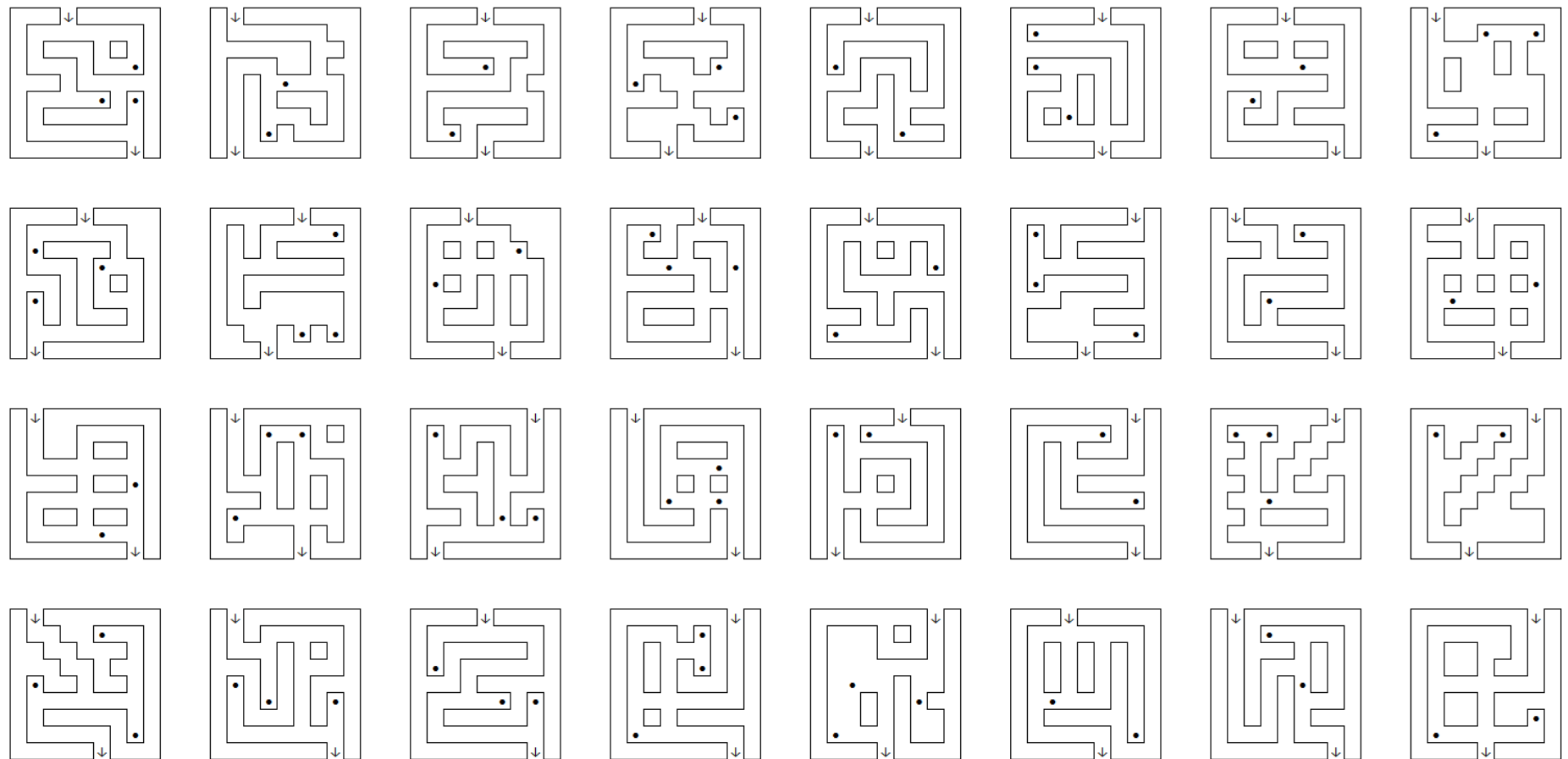
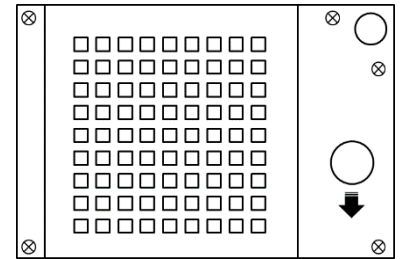
To	Leave	Arrive	Flight No.	Stops	Aircraft
KINSHASA	1900	1800 + 1	PA184	4	707
LAGOS	1900	1440 + 1	PA184	3	707
LISBON	1945	0710 + 1	PA154	0	747
LONDON	1900	0640 + 1	PA002	0	747
MANAGUA	1015	1845	PA503	3	707
MIAMI	1015	1300	PA503	0	707
MONROVIA	1900	0925 + 1	PA184	1	707
MONTEVIDEO	2115	1330 + 1	PA201	2	707
MOSCOW	1815	1225 + 1	PA090	1	707
NASSAU	1240	1525	PA207	0	707
NICE	1945	1140 + 1	PA154	2	747/707
OSLO	1945	0940 + 1	PA076	1	707
PARIS	0930	2140	PA118	0	707
REYKJAVIK	1930	0450 + 1	PA078	0	707
RIO DE JANEIRO	2115	0755 + 1	PA201	0	707
ROME	1945	1420 + 1	PA154	3	747/707
SAN SALVADOR	1015	1630	PA503	2	707
SHANNON	1930	0835 + 1	PA078	1	707
STOCKHOLM	1945	1115 + 1	PA076	3	707
TEHRAN	1900	2140 + 1	PA002	4	747
TOKYO	1045	1530 + 1	PA801	1	707



COMBINATION LOCK

This module is protected by a rotating lock with a secret labyrinth structure inside. Navigate the silver ball through the maze by holding the device *upright in front of you* and rotate it in steps of 90° clockwise or counter-clockwise. Be careful not to hit any hidden alarm trigger (shown as ●) with the ball.

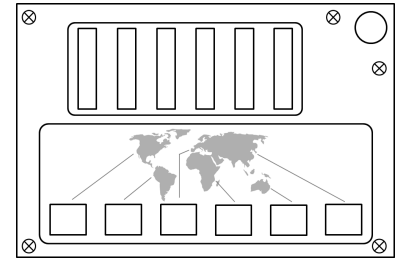
NOTE: Start the lock picking by pulling the trigger. You *cannot work* on any other part of the bomb until you have unlocked the combination lock.



ENIGMA

The bomb designer used a rather outdated *WWII* cipher machine with rotating gears to encode the name of a world capital. The encoded word is shown on the machine.

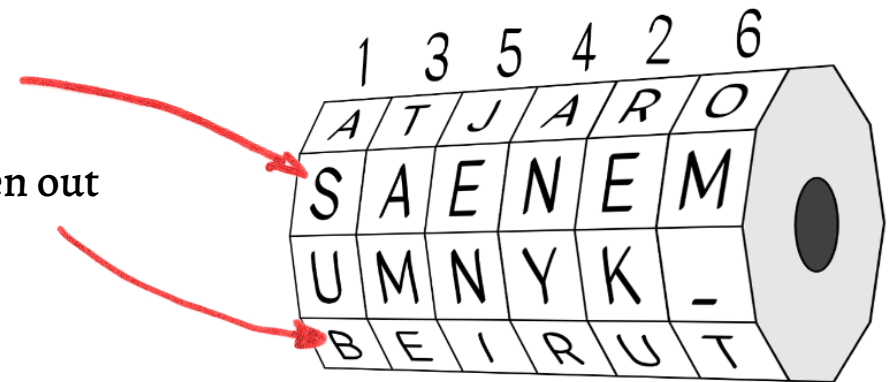
Figure out the name of the city by searching through the possible wheel positions on the next page. Once the city has been identified, enter the continent of that capital to defuse this module.

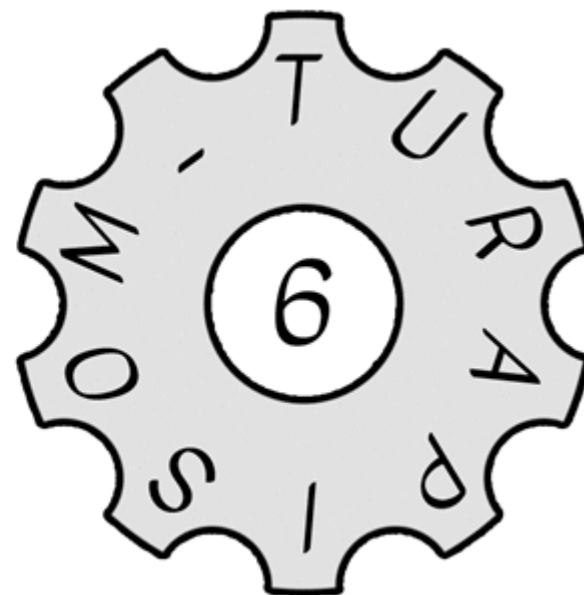
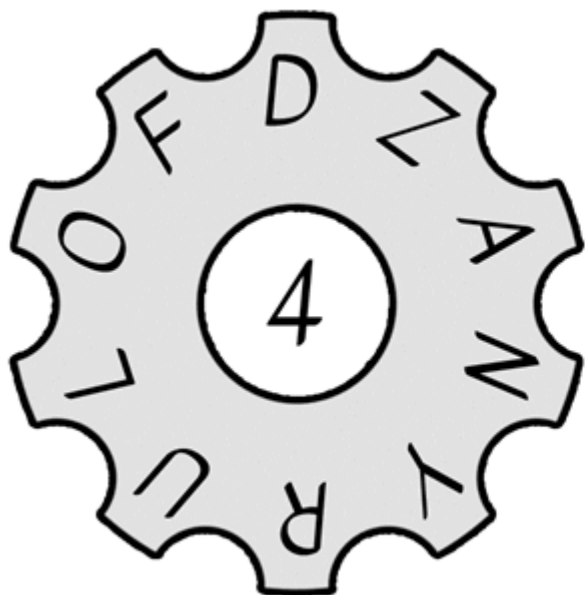
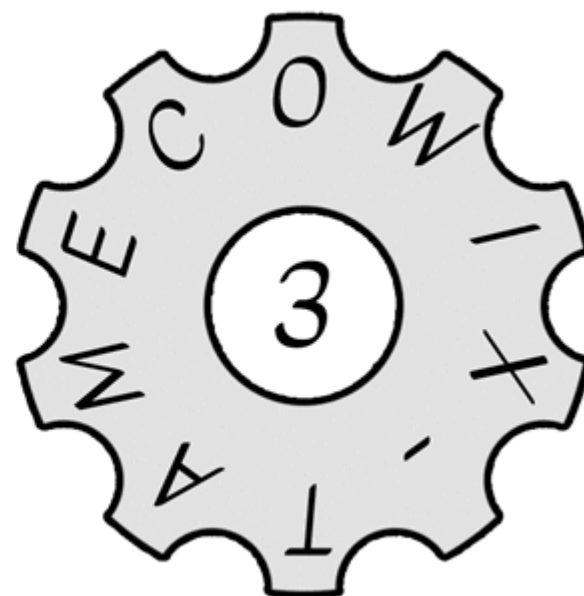
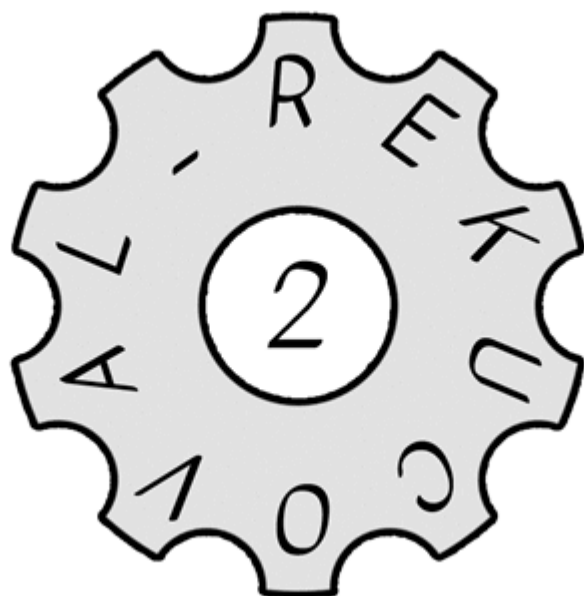
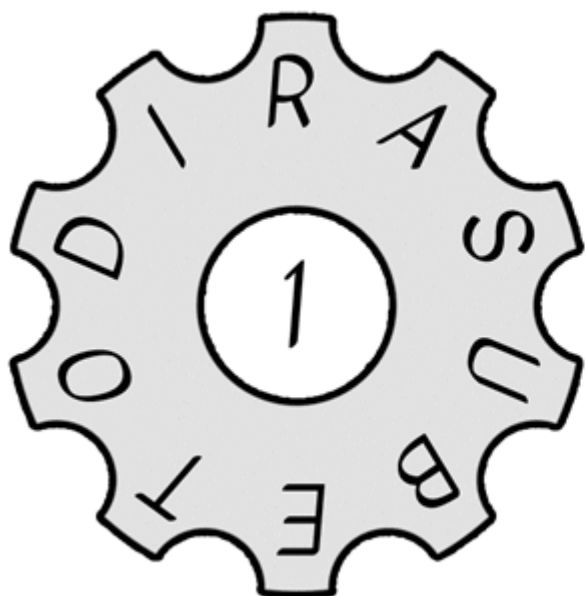


For a list of world capitals, refer to *Appendix C: The CIA List of World Capitals*

HOW TO USE A CYPHER MACHINE WITH ROTATING GEARS:

- 1) Identify the sequence of the gears
- 2) Set the wheels so they show the codeword on one line
(i.e. SAENEM)
- 3) Look for another line that has a meaningful word written out
(i.e. BEIRUT)



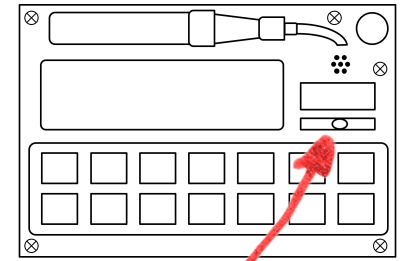


GEIGER COUNTER

If the Geiger Counter appears, nuclear material is located close to you.

Don't Panic – Alpha particles are only dangerous if you inhale them.

Hold your breath and focus on following the standard procedure:

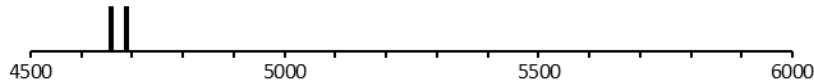


- 1) Hold the Geiger Counter in front of you, strictly horizontal. It will only work if the spirit level is centered. Slowly turn around yourself left and right to locate the source of radiation in the surrounding area. You will know you found it when the signal meter reaches the red level, and the noise builds up.
- 2) Refine your orientation until distinct peaks are visible within the alpha-spectrum.
- 3) Employ the Alpha spectra reference provided below to identify the radioactive material and press the appropriate button to disarm this module.

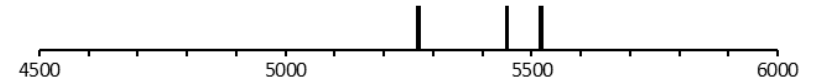
<i>Americium</i>	
241Am 	242Am
<i>Berkelium</i>	
247Bk 	249Bk

Bismuth

210Bi

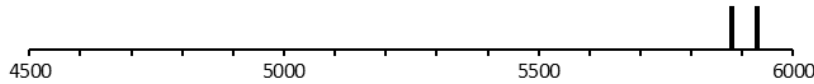


214Bi

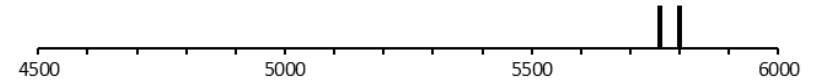


Curium

241Cm

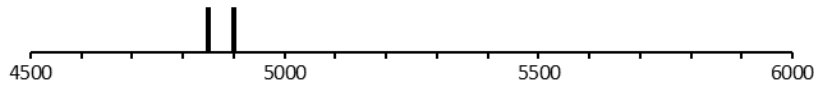


244Cm

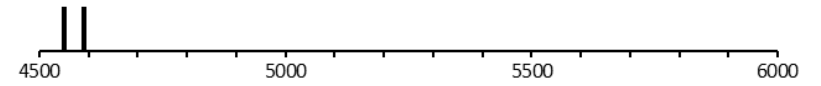


Plutonium

241Pu



244Pu



Polonium

209Po

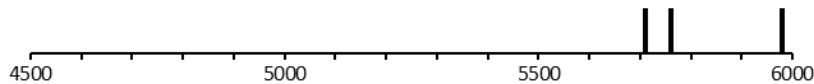


210Po



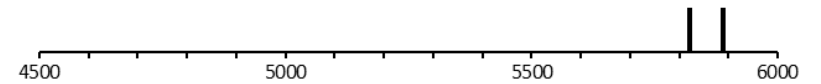
Thorium

229Th

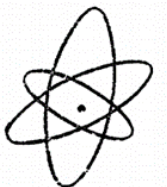


Uranium

230U



INTERNATIONAL
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APPENDIX A: THE SERIAL NUMBER

The bomb was assembled in a facility in the Soviet Union. You will find the name of the facility and the serial number on the back of the bomb by holding the device *upside-down over your head*.

The *Facility* is printed next to a star ★ symbol.

The *Serial Number* is printed next to a № label and follows a unified code:

Q	YY	NNN	M
---	----	-----	---

YY is the year of production

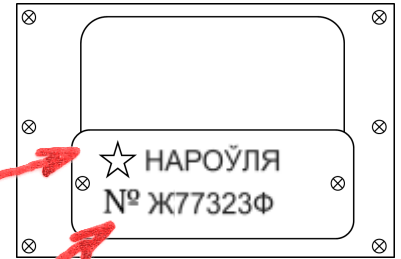
Q is the time period during the year of production:

Д	Early	Jan – Apr
Ж	Middle	May – Aug
Б	End	Sep – Dec

NNN is the batch number of the bomb

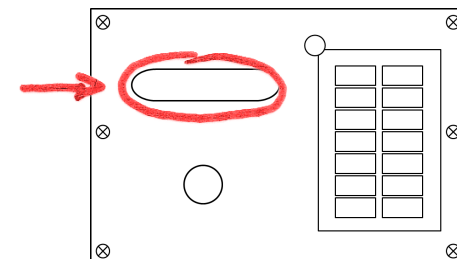
M (optional) if the bomb was built for military purposes, M defines the branch it was built for:




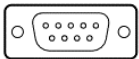
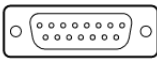
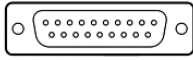

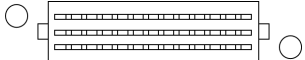
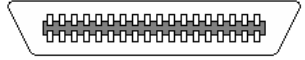
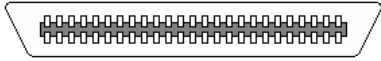
П	Пехота	Infantry
В	Воздушные	Airforce
Ф	Флот	Navy



APPENDIX B: INTERFACES

You will find the interface on the back of the bomb by holding the device upside-down over your head. Identify the interface with the following table:



	DIN-Speaker Interface, 2 Pins
	DIN-Interface, 5 Pins
	DIN-Interface, 6 Pins
	CANNON D-Sub DE-9
	CANNON D-Sub DA-15
	CANNON D-Sub DB-19
	CANNON XLR
	ROBOTRON EFS-39
	Micro-Ribbon / CENTRONICS 36 Pins
	Micro-Ribbon / CENTRONICS 50 Pins

APPENDIX C: THE CIA LIST OF WORLD CAPITALS

AFRICA			N. AMERICA	S. AMERICA
Abidjan	Freetown	Moroni	Basseterre	Asunción
Abuja	Gaborone	Nairobi	Belmopan	Bogotá
Accra	Harare	N' Djamena	Bridgetown	Brasilia
Addis Ababa	Juba	Niamey	Castries	Buenos Aires
Algiers	Kampala	Nouakchott	Georgetown	Caracas
Antananarivo	Khartoum	Ouagadougou	Guatemala City	Lima
Asmara	Kigali	Port Louis	Havana	Montevideo
Bamako	Kinshasa	Porto-Novo	Kingston	Paramaribo
Bangui	Libreville	Praia	Managua	Quito
Banjul	Lilongwe	Rabat	Mexico City	Santiago
Bissau	Lomé	São Tomé	Nassau	Sucre
Bloemfontein	Luanda	Tripoli	Ottawa	
Brazzaville	Lusaka	Tunis	Panama City	
Bujumbura	Malabo	Victoria	Port of Spain	
Cairo	Maseru	Windhoek	Port-au-Prince	
Conakry	Mbabane	Yaounde	Roseau	
Dakar	Maputo		San Salvador	
Dar es Salaam	Mogadishu		Santo Domingo	
Djibouti	Monrovia		Tegucigalpa	
			Washington	



ASIA

Aden
Almaty
Amman
Ashgabat
Baghdad
Baku
Bangkok
Beijing
Beirut
Bishkek
Colombo
Damascus
Dhaka
Dili
Doha
Dushanbe
Hanoi
Islamabad
Jakarta
Jerusalem
Kabul

Kathmandu
Kuala Lumpur
Kuwait City
Male
Manama
Manila
Muscat
Nay Pyi Taw
New Delhi
Nicosia
Phnom Penh
Pyongyang
Rangoon
Riyadh
Seoul
Singapore
Tashkent
Tehran
Thimphu
Tokyo
Ulaanbaatar

EUROPE

Amsterdam
Andorra
Ankara
Athens
Belgrade
Berlin
Bern
Bonn
Brussels
Bucharest
Budapest
Chisinau
Copenhagen
Dublin
Helsinki
Kiev
Lisbon
London
Luxembourg
Madrid
Minsk

Monaco
Moscow
Oslo
Paris
Prague
Reykjavik
Riga
Rome
San Marino
Sofia
Stockholm
Tallinn
Tbilisi
Tirana
Vaduz
Valletta
Vatican City
Vienna
Vilnius
Warsaw
Yerevan

OCEANIA

Apia
Canberra
Funafuti
Honiara
Majuro
Nuku' alofa
Port Moresby
Port Vila
Suva
Tarawa
Wellington
Yaren



APPENDIX D: CREDITS

ESCAPE THE BOOM WAS CREATED BY

Michael Cramer (dimjon)– Puzzles, Graphics, Sounds, Music, Module Programming, Manual
Achim Stremplat – Software Development

MANUAL

Download this manual here for free: www.Escape-The-BOOM.com

For the maximum game experience, we recommend to provide a printout of the manual to every player.

Language versions currently available: English, German, Spanish, French, Italian, Portuguese, Russian, Chinese, Turkish, Ukrainian, Hebrew, Polish, Hungarian, Czech.

Please contact us if you would like to translate the manual to another language.

FEEDBACK

Send comments & feedback to contact@Escape-The-BOOM.com

MEET US ON

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www.facebook.com/Escape-the-BOOM

www.Escape-the-BOOM.com

TRANSLATIONS

English and German Version by Michael Cramer

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Türkçeye Kıvanç Karaca çevirdi. Teşekkürler!

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<http://www.simplesabotage.com/wp-content/uploads/2015/09/Original-Manual.pdf>
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[NVA FIELD MANUAL ENTITLED: "FIRING FROM TANKS" | CIA FOIA \(foia.cia.gov\)](#)

FONTS USED:

- Alegreya, Montserrat, Oswald (Manual): <https://fonts.google.com/>
- PT Serif (Cyril): <https://fonts.google.com/specimen/PT+Serif>
- Antonio (Main Menu): <http://www.1001fonts.com/antonio-font.html>
- Digohweli (Cherokee): <http://www.languagegeek.com/>
- o7YasashisaBold (Japanese): <http://www.fontna.com/blog/736/>

VERSION HISTORY

v. 1.90.604

- First version of the manual

v. 2.40.512

- NEW MODULE: Geiger Counter
- Table of Radioactive Isotopes in References, Reference links updated
- Table of contents updated / line spacing: 1.15
- Fonts, thanks & available language versions updated
- Leaner Appendix structure
- Twitter link removed
- Changed page numbers of appendix to A x so that the whole manual does not have to be reprinted for new modules

KUDOS

If you own a PC or a console, you should also play “[Keep Talking and Nobody Explodes](#)” - the ingenious creators of this genre. **KUDOS!**