

User Manual

Bombe C4 PRO

The C4 gameplay, in a case: motion sensor, 110 dB alarm and hacking port.

Version v1.2 – 09/2026



At a glance

Power	Built-in 12 V 1800 mAh battery, 220 V transformer included
Autonomy	One full day of play, charges in approx. 2 h
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 Chargez la batterie : LED verte sur le transfo = charge terminée.
- 2 Connect 1 to 6 cables.
- 3 Tournez la clé : la bombe démarre en mode et difficulté mémorisés.
- 4 Pour changer le mode : maintenez les deux boutons EN TOURNANT LA CLÉ → voyant blanc et rEFL/dESA → TIMER pour basculer, ARM pour valider.
- 5 Pour changer la difficulté : maintenez TIMER (B) ou ARM (C) en tournant la clé.

1 Overview

The C4 PRO Bomb follows the same principle as the C4 Bomb: all cables must be cut, each during a green flash. It adds a motion sensor, a 110 dB alarm, a hacking port and a built-in battery, all housed in a shockproof waterproof case.

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.
COMM INTERFACE port	RJ45 socket for the Hacking Device.
Motion sensor	Bloque le désarmement tant que la mallette bouge (niveaux B et C).
Key switch	Powers the bomb on and off.



Presentation video

Scan to see the C4 PRO Bomb in action.

2 Charge the battery

The built-in battery lasts a full day of play. Charge it before each day: it discharges slowly when idle.

- 1 Connect the transformer**
Connect the supplied 220 V transformer to the case, then to the mains.
- 2 Watch the transformer indicator**
Fixed red LED: charging. Green LED: fully charged, approximately 2 hours later.

3 Getting started

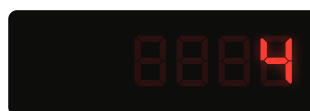
- 1 Connect the cables**
Connect 1 to 6 cables before switching on: their number is only read at startup. The more cables, the longer the defusal.

2 Turn the key

The key switch powers the bomb on. Choose the level at this moment (see next section). The bomb emits 2 beeps.

3 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 C sélectionné

At least one cable

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

La clé neutralise la bombe

Tourner la clé coupe l'alimentation et arrête le décompte : laissée sur la mallette, elle offre un désarmement sans condition. Retirez-la si la coupe des câbles doit être la seule issue.

4 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	Principe
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**
Hold both buttons (TIMER and ARM), then turn the key. White indicator and display shows rEFL or dESA: release.
- 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.

5 Choosing the difficulty

Hold the desired button when turning the key, until the letter is displayed, then release. The level sets the duration of green flashes, activates or deactivates the motion sensor, and determines the effect of the Hacking Device.

Level	When turning the key	Green flash	Sensor
A	Touch nothing	150 à 350 ms	Disabled
B	Hold TIMER	150 à 300 ms	Active
C	Hold ARM	100 à 250 ms	Active

Via the menu

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

6 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. To change the duration, turn off the key and start again.

7 Motion sensor

At levels B and C, moving the case during the countdown prevents all defusal. The sensor never triggers the explosion.

While the case is moving

- ◆ Green flashes disappear: the indicator stays red.
- ◆ The countdown accelerates, with rapid beeps.
- ◆ Each movement loses 10 to 30 s, except the first.
- ◆ A cable cut at this moment counts as a cut during red.

Put down, wait, cut

Put the case down and wait for the green flashes to return before resuming cutting.

8 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 ¼ 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
- ◆ Countdown twice as fast
- ◆ Countdown out of control: 20 s to 2 min lost
- ◆ 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

Coupé pendant le vert : le témoin reste vert, le décompte se fige, la bombe est désarmée. Coupé pendant le rouge, ou décompte à zéro : l'alarme 110 dB retentit 3 s, puis le témoin clignote en rouge avec un buzzer continu. L'objectif est perdu.



9 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).

10 Hacking Device

The Hacking Device (sold separately) offers a second path to defusal. It may only be used once per game.

- Connect it**
Connect the Hacking Device to the COMM INTERFACE port on the case with an RJ45 cable, countdown running.
- Hold for 30 seconds**
Its 10 LEDs turn green one by one. Leave it connected until they are all green.



3 Hack successful

The bomb emits two rising sounds and applies the effect of its level.

Level	Hack effect
A	Complete and immediate defusal
B	Green flashes extended to 500 ms: cutting becomes easier
C	Green flashes extended to 500 ms, but only one minute remains

11 Visual and audio signals

Signal	Signification
2 beeps, green indicator	Power on (key turned)
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
Fixed red indicator, rapid beeps, accelerated countdown	Case moving
Descending sound	Cable cut during red: penalty and effect
Two rising sounds	Hack successful
Fixed green indicator, double beep, countdown frozen	Bomb defused
110 dB alarm, flashing red indicator	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

Signal

Signification

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

12 Scenario ideas

Counter-Strike

2 teams

Attack / defence

The defenders protect up to three placement spots. The attackers carry the pre-armed case, choose their spot and start the countdown. The defenders must defuse it before the explosion – they cannot carry it to safety: the motion sensor forbids it.

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

Infiltration

2 teams

Hacking Device

The defenders have a hacker equipped with the Hacking Device. Their team must escort them to the bomb and cover them during the 30-second hack, while others attempt manual cutting.

Réglage conseillé : 30 min, level A (hack = victory) or B, 6 cables.

Booby-trapped

2 teams

Defensive position

The bomb is placed in an exposed position. It cannot be moved to safety: the team must hold the area long enough to cut all cables on the spot.

Réglage conseillé : 15 min, level C, 4 cables.



The key

2 teams Search

The key is removed and hidden on the field, or handed to an opposing player. The defenders have the choice: cut the cables under pressure, or find the key to switch off the bomb with certainty.

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

13 Accessories and spare parts

Hacking Device Defusal by hacking via the RJ45 port.

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

220 V charging transformer Replacement charger for the 12 V battery.

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

14 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.
- ◆ The case is only waterproof when closed: do not open it in the rain.
- ◆ 110 dB alarm: do not hold your ear against the case.
- ◆ Charge only with the supplied transformer, in a dry place, and do not leave the charge unattended.
- ◆ Sensitive to static electricity: avoid synthetic clothing (polyester).
- ◆ N'utilisez que les accessoires et pièces fournis par My Airsoft Game. Toute intervention doit être réalisée par nos services.

15 Maintenance and storage

- ◆ Never immerse the case in water.
- ◆ Clean the inside with a dry cloth, no damp sponge.
- ◆ Do not use abrasive surfaces on the control panel.
- ◆ Store it in a dry place, away from heat and sunlight.
- ◆ Charge the battery before extended storage, then regularly.

16 Troubleshooting

Problem	Solution
The bomb does not start	Check the key is properly turned, then recharge the battery with the supplied transformer.
The cable count shown is wrong	Vérifiez que chaque câble est bien enfoncé dans sa borne, puis coupez la clé et redémarrez.
The bomb is defused at launch	Aucun câble n'a été détecté : branchez-les avant de tourner la clé.
Silent or erratic motion sensor	Check the chosen level is B or C, then recharge the battery.
The Hacking Device has no effect	It only works once per game, countdown running. Check the RJ45 cable.
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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