

THE MANUAL

This manual is for version: BETA - 1.0.0.X

Basic Instructions (read before playing)

1. A first check the number code that appears on **DISPLAY_2** and look for its interpretation in the manual. Then follow the instructions of the given code.
2. If instructions contain expression „Enter the sequence“, that means you have to erase the display (**SB5**) and enter the numbers according to instructions then confirm by pressing the button **SB1**
3. You can always erase incorrectly pressed numbers by pressing the button **SB5**
4. If a step cannot be performed (a component is missing from the bomb or is already in the state you are supposed to set it in) then skip that step
5. If the instructions contain only steps that cannot be performed press **SB4**
6. If you make a mistake, the bomb will generate a new code and it is nesesity to start again with new instructions
7. Plug out (plug in) the antenna only if the **ANTENNA LED** isn't lit up

BOMB serial numbers - TYPES

TYPE "A"

sn. 01-AF-59-A4
sn. 02-EE-51-U7
sn. A6-E9-U1-30
sn. 11-28-F0-7P

TYPE "B"

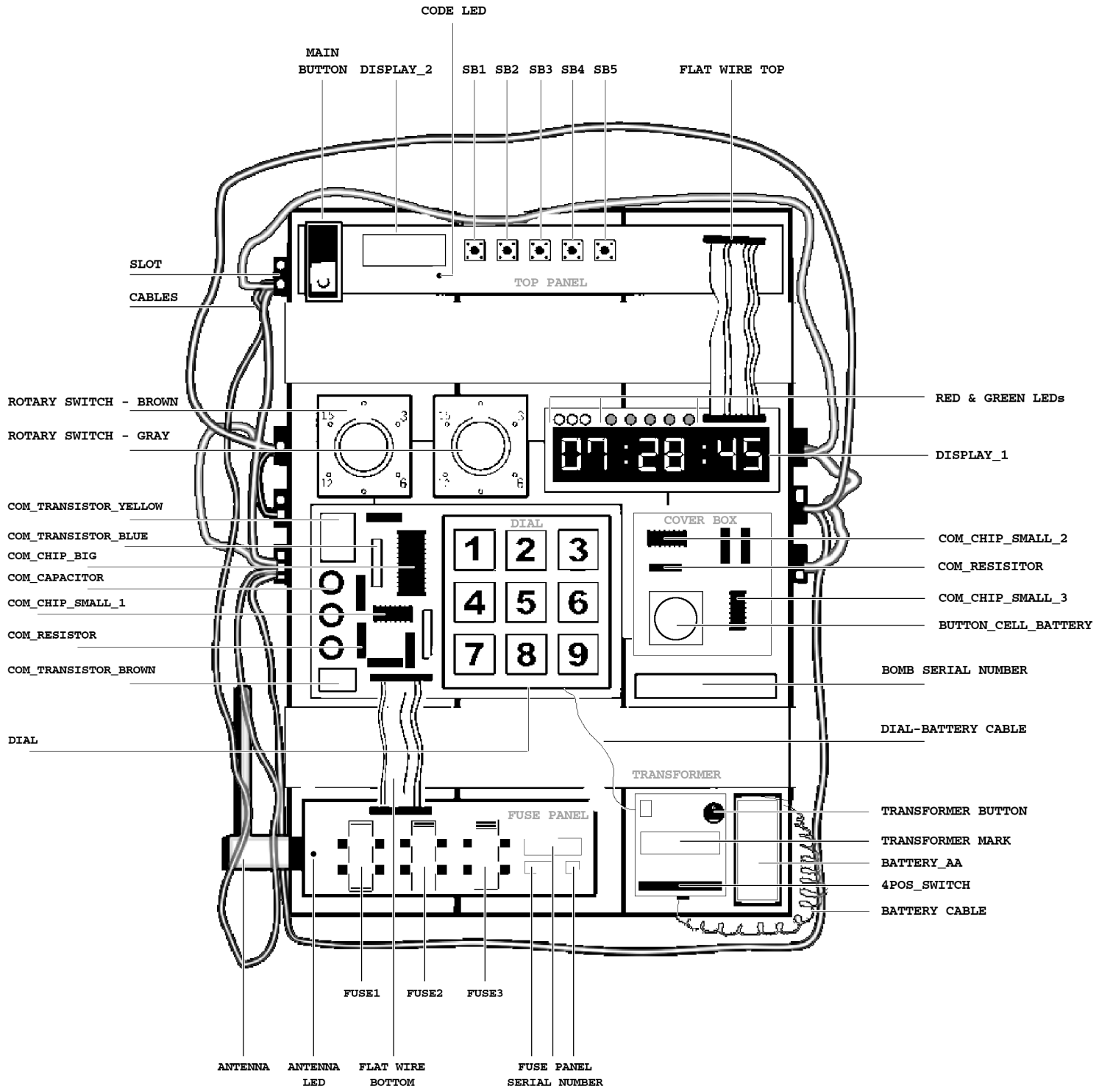
sn. A1-52-U9-16
sn. 3B-4A-6X-28
sn. 00-S9-17-AA
sn. 92-45-L1-06

TYPE "C"

sn. 03-92-S7-98
sn. 62-P3-29-B9
sn. EE-98-78-51
sn. A1-5L-98-98

FUSE PANEL serial numbers - ORDER

1.	SN/558132	-	23	-	A
2.	SN/442123	-	43	-	B
3.	SN/159423	-	85	-	A
4.	SN/558963	-	10	-	A
5.	SN/001259	-	10	-	A
6.	SN/986312	-	91	-	C
7.	SN/150022	-	43	-	A
8.	SN/002863	-	85	-	C
9.	SN/150000	-	13	-	A
10.	SN/980012	-	91	-	B
11.	SN/442123	-	85	-	C
12.	SN/001000	-	10	-	C
13.	SN/986323	-	43	-	B
14.	SN/111000	-	43	-	A
15.	SN/456789	-	00	-	A
16.	SN/790261	-	01	-	C
17.	SN/159432	-	01	-	C
18.	SN/001212	-	01	-	A
19.	SN/194845	-	45	-	B
20.	SN/150001	-	33	-	C



CODE LED

MAIN BUTTON DISPLAY_2 SB1 SB2 SB3 SB4 SB5 FLAT WIRE TOP

SLOT
CABLES

TOP PANEL

ROTARY SWITCH - BROWN
ROTARY SWITCH - GRAY

RED & GREEN LEDs
DISPLAY_1

COM_TRANSISTOR_YELLOW
COM_TRANSISTOR_BLUE
COM_CHIP_BIG
COM_CAPACITOR
COM_CHIP_SMALL_1
COM_RESISTOR
COM_TRANSISTOR_BROWN

COM_CHIP_SMALL_2
COM_RESISTOR
COM_CHIP_SMALL_3
BUTTON_CELL_BATTERY

DIAL

BOMB SERIAL NUMBER
DIAL-BATTERY CABLE

TRANSFORMER

TRANSFORMER BUTTON
TRANSFORMER MARK
BATTERY_AA
4POS_SWITCH
BATTERY CABLE

FUSE1 FUSE2 FUSE3

ANTENNA ANTENNA LED FLAT WIRE BOTTOM FUSE PANEL SERIAL NUMBER

INSTRUCTIONS BY CODE

■ NO CODE (blank)

If **DIPLAY_2** is blank, portray a code by entering the code 1882 and pressing **SB1**.

■ ERROR

If **DISPLAY_2** says **ERROR**, reset the bomb by pressing the button **SB2**.

■ code: 140

Pull out **FUSE2**.

■ code: 150

Cut the **BATTERY CABLE**.

■ code: 177

Pull out **FLAT WIRE BOTTOM**.

■ code: 180

Turn off the transformer (**TRANSFORMER BUTTON**).

■ code: 183

Press **SB4** and then press **SB2**.

■ code: 192

Turn off **MAIN BUTTON**.

■ code: 205

Set **ROTARY SWITCH GRAY** to 3.

■ code: 224

Pull out **BUTTON CELL BATTERY** (in the **COVERBOX**).

■ code: 253

1. If the bomb has a blue cable that leads to a an empty slot (without a marking), remove it.
2. If there is an **ANTENNA** on the bomb and it is plugged in enter the sequence **223**.

In other case enter the sequence **224**.

■ code: 358

If there is a black cable on the bomb that leads from a slot to a slot, remove it.

Otherwise reset the display by pressing **SB5** and then press **SB1**.

■ code: 1429

1. Pull out the antenna.
2. Pull out **FUSE2**.
3. Set **ROTARY SWITCH BROWN** to 9.

■ code: 3285

1. Enter the sequence **19122**.
2. press **SB3**. A new number will show up on the **DISPLAY_2**.
 - If the **BOMB SERIAL NUMBER** is type "A", reset display (**SB5**) and enter the sequence backwards.
 - If the **BOMB SERIAL NUMBER** is type "B", reset display (**SB5**) and enter the first digit of the new number and press **SB1**.
 - If the **BOMB SERIAL NUMBER** is type "C", reset display (**SB5**) and enter the last digit of the new number and press **SB1**.
3. If the bomb contains 1 or more **FUSES** cut the green wire that leads from a slot marked with two dots.

■ code: 4512

If the transformer is the brand "**Kadok**":

- set **4POS_SWITCH** to 24.
- if the transformator is on (LED is blinking), turn it off (**TRANSFORMER BUTTON**).
- cut the cable **DIAL BATTERY CABLE**.

Otherwise, if the transformer is the brand "Conan":

- set **4POS_SWITCH** to 0.
- If the transformer is off (LED isn't blinking), turn it on (**TRANSFORMER BUTTON**).
- Cut the cable **DIAL BATTERY CABLE**.

■ code: 4685

1. Cut the yellow cable.
2. Cut the blue cable that leads from a slot marked with a dot.
3. If the bomb contains a **BUTTON_CELL_BATTERY**, enter the sequence 1406.

■ code: 6927

1. Press **SB4**.
2. If one or more red LEDs are blinking above the **DISPLAY_1**, remove the component **COM_TRANZISTOR_BROWN** and set **ROTARY SWITCH - GRAY** to 12.

Otherwise (no red LEDs are blinking) pull out **FLAT WIRE BOTTOM**.

■ code: 7891

1. Turn on **MAIN BUTTON**.
2. Pull out **FUSE2**.
3. If there is a **FLAT WIRE TOP** on the bomb pull out **FUSE3**.
Otherwise pull out **FUSE1**.

■ code: 8139

1. If there are **ROTARY SWITCH BROWN** and **ROTARY SWITCH GRAY** on the bomb enter the sequence 1821.
2. remove the yellow cable.
3. If the **FUSE PANEL SERIAL NUMBER** is on position with number 10 or higher, remove the antenna.

■ code: 10265

1. Pull out **BATTERY AA** only if **4POS_SWITCH** is currently set to 0.
2. If one or more **GREEN LED** is lit up disconnect **COM_CHIP_SMALL_2**.

■ code: 10269

If the **BOMB SERIAL NUMBER** is type "C" remove the component **COM_RESISTOR** colored (red, green, blue, yellow) in the **COVER BOX**.

■ code: 11582

1. Press **SB3**.
2. If the number that showed up on the display is higher than 50000:

- Remove the orange cable.
- Turn off the transformer.

If the number is 50000 or lower:

- Remove the red cable.
- Remove **BATTERY_CABLE**.

■ code: 17632

1. Turn on **MAIN BUTTON**.
2. Pull out **FUSE2**.
3. If there is a **FLAT WIRE TOP** on the bomb pull out **FUSE3**.
Otherwise pull out **FUSE1**.

■ code: 19105

If the **BOMB SERIAL NUMBER** is type "B" or "C":

- set **ROTARY SWITCH BROWN** to 15.
- set **ROTARY SWITCH GRAY** to 3.
- Remove the red cable
- Pull out the antenna.
- Remove **BUTTON_CELL_BATTERY**.

Otherwise, if the **BOMB SERIAL NUMBER** is type "A" enter the sequence 12.

■ code: 20258

1. If the bomb has two or more **COM_CAPACITORS**, remove one.
2. Enter the sequence 10000.
3. Remove the yellow cable.
4. If the **BRAND TRANSFORMATOR** is "CONAN", cut the blue cable leading from a slot marked with two dots.
5. If there is a **BATTERY_CABLE** on the bomb pull out the **BATTERY_AA**.
Otherwise set **ROTARY SWITCH GRAY** to 6.
6. Enter the sequence 2583.
7. Enter the sequence 36821.

■ code: 21231

1. If there is a **COM_CHIP_BIG** on the bomb, pull out **FLAT WIRE BOTTOM**.
2. If the **MAIN BUTTON** is off, turn it on.

■ code: 22085

1. If there's an orange cable connected to the bomb, remove **BATTERY CABLE**.
2. Remove FUSE in this order: **FUSE1, FUSE3, FUSE2**
(if any of the FUSES are missing, skip removing it).
3. If the **FUSE PANEL SERIAL NUMBER** is in the list on the:
 - 1st - 5th spot, remove the red cable.
 - 6th - 10th spot, remove the yellow cable.
 - 11th - 20th spot, turn off the **TRANSFORMER** (press the **TRANSFORMER BUTTON** if the red LED is blinking).
4. Remove **COM_RESISTOR** colored light grey, dark grey, light grey and black from the **COVERBOX**.

■ code: 23212

1. Remove **COM_CHIP_BIG**.
2. If the bomb contains a **COM_TRANSISTOR_BROWN** remove **COM_TRANSISTOR_YELLOW**.
3. Enter the sequence 12512.
4. Turn off **MAIN_BUTTON**.
5. If the bomb has more than 1 FUSE, remove **COM_CHIP_SMALL_3** FROM the **COVERBOX**.

■ code: 26281

1. Set **ROTARY_SWITCH_BROWN** to 6.
2. If the bomb has a **BATTERY_AA** remove **FLAT_WIRE_TOP** and then **FLAT_WIRE_BOTTOM**.
3. If the **BOMB SERIAL NUMBER** is type A or C, pull out the **ANTENNA**.
If the **BOMB SERIAL NUMBER** is type B, pull out **BATTERY_AA**.
4. Remove **DIAL_BATTERY_CABLE**.
5. Remove a green cable if it leads from a slot marked with two dots.

■ code: 28140

1. Set **4-POS_SWITCH** to 9
2. Remove **COM_CHIP_BIG**
3. Remove **COM_RESISTOR** in **COVERBOX** with colored light grey, dark grey, light grey and black
4. Remove **FUSE1**
5. Switch **MAIN_BUTTON**