

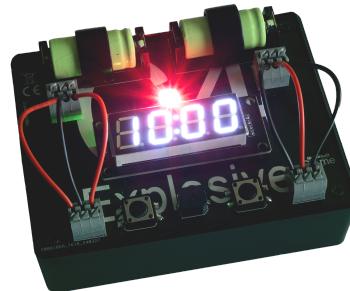


## SAFETY INSTRUCTIONS

- Please read the user manual carefully before the initial use of your device and keep it for future reference. Any misuse of the device not following the instructions will release the manufacturer from any liability.
- This device should not be used by individuals under 18 years of age.
- Do not use the device if it is not functioning properly. If it is damaged, it must be repaired by our authorized service center.
- This device is not waterproof, and the manufacturer takes no responsibility for its use in humid environments.
- CAUTION: The product may be sensitive to electrostatic discharges, so avoid using it near synthetic fabrics such as polyester.

## WARNING

- The use of discharged batteries would solely be the responsibility of the user, who would be solely liable for any damage(s) of any kind caused to property and/or individuals.
- Any use other than that noted in this manual absolves the manufacturer of any responsibility.
- Before use, and for optimal operation, recharge your batteries.
- In the case of the internal battery option, it discharges slowly, so make sure to charge it before use.



## AFTER-SALES SERVICE

- For your safety, do not use accessories or spare parts other than those provided by our brand.
- Any intervention should be carried out by our brand.

## COMMISSIONING

- Before the first use and after verifying the good condition of your batteries (2x 18340 - 3.7V), insert them into the designated battery holder: your device will start.
- Upon startup, the system provides you with various information:

- 1- The number of correctly connected cables appears temporarily on the 4th digit of the display:



- 2- The difficulty level then appears on the leftmost digit:



This difficulty level can take 3 values, which are as follows:

**A** - The motion sensor is disabled and the green flashes will be of a comfortable duration (random value between 350 and 500ms).

**B** - The green flashes are shortened (between 150 and 400ms).

**C** - The duration of the green flashes is further reduced (between 150 and 200ms).

## SETTINGS

### NUMBER OF CABLES:

The first setting is the number of cables you will connect before starting your device. The larger this number, the longer it will take for players to disarm the device. Your C4 bomb automatically recognizes the number of cables present at startup. You have 6 options ranging from 1 to 6 cables.

### DIFFICULTY LEVELS:

Once the correct number of cables is connected, you will start the product by performing the following manipulations based on the desired difficulty level: A, B, or C (as mentioned earlier).



Let the device start.



At startup, hold down the Timer button (00:00).



At startup, hold down the ARM button.

### COUNTDOWN SETTING:

Once the difficulty level is set, you can adjust your countdown using the Timer button (00:00). Each press of the button adds 5 minutes. The maximum is reached at 60:00, which equals 1 hour of gameplay.

Another press will bring you back to 05:00.

Once the time is set, you can start the game using the ARM button.

## ONCE THE GAME IS STARTED...

### PRE-ARMING

Once you press ARM, you will not be able to modify the countdown, and the time will remain fixed. You have pre-armed the system, and you must hold down the ARM button to initiate the countdown.

### OBJECTIVE OF THE GAME

The objective of the game is, of course, to disarm the device before the countdown reaches zero.

How to disarm?

By cutting the cables when the cutting indicator is GREEN.

## INSTRUCTIONS

### C4 Bomb

make, the longer the indicator will remain green for your last cable (only)."



If the player cuts when the indicator is red, there is a high chance of experiencing random and undesirable effects:

- Time / 3
- Time / 2
- 1 Minute remaining
- Defective buzzer
- Buzzer OFF
- Defective display
- Countdown stops for 2 to 3 seconds and resumes
- Disrupted cutting indicator (blue/green color)
- Cutting indicator no longer lights up green

**It should be noted that these effects are random and can occur multiple times.**

**In any case, for each mistake, the countdown can lose up to 1/4 of the remaining time.**

**For example: If you cut in the red when:**

- The timer displays 1 hour: You can lose up to 15 minutes.
- The timer displays 8 minutes: You can lose up to 2 minutes.

The outcome of the game occurs when the last cable is cut. If the cable is cut in the GREEN, the player wins the game. Conversely, if the cable is cut when the indicator is red, the device will sound continuously, and the objective is considered a failure.

### WHY FOCUS ON FIRST CABLES?

There are two reasons:

- The first and most obvious reason is to avoid accumulating undesirable effects.
- The second reason is that each cable cut in the GREEN will provide a small time bonus for the last cable. In other words, the more successful cuts you

For any questions or additional information, you can contact us at the following address:

[Contact@MyAirsoftGame.com](mailto:Contact@MyAirsoftGame.com)

Or for better support, you can directly contact us from your customer account on our online store:

[www.MyAirsoftGame.com](http://www.MyAirsoftGame.com)

### HAVE IDEAS?

Do you have any ideas? Would you like to see them come to life? Feel free to share them with us!



My Airsoft Game

SIRET : 823 618 798 00016  
+337 81 21 78 45

