

On the Subject of Schlag den Bomb

*I'm not sure if this is easier or harder than adding hundred-digit numbers...
Maybe both?*

- In Schlag den Bomb, games are played by the bomb and a contestant in numerical order, starting with 1, regardless of the order in which their categories are determined, and are worth the number of points equal to their game number. The first player to reach 61 points wins; games after that remain unplayed.
- Translate each letter in the bomb's serial number to its position in the alphabet to obtain six numbers from 0 to 26.
- Determine which six games are Oddball games. The first Oddball game is played in the position equal to the first number of the six, wrapping back to 1 if the number is greater than 15. If the first number is a 0, then game 15 is the first Oddball game.
- Advance games equal to the second number, wrapping around if needed and skipping games already assigned a category. (If you encounter a 0, go to the next unassigned game and assign it as an Oddball game.) Then proceed likewise with the remaining numbers.
- Determine which three games are Physical games by using the number of ports to determine three more numbers from the table below, then advancing in the same way as you did for Oddball games. Assign a win to the contestant for the first N Physical games in the order that you determined them to be Physical games, where N is the contestant's Physical rating.
- Do the same for Mental games, then Quiz games, as you did for Physical games, but with batteries and indicators, respectively. Remember: games are played in numerical order, not the order categories were determined.
- Mark contestant wins on the contestant's scoreboard by pressing the appropriate button such that the button's background turns white. Mark Oddball games such that the games marked as contestant wins match the total number of points the contestant has. Finally, mark unplayed games, then press the "!" submit button.

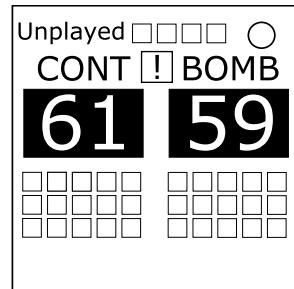


Table 1: Contestant profiles

Contestant name	Physical rating	Mental rating	Quiz rating
Albert	1	2	0
Cori	1	0	2
Cory	0	1	0
Daniel	1	1	2
Don	0	0	1
Edgar	2	1	0
Elsa	1	0	1
Eris	2	2	2
Gale	1	1	1
Greg	0	1	1
Greta	2	0	0
Harry	1	1	0
Isolde	2	2	1
Julia	0	0	2
Julie	2	1	1
Lisa	0	2	1
Millie	2	2	0
Ozy	0	2	2
Ozzy	1	0	0
Paula	0	1	2
Peter	2	1	2
Rob	2	0	2
Ron	0	0	0
Spike	1	2	1
Tina	2	0	1
Tommy	1	2	2
Val	0	2	0

Table 2P: Physical numbers

Ports	Phys. Numbers
0	2, 19, 7
1	3, 12, 4
2	11, 1, 6
3	3, 3, 3
4	11, 9, 10
5	7, 2, 9
6+	6, 14, 3

Table 2M: Mental numbers

Batteries	Mental Numbers
0	11, 3, 4
1	6, 2, 8
2	3, 7, 1
3	4, 9, 1
4	11, 9, 2
5+	7, 11, 4

Table 2Q: Quiz numbers

Indicators	Quiz Numbers
0	1, 1, 15
1	1, 2, 29
2	1, 1, 48
3+	1, 2, 173

This page contains the standard tables for Schlag den Bomb. The next pages contain optimized sections for each of the steps

excluding the contestant portion.

Table 10pt: Unassigned Games Check, Oddball

Cells overlapping any given column for the specified assignable game will have the same procedure.

Zero in the serial number is referred to "-0-" in this manual.

Start on the leftmost character in the serial number, then progress to the next serial character to the right. Repeat until all of the characters from the serial number are used.

OB1, OB2, OB3, OB4, OB5, OB6 refer to Oddball games 1, 2, 3, 4, 5 and 6 respectively.

Letter/Digit in Serial No.	Unassigned Games to Count For					
	OB1	OB2	OB3	OB4	OB5	OB6
-0-	15		1			
1, A			1			
2, B			2			
3, C			3			
4, D			4			
5, E			5			
6, F			6			
7, G			7			
8, H			8			
9, I			9			
J			10			
K			11			1
L			12		1	2
M			13	1	2	3
N		14	1	2	3	4
O	15	1	2	3	4	5
P	1	2	3	4	5	6
Q	2	3	4	5	6	7
R	3	4	5	6	7	8
S	4	5	6	7	8	9
T	5	6	7	8	9	10
U	6	7	8	9	10	1
V	7	8	9	10	11	2
W	8	9	10	11	1	3
X	9	10	11	12	2	4

Y 10 11 12 1 3 5
 Keep Talking and Nobody Explodes Mod 2 11 12 13 2 4 6

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Table 2POpt: Unassigned Games Check, Physical

P1, P2, P3 refer to Physical Games 1, 2, and 3 respectively.

Number of Ports on the Bomb	Unassigned Games to Count For		
	P1	P2	P3
0	2	3	7
1	3	4	4
2	2	1	6
3	3	3	3
4	2	1	3
5	7	2	2
6+	6	6	3

Table 2MOpt: Unassigned Games Check, Mental

M1, M2, M3 refer to Mental Games 1, 2, and 3 respectively.

Number of Batteries on the Bomb	Unassigned Games to Count For		
	M1	M2	M3
0	5	3	4
1	6	2	4
2	3	2	1
3	4	4	1
4	5	4	2
5+	1	1	4

Table 2QOpt: Unassigned Games Check, Quiz

Quiz 1, Quiz 2, Quiz 3 refer to Quiz Games 1, 2, and 3 respectively.

Number of Indicators on the Bomb	Unassigned Games to count For		
	Quiz 1	Quiz 2	Quiz 3
0	1	1	1
1	1	2	1
2	1	1	1
3+	1	2	1