



setting for VR1 to be "STEAM", the second (210) to be "MELT", the third (320) to be "VAPORIZE".

Usage of box.

Use in place of your normal telephone receiver. Do not attempt usage as a regular phone. Call victim by sending tones through speaker with tape recorded noise. Use touch tone sounds as pulse requires electric disruption of line, not just audio. After answer (listen in on SPKR 1) set VR1 to desired strength and let her go. Victim will feel unpleasant sensations in his/her head and will undergo a series of high intensity seizures, not unlike epilepsy, and jointly proportional to VR-1 setting and time induced.

Settings. (The Fun Part)

STEAM. A short -poof- of water vapor condenses within the victim's earpiece, rendering the telephone short circuited and the victim quite dazed.

MELT. Causes structural phase change of receiver (usually reinforced ureaformaldehyde plastic material - high tech). This has the unpleasant bonus of removing the victim's hand.

VAPORIZE. If the victim is particularly nasty, this setting will remove his upper anatomy (if box is enabled properly, that is!). Continued usage of this setting is generally not recommended, as death or other serious injury will accompany.

Disclaimer.

Yes, I will refuse to take responsibility for your incompetence in electrical doings. This includes my reluctance to give court testimony, etc. etc.

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