

BOB (The Device)

Quick Start Instructions and Tips

This is a brief aid so that you quickly familiarise yourself with BOB.

- For sample player instructions on de-activating BOB see ***Deactivating_BOB.doc***
- Factory default settings are referred to below. These are the parameters with which BOB leaves our workshops. For operator instructions on changing parameters, set up and test see ***Bob Setup***

Charging the battery

BOB is charged at the factory, however it is a good idea to charge for a couple of hours before first use. The charge socket is in the middle of the back of the unit.

Before switching on

When you open BOB, insert the key into the keyswitch and turn 90 degrees clockwise (The key can now be removed and indeed should be removed during games). Unless you want to make changes to Set Up or you want to test the individual sections of BOB, ignore the display and close the lid. After a few seconds you will hear the message '***Ready to Arm***'.

When the lid is next raised BOB will start a game. The factory default game time is 60 minutes. Each step of the game is accompanied by display and audio messages and prompts. Note:

- BOB works particularly well when used with groups. Single players may well de-activate BOB much more quickly because of the 'committee' effect in groups of players. Time penalties get awarded and even **detonation** can result simply because players were arguing or talking through the prompts.

First, the players will be given 30 seconds to remove the four '**Fuel Rods**'. These are located one in each corner of the unit.

There are three sections to the game, all of which are enabled in the factory default setting. You can make the game harder/easier, longer/shorter by turning one or two of the section on or off.

First the players have to work out, from clues, a 5 digit code. When they think they have the code correct they press the **Test** button. A faulty code loses them time. The factory default is 36247. Note:

- There is normally no need to change this code often. Players, particularly in groups, will not help their opponents by revealing the code to other.

The players then have to insert the **Fuel Rods** in numerical order, doing their best to avoid touching the sides of each socket. A time penalty is incurred for each touch of the rod to the socket. The rods, when home should be eased down so that they are securely against the socket face. Note:

- Wrong order of insertion of the rods triggers **detonation**.

The third and final step is for the players to remove two wires, in the correct order. The wires are inserted in screwless terminal blocks so there is no need to cut the wires. However, you may feel that the very act of cutting the wires adds to the drama of the situation. Removing/cutting a wrong wire results in **detonation**.

If the players complete the tasks successfully and inside the allotted time they will hear a fanfare – otherwise the unit will **detonate**.

Accent

The default voice is a Russian accent. Players have to concentrate on what is being said. If you prefer to hear a clearer voice then choose the English accent. To change the accent, turn BOB off, use a small blade screwdriver to depress the Enter button (right hand button of group of four recessed buttons above and left of the display) and re-power BOB.

Volume Control

The volume setting should be about right. If you need to change the volume use a small flat blade screwdriver through the hole below the display (above rotary control #3). Through the hole you can access the volume control.