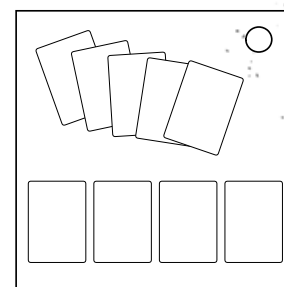


On the Subject of Points of Order

That's the badger.

- Welcome to this game of Mao. You joined at just the right time. We've already played five cards in accordance with the current rules of the game.
- You have four cards on your hand. Once you pick up your cards, you must play a valid card within 5 seconds to defuse the module.
- Playing a bad card or failing to play a card within 5 seconds will result in a strike. You will also receive four new cards.



To find out what the current rules of the game are, examine the pile and determine which two of the following rules are active and which one is inactive:

1. Examine the first and second character of the serial number. Depending on whether each is a letter or a number, the next card's suit must be one of the following:

First character	Second character	Previously-played suit			
		♠	♥	♣	♦
Letter	Letter	♠ or ♥	♥ or ♣	♣ or ♦	♦ or ♠
Letter	Number	♠ or ♦	♥ or ♠	♣ or ♥	♦ or ♣
Number	Letter	♥ or ♣	♣ or ♦	♦ or ♠	♠ or ♥
Number	Number	♦ or ♣	♠ or ♦	♥ or ♠	♣ or ♥

2. Cards must alternate between being divisible and not divisible by the fourth character of the serial number, modulo 3, plus 3.
3. Ranks of consecutive cards must have a difference of $x + 2$ or $x + 3$ (with wraparound allowed), where x is the alphabetic position of the fifth character of the serial number, modulo 3.

Only one of the four cards in front of you is valid to play under the two active rules.

This manual page was initially withheld when the module was released and the community figured them out. Kudos to the sharp and clever thinkers! Elias5891, Hexicube, luc537, Nightmare Tank, Ocean Waves, onewingedangel30, porcu93, Storm Vision, Trainzack