

The Core Business Unit (CBU) Training Manual

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If something is wrong please let me know I'll be happy to fix it.

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Chart based on the Hermione CBU chart image

What is the CBU? It's the CODE machine silly....  
You need to identify a series of 3 letters (The CODE).  
These letters can be either A, B or C in any order. (27 possibilities?)  
You will input this CODE into the CBU using three Stations.  
These Stations shall be classified as having the following Skills.  
Station #1 BODY skill, Station #2 MECH skill and Station #3 LOGIC skill.  
Each station is responsible for inputting each letter.  
As with all TSO money games the higher your skills totals the more \$\$\$ you make.  
If you have zero skill in the station your playing you just make less \$\$\$ but you still make \$\$\$.

Determining the CODE,  
This is the key to the game. Generally to my knowledge there are two methods, Deduction and Charting. I don't know the tricks to deduction and the jury is out on which method is best. Here we will talk about Charting.

What is Charting?  
The chart is nothing more than using advanced process of elimination to determine the CODE.  
Using a chart will allow you to absolutely determine the CODE within four guesses (with one exception CBA takes 5 moves).  
You have 2 choices while charting, One person has the chart and calls the MOVES or  
All 3 have the chart and just play without communication (requires the most attention but maximizes \$\$\$)

Calling the MOVES,  
The MOVES are called using the format AAA or ABC or CAB etc...  
The first letter called is played by Station #1, the second letter by Station #2, etc...  
i.e. BAC would be, Station #1 = B, Station #2 = A, Station #3 = C

How to play the game.  
The only hard part is finding 3 people that want to play and are green. ( I think there is way to much worry about green more later). Once the three players are in position the gaming shall begin.  
You always start with AAA so that can be played without the caller saying the MOVES.  
From there you use the chart but the second move is easy to remember. If AAA=0 then BBB, else ABB.

Using the chart,  
After you have the answer to AAA you goto a section 0,1 or 2  
Start with the MOVE on the left of the section and based on the answer input the next MOVE. Follow it to the right until you hit the CODE.  
I place a small coin on the current MOVE to keep track of which MOVES was played and to help determine what to play next.

Note, don't skip a column on the chart. Just because there are zero A's does not mean that you shouldn't have ABC as a MOVE. This helps to determine the location of the necessary letters. (If you skip this step you and guess wrong from 3 answers you waste 2 turns. When you can have the CODE in 4 max (ex CBA) wasting 2 is bad.

**AAA = 0**

0 CCC		
		0 CCB
0 BBB	1 ABC	1 BCC
		2 CBC
		0 BCB
2 ABC	1 CBB	
		2 BBC

**AAA = 1**

		0 CCA	
0 BAC	1 BCA	2 CAC	
		0 ACC	0 CBA
1 ABB	1 BAB	1 BBA	
		2 CAB	
2 ABC	1 ACB		

**AAA = 2**

		0 BAA	2 CAA
2 ABB	1 AAC	1 ACA	
		2 AAB	1 ABA

The most important thing is to have fun!!  
Come play code at Panthers Paradise