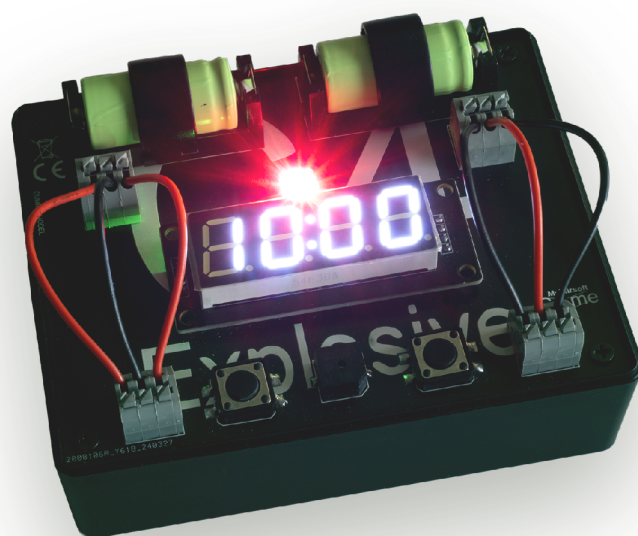


User Manual

Bombe C4

Cut all cables, only when the indicator flashes green. One mistake on the last and the game is lost.

Version v2.1 – 09/2026



At a glance

Power	2 × 16340 cells (RCR123A), 3.7 V
Cables	1 to 6, auto-detected
Countdown	5 to 90 min, in 5-min steps
Difficulty	3 levels: A, B, C
Audience	18+ only

Quick start

- 1 Connect 1 to 6 cables.
- 2 Insérez les 2 accus : la bombe démarre en mode et difficulté mémorisés.
- 3 To change mode: hold both buttons while inserting → white indicator and rEFL/dESA → TIMER to switch, ARM to confirm.
- 4 To change difficulty: hold TIMER (level B) or ARM (level C) during insertion.
- 5 Set the duration with TIMER, pre-arm with ARM, hold ARM to start.

1 Overview

The C4 bomb is a scenario objective: one team starts the countdown, the other must cut all cables, each one during a green flash of the indicator.

Display	4-digit countdown, information at startup.
TIMER button (00:00)	Duration setting, level B selection.
ARM button	Pre-arming and countdown start, level C selection.
Indicator	Red: penalised cut. Green flash: cut allowed.
Cable terminals	Up to 6 cables, detected at startup.



Presentation video

Scan to see the bomb in action (video of the older model, same gameplay).

2 Getting started

- 1 Check the cells**
Each 16340 cell must show more than 3.2 V. Charge them before each game.
- 2 Connect the cables**
Connect 1 to 6 cables before switching on: their number is only read at startup. The more cables, the longer the defusal.
- 3 Insert the cells**
Place them in their clips observing polarity. The bomb starts immediately: 2 beeps and an indicator flash.
- 4 Read the display**
The number of detected cables is shown on the right digit, then the difficulty level on the left digit.



4 câbles détectés



Niveau B sélectionné

At least one cable

Without a cable connected, the bomb declares itself defused at launch.

3 Choosing the game mode

The bomb offers two game modes stored in EEPROM: it returns to the last choice at every startup. Difficulty is never memorised.

Display	Mode	Principle
rEFL	Reflex (default)	Cut only during green flashes.
dESA	Defusing	Cut in a required order based on the indicator and a protocol table.

- 1 Open the menu**
Maintenez les deux boutons (TIMER et ARM) enfoncés en insérant les accus. Voyant blanc, afficheur rEFL ou dESA : relâchez.
- 2 Choose the mode**
Short presses on TIMER to toggle between rEFL and dESA.
- 3 Confirm**
Appuyez sur ARM : deux bips aigus confirment, le choix est enregistré en EEPROM. L'afficheur passe ensuite à la difficulté.

Si les boutons sont relâchés avant l'apparition du voyant blanc, la bombe démarre normalement sans ouvrir le menu.

4 Choosing the difficulty

The level is chosen at power-on: hold the desired button while inserting the cells until the letter is displayed, then release. It sets the duration of green flashes, i.e. the cutting window.

Level	During cell insertion	Green flash
A	Touch nothing	350 to 500 ms
B	Hold TIMER	150 to 400 ms
C	Hold ARM	150 to 250 ms

Via the menu

The menu automatically moves on to difficulty setting. TIMER cycles A → b → C. ARM confirms with two high-pitched beeps.



5 Setting and starting the game

1 Set the duration

The display shows 05:00. Each press of TIMER adds 5 min, up to 90:00; the next press returns to 05:00.

2 Pre-arm

Press ARM once: 3 beeps. The duration is locked and the indicator alternates blue and red, with a regular beep.

3 Start the countdown

Hold ARM until the series of rapid beeps (a few seconds). The countdown starts.

Leave it pre-armed

A pre-armed bomb can be handed to the attackers: they place it on the objective and start the countdown themselves with ARM. The duration can no longer be changed; to change it, remove a cell and start again.

6 Reflex mode

To win, the team must disconnect or cut all cables before the countdown ends, and only during a green flash. The indicator is mostly red and only turns green in brief, random flashes.

Cut during green

No penalty. Each successful cut slightly extends the green flashes for the last cable.

Cut during red

Descending sound: the bomb removes 2 min, plus up to $\frac{1}{4}$ of the remaining time, then triggers a random effect.

Possible random effects

- ◆ Remaining time halved
- ◆ Remaining time divided by 3
- ◆ Only one minute left
- ◆ Buzzer cut
- ◆ Buzzer scrambled (random sounds)
- ◆ Display fading
- ◆ Countdown frozen 2–3 s, then twice as fast
- ◆ Red turns blue
- ◆ Green replaced by an off LED: cutting is still possible

Effects are drawn at random and accumulate from one mistake to the next. Example: at 60:00, a mistake costs 2 to 16 min before the effect; at 08:00, 2 to 3 min.

The last cable decides

Cut during green: the indicator stays green, the countdown freezes, the bomb is defused. Cut during red, or countdown reaches zero: the alarm sounds, the indicator flashes red and the objective is lost.

7 Defusing mode

In defusing mode, the cutting order is imposed: it depends on the indicator, the serial number and the bomb's channel. The procedure must be fully restarted after each cable cut.

TIMER (left, cable side 1–2–3)	Displays the serial number (4 characters, 3 s). Presses are free and unlimited, with no effect on the game.
ARM (right, cable side 4–5–6)	Displays the channel: CH 1, CH 2 or CH 3 (3 s). Presses are free and unlimited, with no effect on the game.

Procedure

- Note the serial number and channel**
Note them before starting. Determine rules α , β and γ once and for all from the number.
- Read the indicator**
Observe the colour and rhythm of the indicator. In the channel table, find the protocol code.
- Choose the table**
Main table if β does not apply. Backup table if the sum of the digits of the number is ≥ 15 .
- Count the remaining cables**
Select the corresponding column. Shift one column to the right if α applies.
- Read the sequence and cut**
Left to right, or right to left if γ . Cut the first cable still connected in this sequence. One cable at a time.
- Wait and restart**
3 ascending notes: the indicator is reset. Return to step 2 with the number of remaining cables.



The three rules

Rule	Condition on the serial number	Effect
α	At least one letter in the number	Column = remaining cables + 1 (e.g. 6 remaining $\rightarrow$ column "2 cables")
β	Sum of digits ≥ 15	Use the backup table instead of the main table
γ	Last digit odd	Read the sequence right to left

The indicator

Rhythm	Description
FIXED	Indicator on continuously
SLOW	Approximately 1 flash per second
FAST	Approximately 5 flashes per second
DOUBLE FLASH	Two brief flashes then a pause of approximately 1 s

Possible colours: red, blue, violet, yellow, cyan, white. Any orange shade is read as YELLOW. Green is never a protocol code: fixed green indicator = device neutralised.

Wrong cut

A cable cut out of sequence triggers a random penalty: time reduction, altered signal, failing display or accelerated countdown. The indicator is reset as after any cut: return to step 2. Error tolerance is capped at cables - 2: with 3 cables, level A allows only one mistake; with 2 cables, no mistakes regardless of difficulty.



Quick Reference Card
Compact protocol tables – print and bring to the field.



Neutralisation Manual
Full procedure, annexes, commented examples (7 pages).

8 Visual and audio signals

Signal	Signification
2 beeps, red-green-blue flash	Power on
Right digit of the display	Number of cables detected
Letter A, b or C on left	Difficulty level chosen
Fixed blue indicator, 05:00 shown	Duration setting
Alternating blue and red indicator, regular beep	Bomb pre-armed, awaiting launch
Series of rapid beeps	Countdown started
Beep every second, red and green flashes	Countdown running
Descending sound	Cable cut during red: penalty and effect
Fixed green indicator, double beep, countdown frozen	Bomb defused
Alarm, flashing red indicator, continuous buzzer	Explosion: objective lost
rEFL or dESA on display, white indicator	Mode menu: release, then TIMER to toggle, ARM to confirm
2 high-pitched beeps	Mode or difficulty stored in memory
Brief green indicator + double beep	Defusing: correct cut, sequence followed
Flashing red indicator + descending sound	Defusing: wrong cut, penalty applied
3 ascending notes	Defusing: indicator reset, return to step 2



9 Scenario ideas

Counter-Strike

2 teams Attack / defence

The defenders protect up to three placement spots. The attackers carry the pre-armed bomb, choose their spot and start the countdown. The defenders must defuse it before the explosion.

Réglage conseillé : 20 min, level B, 4 cables.

Designated defuser

2 teams Escort

Only one identified player (armband) may cut the cables. Their team must escort them to the bomb and protect them during defusal.

Réglage conseillé : 30 min, level A, 6 cables.

Zone clearance

Multiple bombs Search

Several bombs are scattered around the field. The team must find and defuse all of them; a single explosion is enough to lose.

Réglage conseillé : staggered durations, level B, 2 to 3 cables.

10 Accessories and spare parts

Spare cables Cables to cut, packs of 50 (C4 and C4 PRO).

CR123A cell clip Cell retaining clip, sold individually.

Available at www.myairstoftgame.com, from the product page.

11 Safety

Replica: never outside the field

This device contains no explosive components, but it may be mistaken for a real device. Never use, display or abandon it in a public place. Transport it switched off in a bag or closed container. Any use outside a private playing field may result in police intervention and prosecution.

- ◆ Read this manual before first use and keep it. Any non-compliant use releases the manufacturer from liability.
- ◆ Device for adults aged 18 and over.
- ◆ Do not use the device if it is damaged or malfunctioning: have it repaired by our service team.
- ◆ Device is not waterproof: do not use in wet conditions.
- ◆ Sensitive to static electricity: avoid synthetic clothing (polyester).
- ◆ Use only 16340 (RCR123A) cells at 3.7 V, never CR123A batteries at 3 V. Discharged or damaged cells are the sole responsibility of the user.
- ◆ N'utilisez que les accessoires et pièces fournis par My Airsoft Game. Toute intervention doit être réalisée par nos services.

12 Maintenance and storage

- ◆ Never immerse the device in water.
- ◆ Clean with a dry cloth, no damp sponge.
- ◆ Do not use abrasive surfaces: they scratch the casing.
- ◆ Between games, remove the cells.
- ◆ Store the device in a dry place, away from heat and sunlight.
- ◆ For storage of several weeks, leave the cells at half charge and recharge them before playing again.

13 Troubleshooting

Problem	Solution
The bomb does not start	Check the cell polarity, then their voltage (more than 3.2 V each).
The cable count shown is wrong	Check that each cable is firmly inserted in its terminal, then remove a cell and restart.
The bomb is defused at launch	No cable was detected: connect them before inserting the cells.
The duration no longer changes	The bomb is pre-armed: remove a cell to reset the setting.
Faint display, strange sounds, blue indicator during play	Random effects from a failed cut: normal operation until restart.





Contact & Support

A question or product idea? Write to us or log in to your customer account for better follow-up.

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France

MAG-C4 – v2.1 – 09/2026

Firmware BombeC4_Salon – 10/2026

