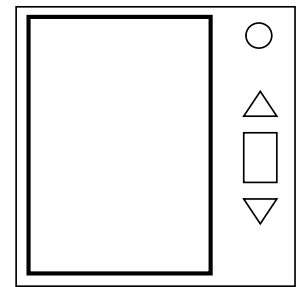


## On the Subject of Regular Crazy Talk

*It says: You're breaking up. ... No, that's what it says. You're breaking u— What?...  
You're breaking up with your girlfriend?!*



- The module has a large display with a phrase on it, a small 7-segment display, and up/down arrow buttons.
- Pressing the up/down buttons will scroll between five phrases, each with a different digit in the 7-segment display.
- Find which of the phrases has the digit in the display equal to the “D” value in the below table.
- With that phrase selected, hold the digit display when the last digit of the seconds of the bomb’s timer equals the digit listed in the “H” column.
- Release it when the last seconds digit in the timer has the “R” value.
- The phrase may have one of the embellishments shown at the top of the table. Make sure you use the correct associated columns.

[PHRASE]	D	H	R
It says: [PHRASE]	D	R	H
Quote: [PHRASE] End quote	H	D	R
“[PHRASE]”	H	R	D
It says: “[PHRASE]”	R	D	H
“It says: [PHRASE]”	R	H	D
We just blew up.	0	4	2
We ran out of time.	2	4	0
You cut out.	1	0	5
You just cut out.	6	4	1
Were you saying something?	8	2	0
Did you say something?	7	0	2
I can’t hear you, you’re breaking up.	6	7	0
You’re breaking up.	3	1	4
Repeat?	8	1	3
Please repeat.	7	9	5
[A] batteries in [B] holders.	4	B	A
Forget Me Not stage [A] is a [B].	A	5	B
No Christmas crackers.	1	5	7
Don’t wash tennis balls.	6	4	7
There’s no decoy.	2	1	5
How do I know which one’s the decoy?	6	9	2
Decoy is [A]. A: Rock=1; Paper=5; Scissors=9; Lizard=8; Spock=2	8	9	A
How the heck am I supposed to pronounce this?	3	1	9
Black is on the [A], no poop. A: left=1; right=3	0	A	3

Mind the gap.	0	8	3
Honk honk.	7	8	1
You have violated an area protected by a security system.	7	4	1
Welcome to Coffeebucks, may I take your name please?	7	1	9
[A] is [B] of [C]. A: <u>Point of Order</u> =7; <u>Poker</u> =1; <u>Blackjack</u> =2 B: <u>Ace</u> =7; <u>Two</u> =0; <u>Three</u> =2; <u>Four</u> =3; <u>Five</u> =1; <u>Six</u> =2; <u>Seven</u> =9; <u>Eight</u> =4; <u>Nine</u> =5; <u>Ten</u> =3; <u>Jack</u> =1; <u>Queen</u> =5; <u>King</u> =9 C: <u>Spades</u> =4; <u>Hearts</u> =2; <u>Clubs</u> =1; <u>Diamonds</u> =6	A	C	B
I need [A] for [B] solved. A: <u>Big Circle</u> =8; <u>Blind Maze</u> =4; <u>Combination Lock</u> =7; <u>Laundry</u> =2; <u>Press X</u> =9	2	B	A
I forgot we have a [A]. A: <u>Turn the Key</u> =3; <u>Forget Me Not</u> =2; <u>Forget Everything</u> =7; <u>Souvenir</u> =9	9	A	3
I forgot to mention we have a [A]. A: <u>Turn the Key</u> =2; <u>Forget Me Not</u> =5; <u>Forget Everything</u> =0; <u>Souvenir</u> =9	1	2	A
Do I turn the right key?	8	2	9
What does a [A] port look like again? A: <u>parallel</u> =1; <u>serial</u> =9; <u>DVI</u> =7; <u>DVI-D</u> =5; <u>PS/2</u> =8; <u>RCA</u> =4; <u>Stereo RCA</u> =3; <u>RJ</u> =6; <u>RJ-45</u> =2; <u>USB</u> =0	5	3	A
What do you call the [A] again? A: <u>small square port</u> =0; <u>small round port</u> =6; <u>port with two holes</u> =3; <u>empty module</u> =5	A	0	2
Hold on, I have a phone call.	2	7	9
Hold on, I'm getting a phone call.	4	2	3
Hold on, I'm doing [A]. A: <u>Turn the Key</u> =2; <u>a Battleship</u> =7; <u>English Test</u> =0; <u>Digital Root</u> =4; <u>Mastermind</u> =6; <u>Minesweeper</u> =1; <u>Anagrams</u> =0; <u>Word Scramble</u> =5; <u>a Swan</u> =9; <u>the needy</u> =7; <u>push-ups</u> =6	2	1	A
Never mind.	3	7	0
Quiet, I'm preparing Safety Safe.	4	7	9
Quiet please, I'm preparing Safety Safe.	4	6	9
Please be quiet, I'm preparing Safety Safe.	7	5	1
Does this version count for Turn the Keys?	7	5	0
Why is there vanilla on this bomb?	7	9	4
Whoops, I hit a wall.	2	6	9
I'm gonna kill this bomb.	0	6	7
That was a fake strike, don't worry.	3	5	9
Tell me when to initiate.	3	7	1
How do I know if it's [A]? A: <u>Blind Alley or Tap Code</u> =1; <u>Colored or Uncolored Squares</u> =0; <u>Anagrams or Word Scramble</u> =5; <u>Simon Screams or Shrieks</u> =3; <u>Crazy Talk or Regular</u> =7; <u>Regular Crazy Talk or non</u> =4; <u>Beach or Waterfall</u> =9; <u>papers or sapper</u> =2; <u>Sonic &amp; Knuckles or just Sonic</u> =6; <u>vanilla or translated</u> =8	A	6	5
Hang on, gotta wait for an even minute.	7	3	0
I think this is [A]. A: <u>Taxi Dispatch</u> =5; <u>Extractor Fan</u> =5; <u>Train Station</u> =6; <u>Arcade</u> =2; <u>Casino</u> =9; <u>Supermarket</u> =1; <u>Soccer Match</u> =1; <u>Tawny Owl</u> =5; <u>Sewing Machine</u> =3; <u>Thrush Nightingale</u> =0; <u>Car Engine</u> =7; <u>Reloading Glock</u> =3; <u>Oboe</u> =6; <u>Saxophone</u> =9; <u>Tuba</u> =7; <u>Marimba</u> =0; <u>Phone Ringing</u> =3; <u>Tibetan Nuns</u> =8; <u>Throat Singing</u> =0; <u>Beach</u> =4; <u>Dial-up Internet</u> =1; <u>Police Radio Scanner</u> =7; <u>Censorship Bleep</u> =2; <u>Medieval Weapons</u> =7; <u>Door Closing</u> =0; <u>a bug</u> =2; <u>Chainsaw</u> =1; <u>Compressed Air</u> =8; <u>Servo Motor</u> =5; <u>Waterfall</u> =5; <u>Tearing Fabric</u> =9; <u>Zipper</u> =8; <u>Vacuum Cleaner</u> =2; <u>Ballpoint Pen Writing</u> =7; <u>Rattling Iron Chain</u> =3; <u>Book Page Turning</u> =2; <u>Table Tennis</u> =8; <u>Squeaky Toy</u> =4; <u>Helicopter</u> =8; <u>Firework Exploding</u> =6; <u>Glass Shattering</u> =3	4	8	A
It's [A] versus [B]. A: <u>Johnny Cage</u> =1; <u>Kano</u> =9; <u>Liu Kang</u> =7; <u>Raiden</u> =5; <u>Scorpion</u> =6; <u>Sonya</u> =2; <u>Sub-Zero</u> =8 B: <u>Johnny Cage</u> =7; <u>Kano</u> =6; <u>Liu Kang</u> =8; <u>Raiden</u> =1; <u>Scorpion</u> =3; <u>Sonya</u> =9; <u>Sub-Zero</u> =5	B	6	A

Text Field is [A].

A: Alfa=8; Bravo=5; Charlie=9; Delta=6; Echo=2; Foxtrot=4; easy=7  
Keep talking and Nobody Explodes Mod

9 4 A

Regular Crazy Talk

Here I'll post a log.	8	5	9
Where do you find the logfile again?	9	2	8
Wait, hold on, let's do another module first.	4	0	1
Maritime Flags is going by too fast.	1	5	2
You Are One.	7	8	2
You Are One, three words.	6	7	5
You Are One, two letters and a number.	1	5	7
You Are One, with the NATO.	2	8	9
U R l.	8	2	1
U R l, three words.	1	4	7
U R l, with the NATO.	8	4	6
Uniform Romeo l.	6	3	9
Uniform Romeo l, three words.	3	6	9
Uniform Romeo l, with the NATO.	3	4	6
[A], waiting for the reset. A: Morse Code=1; Morse-A-Maze=0; Reverse Morse=7; Color Morse=4; The Cube rotations=6; Flashing Lights=3; Simon Sends=2	7	A	5
Your.	5	4	3
Your, Why Oh You Are.	5	7	8
You're.	4	6	3
Your apostrophe.	2	9	3
You're apostrophe.	0	7	1
Your possessive.	3	5	7
You're possessive.	5	4	6
You are words.	9	1	6
UR words.	0	3	6
The game crashed.	4	7	0
The game just crashed.	1	3	5
Oops, the game crashed.	4	0	8
Oops, the game crashed. Literally unplayable!	4	3	5
What are the numbers for The Swan again?	7	0	8
I missed a Swan reset.	9	0	2
Letters on Swan.	3	8	4
	1	8	3
It displays nothing.	9	3	5
It displays nothing at all.	2	4	9
It displays literally nothing.	8	0	2
It literally displays nothing.	5	7	4
Literally nothing.	9	6	1
It's blank.	0	4	9
It's literally blank.	0	6	3
Literally blank.	2	3	1
It's actually blank.	4	6	8
Exactly what it says.	6	3	2
Exectly what it says.	0	3	6
This is exactly what it says.	0	7	4
Exactly what is says. Exactly is misspelled.	4	5	3
This is exactly what it says: exactly what it says.	6	5	7
That's what it says.	1	5	7
That's what the module says.	5	0	9
Yeah, that's what it says.	1	8	5

Yeah, that's what the module says.	8	5	4
No, that's what it says.	1	2	6
No, that's what the module says.	3	4	7
No no no, that's what the module says.	8	7	4
The buttons don't do anything.	8	7	1
Who's the one with the loud keyboard?	6	0	3
Please mute yourself.	6	8	0
You should mute yourself.	8	3	0
Are we friends on [A]? A: <u>Steam</u> =0; <u>Discord</u> =9; <u>Facebook</u> =1; <u>MySpace</u> =3; <u>Skype</u> =8	9	6	A
I have an idea for a new module.	4	2	8
I have a great idea for a new module.	5	9	0
I have an idea for a new needy module.	0	9	3
I forgot to enable your profile.	2	4	9
Oops, I forgot to enable your profile.	3	2	4
So what profiles are we using?	0	6	8
It's still loading.	1	2	4
Hold on, it's still loading.	3	4	2
Hold on, the lights just went out.	4	1	8
Hold on, gotta turn off the alarm clock.	5	7	9
Gotta turn off the alarm clock.	5	7	4
[A]. A: <u>ABC</u> =8; <u>ABD</u> =1; <u>ABH</u> =0; <u>ACD</u> =5; <u>ACH</u> =2; <u>ADH</u> =3; <u>BCD</u> =9; <u>BCH</u> =4; <u>BDH</u> =7; <u>CDH</u> =6	A	0	1
My letters are [A]. A: <u>ABC</u> =3; <u>ABD</u> =6; <u>ABH</u> =9; <u>ACD</u> =2; <u>ACH</u> =0; <u>ADH</u> =4; <u>BCD</u> =7; <u>BCH</u> =1; <u>BDH</u> =8; <u>CDH</u> =5	4	7	A
3D Maze, my letters are [A]. A: <u>ABC</u> =9; <u>ABD</u> =7; <u>ABH</u> =3; <u>ACD</u> =4; <u>ACH</u> =6; <u>ADH</u> =1; <u>BCD</u> =8; <u>BCH</u> =5; <u>BDH</u> =0; <u>CDH</u> =2	8	A	4
Gridlock, [A] star at [B]-[C], pressing next. A: <u>red</u> =3; <u>blue</u> =5; <u>green</u> =0; <u>yellow</u> =1 B: <u>Alfa</u> =2; <u>Bravo</u> =5; <u>Charlie</u> =8; <u>Delta</u> =9 C: <u>1</u> =5; <u>2</u> =6; <u>3</u> =2; <u>4</u> =3	B	A	C
Let me find the torus.	7	1	9
Let me find a sphere.	5	8	2
I thought this module was disabled.	9	4	5
I thought I disabled [A]. A: <u>Forget Me Not</u> =1; <u>Forget Everything</u> =1; <u>Souvenir</u> =3; <u>Turn the Key</u> =2; <u>Turn the Keys</u> =5; <u>The Cube</u> =5; <u>Tax Returns</u> =2; <u>Laundry</u> =6; <u>needies</u> =3; <u>vanilla</u> =0; <u>the alarm clock</u> =7	5	8	A
I thought I'd disabled [A]. A: <u>Forget Me Not</u> =7; <u>Forget Everything</u> =5; <u>Souvenir</u> =4; <u>Turn the Key</u> =4; <u>Turn the Keys</u> =0; <u>The Cube</u> =8; <u>Tax Returns</u> =8; <u>Laundry</u> =9; <u>needies</u> =3; <u>vanilla</u> =9; <u>the alarm clock</u> =7	A	4	7
I thought I had disabled [A]. A: <u>Forget Me Not</u> =9; <u>Forget Everything</u> =8; <u>Souvenir</u> =2; <u>Turn the Key</u> =0; <u>Turn the Keys</u> =8; <u>The Cube</u> =9; <u>Tax Returns</u> =4; <u>Laundry</u> =3; <u>needies</u> =2; <u>vanilla</u> =1; <u>the alarm clock</u> =4	0	A	9
Can you do [A]? A: <u>The Cube</u> =2; <u>The Sphere</u> =3; <u>Tax Returns</u> =6; <u>LEGO</u> =1; <u>Laundry</u> =4; <u>Black Hole</u> =9; <u>Jewel Vault</u> =4; <u>me a favor</u> =9; <u>Simon Sings</u> =0; <u>Simon Sends</u> =3; <u>Turtle Robot</u> =2; <u>3D Tunnels</u> =1; <u>Pattern Cube</u> =6; <u>me a favour</u> =7; <u>Splitting The Loot</u> =8; <u>Coffebucks</u> =5; <u>Kudosudoku</u> =8; <u>Regular Crazy Talk</u> =0	5	A	3
We solved the bomb.	8	7	5
We did it, we solved the bomb.	7	6	5
We did it, bomb [A]. A: <u>disarmed</u> =8; <u>solved</u> =3; <u>defused</u> =2; <u>diffused</u> =6	4	A	1

Crazy Talk. All words. Quote the phrase the word stop twice end quote.	7	0	6
Crazy Talk. Ready?	2	0	1
Crazy Talk. Ready? Quote.	6	0	8
Why is there a Regular Crazy Talk on this bomb?	2	0	1
Is this Regular Crazy Talk or non?	0	7	3
Not Regular. I meant Crazy Talk.	6	7	3
Actually, it's just Crazy Talk.	3	5	8
I think this module has a bug.	3	4	0
All available experts please report to room A-9.	1	4	9
Emergency cleared. All experts report to your stations.	1	5	7
All personnel please evacuate to your nearest pod and report to your supervisor.	8	5	1
Contact.	1	6	7
Challenge 3 2 1.	8	4	2
Challenge three two one.	7	9	6
Challenge. 3, 2, 1.	8	6	4
Challenge. Three, two, one.	3	7	6
She sells sea shells on the sea shore.	9	0	4
She sells sea shells by the sea shore.	1	6	9
Sea shells she sells on the sea shore.	7	3	8
Sea shells she sells by the sea shore.	1	9	4
It's the one with the sea shells.	2	6	3
Imagine an imaginary menagerie manager imagining managing an imaginary menagerie.	1	7	3
Imagine an imaginary menagerie manager managing an imaginary menagerie.	6	9	7
Imagine an imaginary menagerie manager imagining managing a menagerie.	3	8	1
Imagine an imaginary menagerie managed by an imaginary menagerie manager.	3	9	7
Imagine a menagerie manager imagining managing an imaginary menagerie.	6	0	7
Imagine a menagerie manager imagining an imaginary menagerie.	0	3	2
Imagine a menagerie managed by an imaginary menagerie manager.	5	6	1
Imagine a menagerie managed by an imaginary menagerie manager imagining a menagerie.	5	3	1
Imagine a menagerie managed by a menagerie manager imagining managing a menagerie.	3	0	4
It's the one with the menagerie manager.	8	9	3
Any progress on [any module name]?	8	4	1
Light Cycle is [a sequence of six colors]. A: position of <u>yellow</u> in the sequence, counting from 2 B: position of <u>red</u> in the sequence, counting from 2 C: position of <u>blue</u> in the sequence, counting from 3	B	A	C
The Screw is [a sequence of six colors]. A: position of <u>white</u> in the sequence, counting from 1 B: position of <u>green</u> in the sequence, counting from 0 C: position of <u>yellow</u> in the sequence, counting from 2	C	B	A
[a sequence of rhyming words]. A: position of <u>moat</u> in the sequence, counting from 2 B: position of <u>goat</u> in the sequence, counting from 2 C: position of <u>boat</u> in the sequence, counting from 0	A	B	C
Never mind, the module solved itself.	9	2	0
Never mind, it solved itself.	9	6	4
Never mind, Regular Crazy Talk solved itself.	6	2	9
Wait, we have a [A]. A: <u>Forget Me Not</u> =5; <u>Forget Everything</u> =7; <u>Souvenir</u> =6; <u>Swan</u> =9; <u>Fast Math</u> =8; <u>needy</u> =2	1	A	4
I missed stage [A] on [B]. B: <u>Forçét Me Not</u> =0; <u>Forget Everything</u> =6	9	B	A
What?	4	7	3
What's the correct phrase on Regular Crazy Talk?	3	0	5