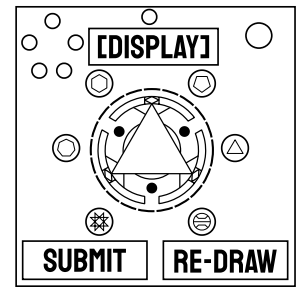


On the Subject of Alchemy

Turning lead into gold? I wish I could turn this bomb into gold so I wouldn't have to defuse it!

The buttons in the shape of a pentagon in the top left will attune the circle to certain elemental frequencies. Press the buttons to select a frequency. (See Appendix F.M.A.2 for the colours and their frequencies)



The buttons around the main circle will inscribe runes to the main circle. Pressing these buttons while the circle isn't ready for them will incur a strike.

The re-draw button will clear the circle, but inscribe a random rune to the center. It will also rearrange the positions of the rune buttons around the circle. Pressing re-draw while the circle isn't ready will incur a strike.

Press submit when the circle is perfect and the module tells you to. Pressing a button other than submit when the circle is in a valid position will incur a strike and reset the module.

A circle is IMPERFECT if any of the following is true:

- CREATION is directly across from TERA.
- HEVA is adjacent to META.
- FIRE is in the leftmost position, and the last digit of the serial number is even.

Step 1: If the circle is perfect, proceed to step 2. If the circle is imperfect, follow the substeps below until the circle is perfect.

- If HEVA is in the top left position, press MIND, and then press re-draw.
- Otherwise, if CREATION is in the bottom right position, press LIFE, and then press re-draw.
- Otherwise, if TERA is in the rightmost position, press ENERGY, and then press re-draw.
- Otherwise, if STRUCOTA is in the leftmost position, press MATTER, and then press re-draw.
- Otherwise, if FIRE is in the bottom left position, press FLAMES, and then press re-draw.
- Otherwise, press re-draw without selecting a frequency and check if the circle is perfect.

Step 2: If middle symbol is FIRE, go to step 4.

- Otherwise, if the middle symbol is META, go to step 3.
- Otherwise, if the middle symbol is STRUCOTA, go to step 6.
- Otherwise, if the middle symbol is HEVA, go to step 5.
- Otherwise, if the middle symbol is CREATION, press submit and your final frequency is LIFE.
- Otherwise, if none apply press FIRE and go to step 4.

Step 3: Press HEVA and go to step 6.

Step 4: If there is a lit TRN indicator on the bomb, press ENERGY, re-draw the circle and go to step 7.

- Otherwise, go to step 5.

Step 5: If the middle symbol is TERA, press ENERGY, press re-draw and go to step 11.

- Otherwise, if the middle symbol is CREATION, press FIRE and go to step 8.
- Otherwise, if the middle symbol is FIRE, press LIFE, press STRUCOTA and go to step 10.
- Otherwise, press re-draw and go to step 6.

Step 6: If there is a lit SND indicator on the bomb, press LIFE, re-draw the circle, and go to step 9.

- Otherwise, go to step 11.

Step 7: Press TERA and press submit. Your final frequency is MIND.

Step 8: Press CREATION and press Submit. Your final frequency is LIFE.

Step 9: Press TERA and press submit. Your final frequency is MATTER.

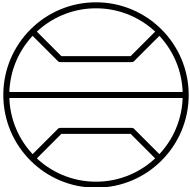
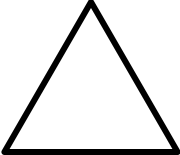
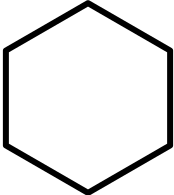
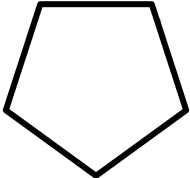
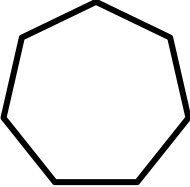
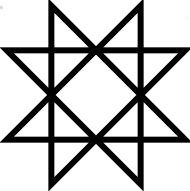
Step 10: Press CREATION and press submit. Your final frequency is FLAMES.

Step 11: Press HEVA and submit. Your final frequency is ENERGY.

Once you have solved all other modules on the bomb, this module will re-activate. Activate the final frequency and press submit to solve the bomb.

Ignored modules on the step above are: Forget Me Not, Forget Everything, Simon's Stages, Turn The Key, Souvenir, The Time Keeper and other Alchemy modules.

Appendix F.M.A. 1Various Alchemical Symbols

	TERA
	FIRE
	STRUCOTA
	META
	HEVA
	CREATION

Appendix F.M.A. 2

Various Elemental Frequencies

