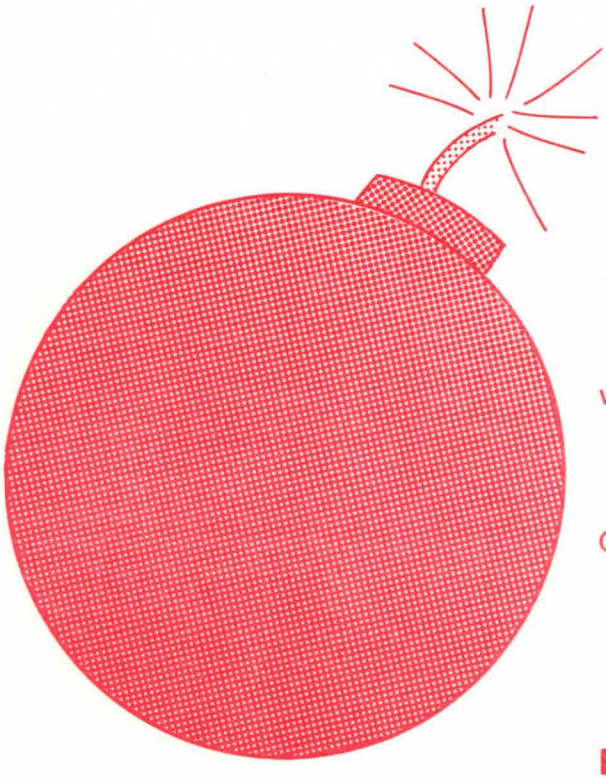
BOMB SQUAD



As captain of The Bomb Squad your mission is to disarm the bomb before the timer detonates it. You are equipped with a test instrument which informs you which wires are being tested. Using logic you determine which wire to cut first, second and third. One slip and the bomb explodes. Over twenty skill levels keeps this game a constant challenge. Ages 12 to adult.

Extended Basic Language

TI 99/4 TI 99/4A

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Bomb Squad

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Introduction

This is an exciting game in which you must disarm a time bomb by cutting three of the wires in the correct order. Make a mistake and the bomb explodes. To figure out which wire to cut you connect your test instrument to the wires and check the results. After several tests logic should enable you to identify each wire. Don't take too long - the clock is ticking and time is limited. If time runs out before you solve the puzzle the bomb explodes.

The Objective

This game has two elements which make it intriguing and fun. First, you must identify the wires and cut them in order. Second, you must accomplish this in a specified amount of time. There are several levels of difficulty, the difference between them being that the more difficult levels give you less time to disarm the bomb.

The bomb you are trying to disarm is controlled by a five wire timing and detonating circuit. This circuit is highly advanced and almost tamper proof. The bomb has both a small fuse explosive and the primary explosive. If you set off either of these explosives the bomb Explodes! Luckily, for you, you have the newly developed testing equipment which gives you certain information about the bomb. Each test you make requires that you connect three of the five bomb wires. After you make the connection you get some information about the three wires you have tested. After testing several groups of these wires you use logic to determine which wires to cut. Remember, the clock is ticking so cut the wires or the bomb will blow up!

Order of Play

The game begins with a title page and then the computer says, "TYPE IN DIFFICULTY NUMBER." I suggest you start with number "1." After pressing your selection press "ENTER." The higher the number the shorter the time until the bomb explodes.

The bomb will now appear on the left of the screen. When the clock begins you begin play. Press the number of the wire you want to test and that number will register to the right of the bomb. The top wire is number "1" and the bottom is number "5." Press into the computer two other numbers and the computer will place them next to the original number on the right of the screen. Remember to hold the key down until the "beep" indicating the number you have selected has been recognized by the test instrument. These are the three numbers you are testing. Listen – depending on the result of the test you will hear different responses on your test instrument. The results of the test are also shown next to the numbers of the wires you have tested.

You continue to test wires until you know what the wires are. Now you cut them in the proper order. To cut a wire, press "C." A "C" will register below the bomb. Now press the number of the wire to be cut. The number will be shown next to the "C" and the wire will be cut. If it is the wrong wire the bomb will explode. Once the correct three wires are cut in the right order the bomb is disarmed and the game ends.

Bomb Circuits

The bomb's electrical circuit consists of five wires. They are:

Ground
Static
Timer
Fuse
Primary

The ground wire is critical in the circuit and is the return wire for the power. The circuit is set up so that if the ground is ever cut the bomb explodes.

The static wire causes trouble for anyone trying to disarm the bomb. Whenever anyone connects a test instrument to this wire and the ground all they hear is static.

The primary circuit wire sets off the bomb if either the Timer or Fuse wire are cut. Therefore, this wire must be cut before either the Fuse or Timer.

The Fuse circuit wire sets off the bomb if the Timer is cut. Therefore, the fuse circuit must be cut before the Timer can be stopped.

The Timer circuit is the main ignition and must be cut prior to the clock going to "0" or the bomb will explode.

NOTE FOR DISK VERSION: The disk version is set up to load in during power up. To play a second game or after power up type in the following:

OLD DSK1.LOAD
RUN

RULES FOR TESTING

N This stands for none which means none of the three wires tested is the ground.

SG This stands for static and ground which means that two of the three wires tested are the static and ground wires. What the third wire is doesn't matter.

GPF This means that the three wires tested are the ground, primary, and fuse wires.

PTG This means that the three wires tested are the primary, timer, and ground wires.

FTG This means that the three wires tested are the fuse, timer, and ground wires.

NOTE: The results don't indicate the order in which you tested the wires.

CUTTING ORDER

1. First cut the primary wire.
2. Second cut the fuse wire.
3. Third cut the timer wire. The bomb is now disarmed.
4. You may cut the static wire at any time or not at all.
5. NEVER cut the ground wire or the bomb will explode.

NAME	DATE	SKILL LEVEL	TIME

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