

# ACID BOMB

*Bomb Diffusal Records  
FOR FIELD AGENTS ONLY*

293SG49

www.vertigogaming.net



We here at the Department of Homeland Security would like to thank you for your years of dedicated training and excellence in the practice fields.

We know you will be a vital asset to this nation's security. Your training has been immense and incredibly thorough, but we know sometimes during the intense pressure of your job that you might forget some necessary and perhaps vital information.

This training guide should help you with some of the more difficult bombs you might encounter, as well as some proven theories that will help you out on the field.

Good luck, and Godspeed.

A handwritten signature in black ink, appearing to be "Kurt R. ...", is located in the bottom right corner of the page.

## The Carpenter-Alvarez Theory of Assumption

It's easy to see why this theory is widely respected among all bomb-defuse experts. It essentially assumes that once a SDU crosses with no change in the piston count, we can safely assume a piston at the crosspath.

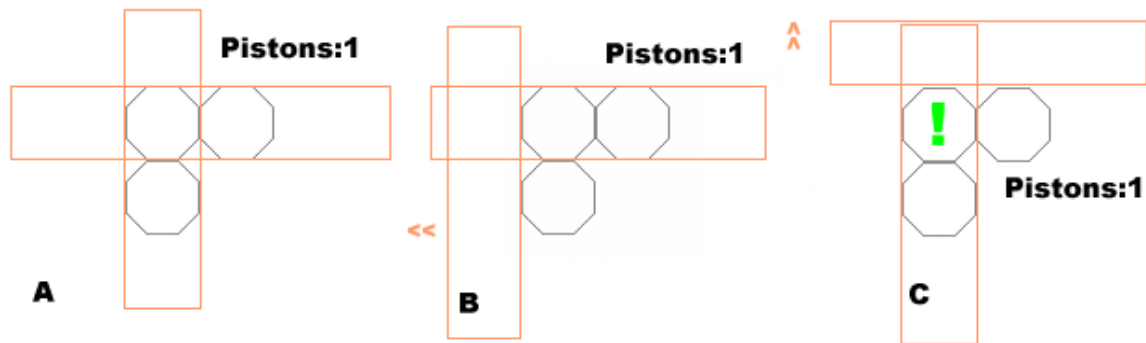


Fig 1.1: the Carpenter-Alvarez theory in action

Let us observe what's going on in figure 1.1: the first segment marked A shows 1 piston being detected by the SDUs (shown as the orange rectangles). Segment B shows the vertical SDU being moved off the bomb, yet the piston count remains the same. Segment C shows the vertical SDU returning to its original place, but the horizontal SDU moving off the bomb. Because the piston count is still the same, we can assume that it is indeed a bomb. This is because a bomb that is located in the direct crosspath of both SDUs is only counted once.

This theory of assumption branches out into our next theories, if only because its spectrum is so broad that it can only be applied to very few bombs due to the increase of pistons as of late.

## The Boyles-Mendoza Theory of Association

This theory is a more focused and refined theory from the Carpenter-Alvarez model, and its use in the fields is much more widespread.

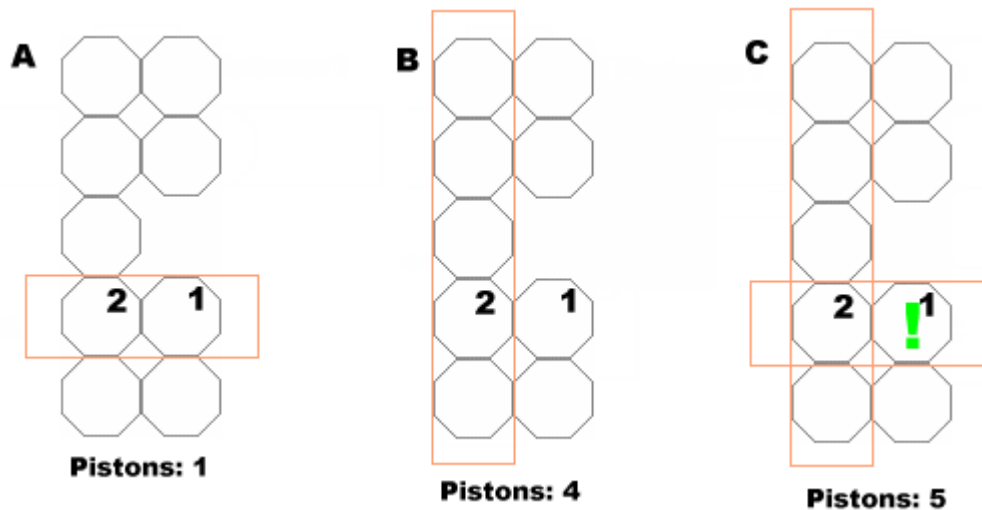


Fig 1.2: the Boyles-Mendoza theory applied to a virtual bomb simulator.

Let us examine figure 1.2. Segment A shows the horizontal SDU hovering over tiles 2 and 1, and counting one piston. Segment B hovers over a long stretch of tiles, counting four pistons. Segment C shows the two SDUs crossing paths, counting five pistons...and marking tile one as the bomb. So why mark tile one and not tile two?

Remember, when a bomb is under the crosspath of SDUs, it is only counted once.

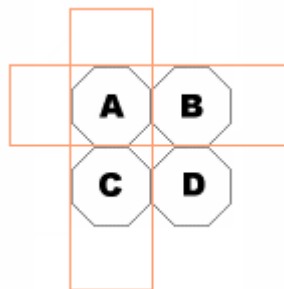


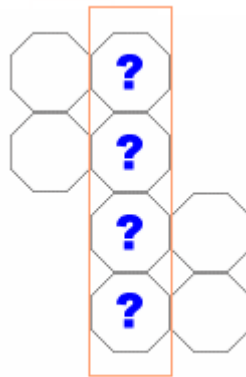
Fig 1.3: tile A is an example of a tile under a “crosspath” of SDUs (shown as orange rectangles).

Segment A of figure 1.2 shows two tiles, but only one piston counted. Segment B shows four pistons. But by moving the horizontal SDU over tiles 1 and 2, and showing an increase of one piston counted...we assume that the newly added tile to the SDU’s path is the bomb. Otherwise the counter would have remained at four (and tile 1 would have been marked as a dud).

Let's go over one more theory that has been proven to be effective at defusing bombs.

## The Galindo-Hank Theory of Computations

If you get a larger reading than normal, use it to your advantage and work backwards.



**Pistons: 3**

*Fig. 1.4: sometimes it's safer to assume in this case that all four pistons are on the SDU path, even though technically it's impossible.*

Look at figure 1.4. The SDU reads three pistons, but only four pistons lay on the path. What the Theory of Computations does is assumes that, in this case, all four bombs are on the SDU path. Now it is a matter of finding the dummy tile, rather than finding the actual locations of all three bombs. To put it another way...it's always easier to find one of something rather than three.

The last thing this booklet will advise is on the different types of bombs you will encounter on the field, and what precautions you should use on each. The Safety Office located in East Katharka Plains does give you details on these as well, but we can go a bit further due to the classification of this document as for your eyes only.

## Standard Bomb Types



The Explosive Bomb is your standard M1-394 test bomb you have trained on for the last few years of your academic studies. The pistons on this bomb and every bomb listed in this manual have random pistons, but the weakness is the fact that the poison virus tiles located on the bomb are never random, and always on the same spot every time you restart the bomb. On your first run of defusing the bomb, you should try to locate all virus tiles first to eliminate those tiles as possible bomb suspects. When the bomb “refreshes” (shown on screen by a blue wave of light on all the tiles for a brief second) the virus tiles never refresh with it...they remain black. Expert bomb personnel can use this to their advantage.



Spontaneous Combustible bombs are the harder versions of the XM-L135D0 bombs used for your final examination. They don't actually spontaneously combust as the title suggests, but rather they have much faster timers and more virus tiles than normal bombs. This is usually done to hide the shoddy engineering that was done in making the bomb...in fact, it is a relatively simple bomb to defuse if it weren't for the timers and viruses. Don't let that intimidate you, and get this bomb into the waste bin ASAP.



Used in the Weapons of Mass Destruction found in Iraq, Chemical Warfare bombs have made their way to the states and have littered the country with small, easy to make bombs that have the potential to infect a radius of two miles. The bomb's simplistic nature is offset by its extremely unstable structure...in fact, any markings on the bomb at all result in detonation. The user must defuse the pistons ONLY by marking them with an exclamation point. You will have to memorize most of the bomb and work slowly, as most of the chemical bombs do not have timers smaller than 800 seconds.



Napalm bombs are the result of drug lords and crime syndicates using their street tech to make passive bombs aimed at killing in a radius of only a few yards. The bomb is filled with a deadly flammable drug that expels outwards when detonated, followed by a small series of sparks that sets off the chemical in a deadly blaze that is

inextinguishable with fire blankets and hoses, and instead must be extinguished with specifically labeled D-32 extinguishers. The bomb is always set at a temperature of 60 degrees Fahrenheit, but marking on the bomb results in the chemicals reacting inside that raises the temperature. Dummy markings of X and ? result in a 10 degree raise, whereas a ! marking changes the total temperature to a deadly 25 degree increase. A heated bomb results in noise and static that fills the screen. A napalm bomb can go over 10 degrees its detonation target (usually 150F) before exploding. Work slowly while keeping an eye on both the temperature and timer.



Oxidation bombs are used by low to mid-level hackers and scientists aimed at keeping bomb defusal experts like yourself from turning their brilliant bomb into a twenty-five pound paperweight. They know the insides of our organization and your training, and have devised a unique bomb that is capable of stopping even our most talented bomb experts and technology staff. What this bomb has are two timers: one for the detonation of the bomb, and a smaller blue timer that is less than the detonation timer. Once this blue timer goes off, the entire bomb is reset and the positions of the pistons are moved to a new location. This results in all of your markings up to that point being utterly worthless, and having to start all over again



Some bombs are so massive and littered with different types of equipment that they are considered more of a huge pool of bombs than one single one. These bombs are large in size, so much so that you have to work out one segment at a time. This ordinarily would not be so much of a problem...except that each segment shares the same timer. Because of this, you must work through each part individually while keeping the same time as you progress. Work quickly and defuse them all before the timer gets to zero!



This is our number one priority. In 1987, five flatbed trucks illegally crossed the border from Mexico into the United States carrying five disassembled nuclear warheads. We have been trying to track down these five bombs for the past two decades, and intelligence has reported that within the last twenty years, parts have been ordered and flown in that were deemed suspect. It has been revealed that terrorists have all the necessary equipment to make five fully functional warheads. Thankfully we have nearly pinpointed their locations, but it's highly possible that they would trigger a last



resort timer on the warhead if they find themselves caught. Once they do, it will be up to you to defuse the bomb. The entire strength of the nation rests on your shoulders...don't let your country down.

## The Other Modes of Ac!dbomb



Fig. 1.4a: the Acidrop and Virtual Bomb Simulator in action.

By going through the main case files you will unlock the **Virtual Bomb Simulator** about midway through. This will allow total control over what kind of bomb you want to practice on. If you'd like, you can build the bomb in specification to the main marquee on the bottom...by doing so, you will be offered challenging bomb presets to beat in order to unlock more items for the VBS. You can change the level shells that are used, the bomb types, the "skin" used for the look of the bomb, the piston count, the SDU placement and number of chaffs you'd like to have.

The **Ac!drop** game was made by Coronal Jefferson Davis using the basic AB engine, and he has been reprimanded for making it during company time. The game has been included for completion's sake, and can be found when all fifty case files are beaten. You use the mouse to aim the tiles and press the left mouse button to fire them at oncoming tiles. You must match the tiles to each corresponding symbol to destroy them. Every shot costs -75 points, while a direct hit gains 150 points. By destroying a tile it will unleash a different pattern, shown on the next page.





Two X tiles that connect with each other unleash an X explosion, taking out any tiles that touch the debris.



Two ! tiles that connect unleash a cross explosion similar to a lower case t. It will also destroy any tile that crosses the debris path.



Two ? tiles unleash a random explosion of debris. There is no way of knowing where the debris will fly.



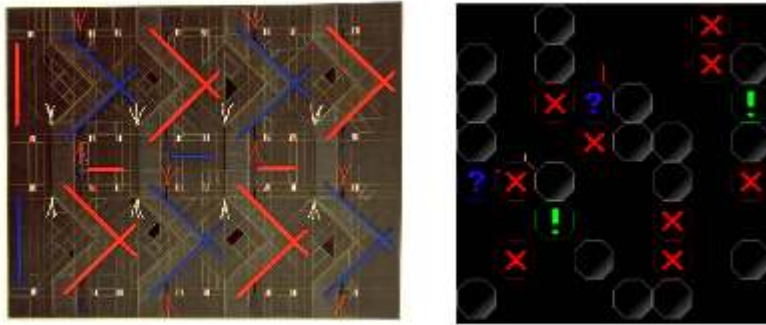
A blank tile is rare. Shoot this into tiles and it will destroy anything it touches as it goes flying. No debris is known to result from this tile, though an average of five points is awarded per tile destroyed.

It's important to realize that by shooting a tile to another tile that does not match, such as a ? to an X, it will stick to the tile and add to the falling tile count. You will also have lost 75 points as a result.

The shooting mechanism can sometimes misfire and not fire anything at all, which is followed by a unique sound and a deduction of points. It is purely random, but by playing a smart game you can compensate for any future duds.

There are two game modes: TIMED, which allows 250 seconds of non stop tiles, and ENDLESS, which ends only when one tile reaches the bottom of the stage. To clear the high score table, simply press C in the main Acidrop menu. No conformation will be given, but the table will have been cleared.

### *About the Shulster Diametic Virtual Simulation Program*



*Fig. 1.5: the components of an oxidation bomb, translated in real time as the virtual program classified as Ac!dbomb used out in the fields.*

The SDVSP was adopted by the Homeland Security Agency shortly after the department was founded. It is a highly advanced program that one of Dr. Emma Cooley Shulster won the Nobel Peace Prize for in 1991 in discovering the first generation program used in training models today.

Since then the first generation of said program has been used in a variety of different ways, including a free PC game available via the internet that, while dummed down considerably for the general audience, is mostly for puzzle fanatics and gamers looking for something new and original.

More info can be found at [www.vertigogaming.net](http://www.vertigogaming.net).