

## **BOB (The Device) – Instructions**

### **Set Up and Test**

Power up with lid open to get into **SetUp orTest mode**. The LCD will display

'< **SetUp** **Test** >'

Press **INC** for Test or **DEC** for SetUp.

Press **ENTER** to display the battery status.

**EXIT** will return you through the menus, ie if you are in **SetUp** or **Test** mode you will be returned to < **SetUp** **Test** >, otherwise you will return to the **Ready To Arm** status.

Once **BOB** is in '**Ready To Arm**' status, it will operate in gameplay mode as soon as the lid has been shut and re-opened. There is no actual need to press **EXIT** to cancel < **SetUp** **Test** > - you may simply close the lid.

However if you are in either **SetUp** or **Test** mode then you will need to return to '< **SetUp** **Test** >' in order for lid closure to be effective.

You can also access the **Test** and **SetUp** menus in between games by pressing and holding **ENTER** until < **SetUp** **Test** > appears. You will have to hold the button down for up to 2 seconds before **Entering SetUp** appears.

### **Test Mode**

Starts by displaying battery voltage and reference code  
**Inc** button will take you through the following:

#### **Rotaries**

**Rotaries** = XXXXX - displays the **current switch setting**

**Button** = XXXXX - if the **Test Button** is pressed.

#### **Rods: 1 2 3 4**

If a Rod is shorted, **Rod #** will change to **S**(horted) and the **Red Active LED** will light. If the rod is pushed home the **Rod #** will change to **H**(ome) and the **Green Safe LED** will light. A **home** position takes precedence.

#### **Wire Matrix**

Any wire connected to any of A thru H will show its number on the display.

**Vib: N Lid: N** - Will display **Y** instead of **N** if the contact is closed.

**Sound Test** will play a sound and display **Sound #0 :Enter**. Press **ENTER** to increment the sound index and play the next sound.

## Note:

**DEC** will return to the previous test. Pressing either **INC** or **DEC** when at the end or start of the test list respectively, will take you to the other end of the list once more, ie loop around.

**EXIT** will quit the whole **Test** routine.

## Notes:

- If powered up with the lid open, BOB will not start a game until lid has closed and then re-opened.
- If One of the programmed tasks is the removal of the fuel rods then the player(s) will be given 30 seconds in which to remove the rods. This allows the rods to be stored in their holders when the unit is not in use.
- The LED chase rate remains constant until the game is 10 minutes from the end at which point the LEDs double their speed, and again at 5 minutes, 2 minutes, and 30 seconds.
- The background tick starts at the level set in Setup, but increase in volume at the same points in time as the LED chase rate changes.
- There is a deliberate delay built into the EXIT<>ENTER button firmware in order to debounce the contacts. Hold the button down until the display changes.

## SetUp Mode

Unless otherwise instructed, use **INC** and **DEC** to move through the parameters. To edit any parameter, press **ENTER**.

When a parameter has been selected for editing an asterisk will appear at the right of the LCD. When you have finished changing the value(s) with **INC** and **DEC**, use **ENTER** to confirm the change or **EXIT** to quit that section without change.

When **ENTER** is pressed to confirm the new selection, or **EXIT** to cancel, the program will step automatically to the next option. Changes to the parameters are automatically saved when you exit the **Set Up** menu.

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**Game Time** - displayed in minutes, can be changed with the **INC** and **DEC** buttons, in steps of 5 minutes, in the range 15 - 60 minutes. Press **ENTER** to confirm.

**Sections Enabled** (Any all of the three tasks can be enabled/disabled)

Use **INC** and **DEC** to clock through the 7 combinations that can be used. Press **ENTER** to confirm.

**Set Rotary Code** (Set the 5 digit switch code)

Simply set the rotary switches to the required code and press **ENTER** to confirm.

- **Note:** When you press **ENTER** to start editing the display will change from the saved switch value to the current switch settings.

**Set Rotary Penalty** (For wrong switch test result)

Adjustable in steps of 30 seconds from 30 to 180 seconds. Press **ENTER** to confirm.

**Set Rod Penalty** (For touching down when trying to place any fuel rod)

Adjustable in steps of 15 seconds from 15 to 60 seconds. Press **ENTER** to confirm.

**Set Rod Sensitivity** (To ease insertion of fuel rods)

A setting of 9 makes it easiest to place a rod - a setting of 0 allows no leeway. Press **ENTER** to confirm.

**Set Wires** (For choosing the two wires for the wire matrix and the order in which they should be removed)

Use the **Dec** button to select the first wire and the **Inc** button to select the second wire. Press **ENTER** to confirm.

**Set Tick Level** (Ticking sound level)

Five levels of tick sound are provided, 1 being the lowest and 5 being the loudest. Tick Level sets the starting volume of the ticking. The volume will increase as time starts to run out. Press **ENTER** to confirm.

**Load Defaults** (Factory Default Settings)

Press to load a set of default values:

- Game Time of 60 minutes.
- All three sections of the game enabled.

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- Rotary switch code 36247.
- Penalty for an incorrect rotary switch test 2 minutes.
- Penalty for touching a rod down 30 seconds.
- Initial rod sensitivity value 5 - this is a mid-range value.
- Wires 2 and 7, in that order.
- Tick sound level of lowest level of 1 at game start.

## **Audio Program Mode**

Warning: Powering up with EXIT pressed will put the unit into audio program mode. This is a factory routine and you will not need it. If you do this by accident, simply power the unit down and back up again, this time without EXIT pressed.

## **Voice**

Power up with ENTER pressed to toggle between the original English accent and a 'Russian Spy' accent. On releasing the ENTER key the unit will continue to operate as normal – no re-powering is required. The voice setting will be saved for the next power-up.

## Sample Player Instructions:

READ THE FOLLOWING INSTRUCTIONS FIRST  
Then Listen to **The Device** for further instructions

### Dials

Each Dial has to be set in the CORRECT sequence

Use the **Dial Test** button to determine a **Correct/Incorrect** Dial code. If the code is correct await instructions from **The Device**. If the code is incorrect time penalties will be deducted from **The Device's** clock

### Stage 1 – Dial Positions

Below are 5 sets of numbers, each set comprises of the following:

One of the numbers applies to the Dial Number

One of the numbers applies to the sequence in which the Dials must be turned

One of the numbers applies to the correct Dial Position

**132 – 256 – 346 – 412 – 5210**

### Stage 2 - Fuel Rods

A flashing indicator guides you to the **1<sup>st</sup>** of the 4 Fuel Rods

A **Green** indicator will illuminate when the Rod has been fully replaced  
Be Careful!!



**Contact Details**

**LaserVenture  
Hazelhurst  
Broad Oak  
Rye  
England TN31 6EU  
+44 1424 883411**

**[sales@laserverture.com](mailto:sales@laserverture.com)  
[www.laserverture.com](http://www.laserverture.com)**

Midlands Distributor:

**Marksman Leisure**

**The Nail Master's cottage  
190 Broad Street  
Bromsgrove  
WORC.  
B61 8NQ**

**+44 1527 575141**

**[www.marksmanleisure.co.uk](http://www.marksmanleisure.co.uk)**

**[mark@marksman.fsbusiness.co.uk](mailto:mark@marksman.fsbusiness.co.uk)**