



# **CardMaker**

## **Keycard Programmer**

Models 1000, 2000, 9000



**User Manual**

Thank you for purchasing the most widely-used keycard programmer in the universe!

The CardCo CardMaker is easy to use and provides high security through the use of variable algorithms to generate novel codes for keycards that provide your guests confidence that their valuables are locked safely in their rooms!

## **Instructions**

1. Insert keycard in the slot
2. Enter the seven-digit card identification number using the CardMaker keypad.
3. Press “Encode” to generate an encrypted keycode.
4. Once the encryption process is completed, remove the keycard - it is ready to use.
5. Sometimes reusing cards may generate an error. If this happens, consult the troubleshooting tips in this manual.

## Troubleshooting

Incorrect use of the CardMaker 2000 can result in one of the following error messages:


### **Error #369 - Explosion imminent**

In this case, exit the surrounding area immediately and email your friendly CardCo support team for assistance.

### **Error #421 - Code disabled**

This appears when the card identification number has already been used to generate an encrypted keycode. In this case you will need to use manual mode to proceed.

## Manual Mode

Press the  button on the front of the device. A 7-digit number will be automatically generated. Apply the formulas below to each of the digits in the sequence. Once the new values have been entered, press the Encode button to generate a new encrypted keycode.

### **CardMaker 1000**    **CardMaker 2000**

A.  $y=x+6$

B.  $y=x+5$

C.  $y=x+4$

D.  $y=x+3$

E.  $y=x+2$

F.  $y=x+1$

G.  $y=x$

A.  $y=x^2$

B.  $y=\text{enneagon}-x$

C.  $y=\text{Next prime element}$

D.  $y=2x+6$

E.  $y=\sqrt{x}$

F.  $y=x-(x/2)$

G.  $y=\text{Next Fibonacci element}$



**For further support please send a handwrwritten certified letter to  
Generic Support Empire, 100 New World Way, Mailville, Eumerica.**