On the Subject of Module Homework

Yess! Homework! School is so easy that this'll be over in no ti- Wait... What subject is this?

- This module consists of a piece of paper with 4 answer buttons.
- None of the actual answers are on these buttons. They must be found below in the manual.
- The subject can be any of the modules viewed down below (both modded and vanilla).
- Find the subject asked for in the question and give the correct answer.
- Follow the list below to find the correct order of buttons (Section C).
- The answer itself isn't shown in the list below. You have to answer it yourself.
- If the answer is correct, the module will be disarmed.
- Keep in mind though: A single class lasts for 1 minute. You start the class by pressing on the pencil.
- Answering before class gives you a strike and resets the class.
- Not answering before the end of class will hand a strike too.

Section A: Vanilla modules

 Answer 1: NEXT Answer 2: UHH Answer 3: HOLD Answer 4: LIKE 	
Answer 1: 2Answer 2: 3Answer 3: 4Answer 4: 1	,
Answer 1: 16Answer 2: 15Answer 3: 19Answer 4: 22	
	 Answer 3: HOLD Answer 4: LIKE Answer 1: 2 Answer 2: 3 Answer 3: 4 Answer 4: 1 Answer 4: 1 Answer 2: 15 Answer 3: 19



Section A: Vanilla modules (cont.)

Complicated Wires	 Answer 1: YES Answer 2: NO Answer 3: ONLY WITH A PARALLEL PORT
	• Answer 4: ONLY WITH 2+ BATTERIES
The Maze	Answer 1: 8Answer 2: 9Answer 3: 10Answer 4: 11
Passwords	 Answer 1: A Answer 2: O Answer 3: M Answer 4: W
The Knob	Answer 1: 8Answer 2: 12Answer 3: 16Answer 4: 20

Section B: Modded modules

Hexamaze	 Answer 1: 17 Answer 2: 18 Answer 3: 19 Answer 4: 20 	
The Swan	 Answer 1: 4, 8, 15, 16, 23, 42 Answer 2: 3, 9, 17, 16, 22, 42 Answer 3: 5, 6, 15, 16, 25, 36 Answer 4: 2, 5, 9, 16, 23, 32 	

Section B: Modded modules (cont.)

Poker	 Answer 1: 5 OF DIAMONDS Answer 2: KING OF HEARTS Answer 3: ACE OF SPADES Answer 4: 3 OF CLUBS
Turn The Keys	 Answer 1: TURN THE LEFT KEY Answer 2: TURN HIGHER PRIORITY RIGHT KEYS Answer 3: SOLVE "LISTENING" Answer 4: SOLVE "TWO BITS"
Two Bits	 Answer 1: GP Answer 2: TV Answer 3: DC Answer 4: KB
Semaphore	 Answer 1: NUMERALS Answer 2: LETTERS Answer 3: ATTENTION Answer 4: CANCEL
Souvenir	 Answer 1: MORSEMATICS Answer 2: HEXAMAZE Answer 3: ALGEBRA Answer 4: TANGRAMS
Random Number Generator	 Answer 1: 45 Answer 2: 55 Answer 3: 26 Answer 4: 76

Section B: Modded modules (cont.)

A	inswering Questions	 Answer 1: IF YOU HAVE 2+ STRIKES Answer 2: IF YOU HAVE JUST ONE STRIKE Answer 3: IF YOU HAVE NO STRIKES Answer 4: IF YOU WANT A STRIKE
Button Masher		 Answer 1: 33 Answer 2: 45 Answer 3: 54 Answer 4: 66
	Hex To Decimal	 Answer 1: 21 Answer 2: 54 Answer 3: 76 Answer 4: 66
	QR Code	 Answer 1: 5 Answer 2: 6 Answer 3: 7 Answer 4: 8
	Astrology	 Answer 1: A CIRCLE WITH A DOT Answer 2: A TRIANGLE Answer 3: A FOUR Answer 4: A TRIDENT
	Microcontroller	 Answer 1: INDC Answer 2: STRK Answer 3: CNTD Answer 4: EXPL

Section B: Modded modules (cont.)

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Section C: Keep Learning And Nobody Explodes homework list

- First: Take the first digit of the serial number as the base number.
- If the serial number contains a letter that is also in the word "School", add 3 to the base number.
- If any of the indicators contain a letter in the word "Student", add 2.
- If a parallel port is present on the bomb, add 2.
- If either the indicator "FRK" or "NSA" is present, lit or unlit, add 2.
- If there is a vowel in the serial number, add 5 (also counts for the 0 in the "School" rule).
- If there is more than 1 D battery, add 2.
- But, if the indicator "BOB" is present and is lit, ignore all the rules. After all, BOB is still in elementary school.

Elementary School (0-6)	Answer 1 Answer 3	
High School (7–12)	Answer 4 Answer 2	
<u>University</u> (13-18)	Answer 3 Answer 1	Answer 4 Answer 2
KLaNE School (19+)	Answer 2 Answer 4	