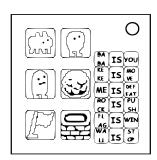
## On the Subject of Baba Is Who?

Hey, I've heard of this game.

- The module consists of a list of rules and the positions of each of the characters.
- . The characters are: BABA, KEKE, ME, ROCK, FLAG, and WALL.
- The attributes for each of the characters, where each will be one of either YOU, MOVE, DEFEAT, PUSH, WIN, and
- . STOP.
- The characters will be shuffled in a 3×2 grid.
- The characters in the grid can be pressed. Press the correct one to solve.



## Rules

Below are rules for the characters, and the attributes. Match up the rules to the attributes to get six different rules by replacing the ellipses with the parts from the other column. For example, BABA is YOU makes the rule, "If the number of batteries is more than four, press the character that is below the character that is DEFEAT".

Then, go through the rules in the order that they are on the module, stopping when you reach a rule that applies. The 3×2 grid loops around.

Subjects	Attributes
BABA: If the is more than four, press the character that is	YOU: number of batteries, modulo 10 below the character that is DEFEAT.
KEKE: If the is even, press the character below the character that is	MOVE: last digit of the serial number above the character that is STOP.
ME: If the is composite, press the character above the character that is	DEFEAT: number of ports, modulo 10 to the right of the character that is YOU.
ROCK: If the is odd, press the character that is to the left from the character that is	PUSH: number of indicators, modulo 10 above and to the left of the character that is WIN.
FLAG: If the is less than five, press the character that is above and to the right of the character that is	WIN: alphabetical position of the fourth character in the serial number, modulo 10 MOVE.
WALL: If the is prime, press the character that is below and to the right of the character that is	STOP: number of modules, modulo 10 below and to the left of the character that is PUSH.

If no rules apply, press the character that is YOU.

**HOWEVER,** if the button you should have pressed is DEFEAT, submit the button to the right of it instead.

Name	Images
BABA	
KEKE	
ME	
ROCK	
FLAG	
WALL	