



# Keep talking nobody explodes bomb replica



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## Summary

Keep talking nobody explodes bomb replica

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Hi, I've made a replica of the bomb from Keep talking nobody explodes.

Here is a video of it in action : <https://imgur.com/a/gf8GU7m>

Edit : another one, with the menu : <https://youtu.be/yCAHVtzyqYg>

This is the main part of an escape game I've created, that's why some module are not exactly the same as in the game.

Every IO is controlled by an arduino mega, which is talking to a raspberry pi (via serial).

The game is coded in python with pyQT for the graphical interface.

Everything is configurable. there is a menu, in which I can choose the number of battery, number and color of wire, the symbols installed, etc.

Every files are on this onshape link : <https://cad.onshape.com/documents/173ba73b84da0ed6bfda1185/w/9b7275f2cb61163e432bce14/e/82941f350ef2252cd5dc8738>

You can find more info here: [https://www.reddit.com/r/3Dprinting/comments/j0q9ls/i\\_made\\_a\\_bomb\\_keep\\_talking\\_nobody\\_explodes/](https://www.reddit.com/r/3Dprinting/comments/j0q9ls/i_made_a_bomb_keep_talking_nobody_explodes/)

And here is the code : <https://github.com/benoit2600/KeepTalkingNobodyExplodes/tree/master>

## Model files

**boite-boite-droite.stl**

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**boite-boite-gauche.stl**

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**numero-serie-impair.stl**

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**numero-serie-impair-2.stl**

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**numero-serie-pair-2.stl**

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**numero-serie-pair.stl**

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**chrono-plaque.stl**

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**chrono-haut-parleur.stl**

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**chrono-pochoir.stl**

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**chrono-erreur.stl**

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**chrono-cache-symbole-volume.stl**

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**symbole-part-1.stl**

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**arduino-mega-dessous.stl**

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**plaque-connection-part-1.stl**

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**fils-part-1.stl**

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**bouton-chrono-part-1.stl**

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**boite-quick-fix.stl**

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**boite-pied.stl**

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**boite-cache-alim.stl**

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**boite-cache.stl**

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**boite-cache-usb.stl**

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**boite-pied-1.stl**

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**boite-fond-gauche.stl**

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**boite-fond-droit.stl**

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**boite-cache-avec-trou.stl**

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**screen-game-cache-peinture.stl**

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**screen-game-case.stl**

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**capuchon-symbole-v2-part-1.stl**

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