There are five coloured wires that hang off it's side. Cut the blue wire before you cut the yellow and green. Cut the yellow wire after the green. Cut the purple wire before the blue, but after the red!

There is a five by five grid on the bomb with twenty five green switches. When turned on, each switch will add a value of 1-5 depending on whether you are summing the row, or column.
The red polygons on the edges of the grid each have unique integer values. Each row/column must sum to the value of the corresponding polygon. If you're still unsure how to follow this schematic, I've included an example below:

	1	2	3	4	5	
1	On	Off	On	Off	On	9
2	Off	Off	On	Off	Off	3
3	Off	Off	Off	Off	Off	0
4	Off	Off	Off	Off	On	5
5	On	Off	Off	Off	Off	1
	6	0	3	0	5	

The red shape with all equal sides has the value 7. The red shape with 4 equal interior angles has the value 11. The red shape that is a quadrilateral has the value 8. The red shape with exactly one pair of parallel sides has the value 6. The red shape that is a rhombus with 4 equal interior angles has the value 12. The red shape with two pairs of equal adjacent sides that is not a rhombus has the value 5.

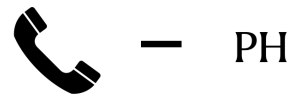
There are circular power inlets that lay next to the bombs sides. To overcharge the bomb you'll need to connect the sockets on the top of the bomb to the sockets on the bottom so that the numbers on the two sockets share the same number of divisors.

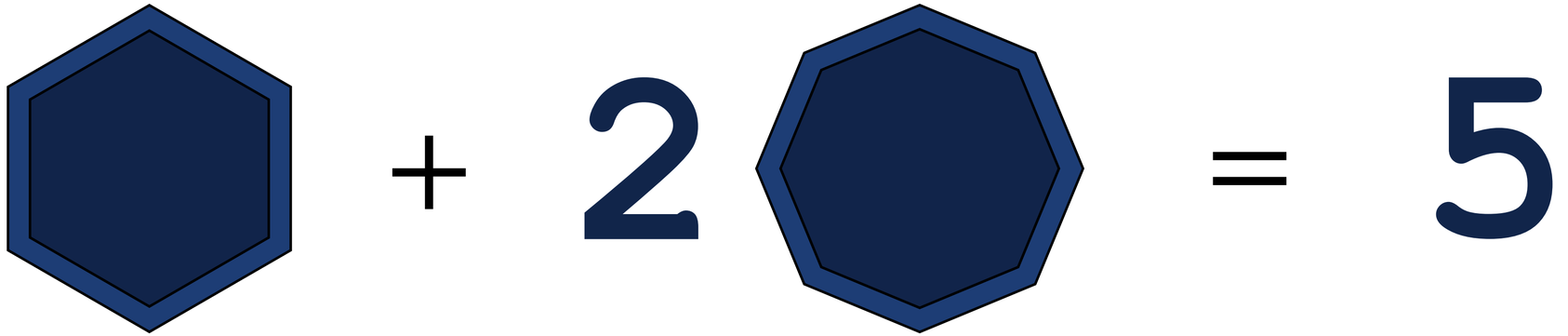
There are blue buttons that are shaped like regular polygons. Each button has a unique value. Press a set of buttons together so that their sum is 9. The order you press the buttons doesn't matter, just don't touch the wrong ones!

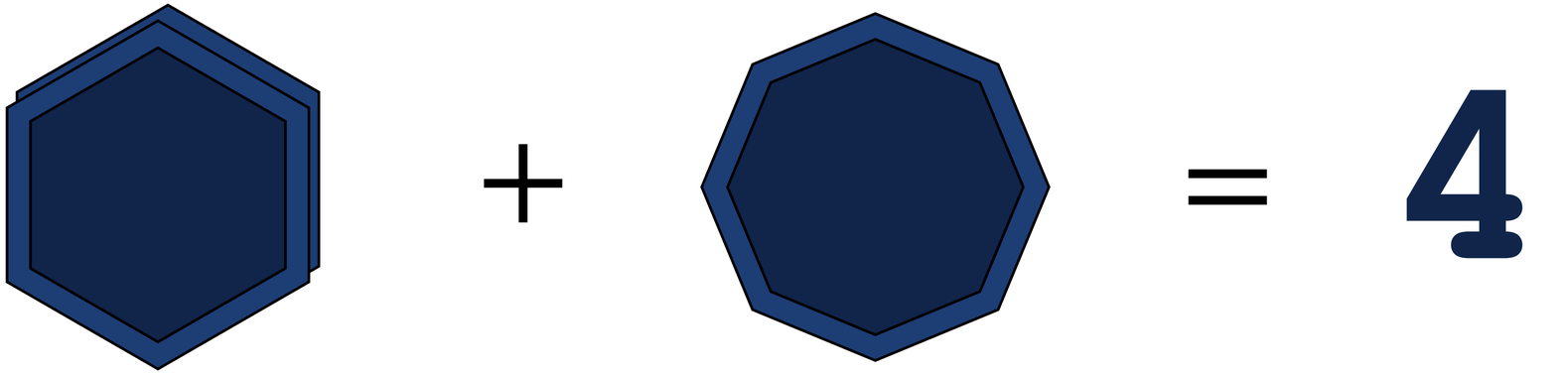
There is also a keypad on the bomb that requires you to enter three unique codes in succession. Follow the directions below:

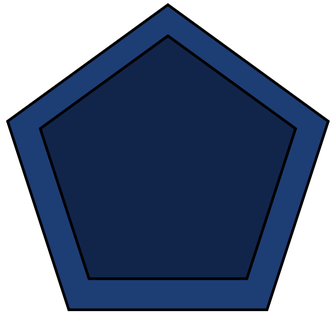
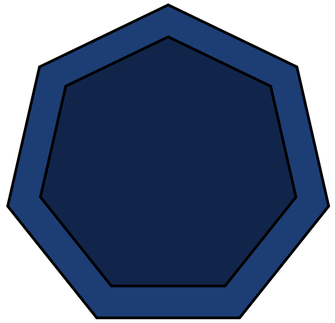
The first code is *obvious*.

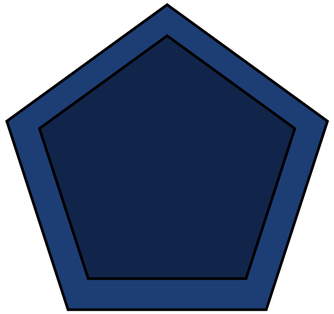
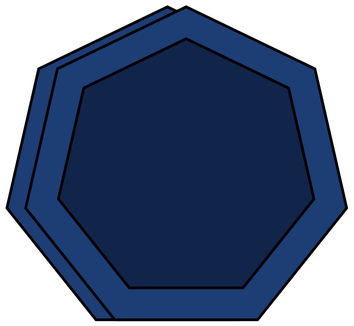
The second code is 1 $\downarrow \rightarrow \rightarrow \uparrow \leftarrow$

The third code is s + $\{2, 4, 6, 8, 10, 12, 14\}$, teen teen teen teen, 


+ 2 = 5


+ = 4

3  +  = 13

 +  = 11