

TORPEDOES

Ah, Comrade, the torpedoes aboard our submarine are the top of the line Soviet technology. Unfortunately, through months of mis-storage, they have developed an unfortunate tendency to arm themselves and then detonate about ten minutes later. Fortunately for all of us, you are here to disarm the torpedoes whenever they accidentally become armed.



You are welcome to teach others how to disarm the torpedoes, but you may not show them these directions. This paper is for your eyes only. Sorry, Comrade. It is to represent the vast amount of training you have received.

When everything is working perfectly, you will see the screen on the left on the Torpedo Control Panel. This is good, and you will likely see this screen for the majority of the adventure.

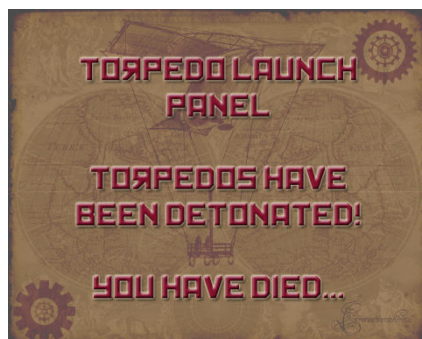
Regardless, you should check the torpedoes frequently. A loud klaxon should sound when the torpedoes arm themselves, but loud is relative on a submarine, so you should be prepared to check frequently.

When torpedoes arm themselves, you have only a handful minutes to them. A timer will appear on the screen and you will have to disarm the torpedoes by hand.

Unfortunately, the four digit code to disarm the torpedoes has been lost, and it changes every time anyway. You will need to deduce it through trial and error. Touch the up and down arrows to set the test code, then touch the panel that reads “Click here to test.”



Be aware, Comrade, that each time the torpedoes arm themselves, the sequence will be more and more difficult to deduce. The first time, you may only have a handful of digits to choose from, but subsequent trials may draw the code from a larger pool of digits.



The test takes about thirty seconds and the four lights on the left will give you the readout of the answers. A green light means that you have a digit in the right position. A red light means you have a correct digit, but it is in the wrong position. You may want to have an assistant with you to record your tries and the results. Once you have the code correct, then you will be returned to the “All Safe “screen. And you really want that.

Because failing to disarm the torpedoes in time would be bad, Comrade, very bad.