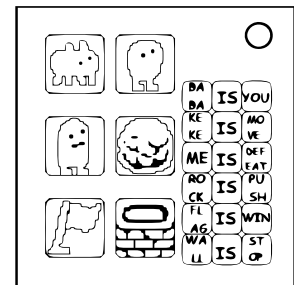


On the Subject of Baba Is Who?

Hey, I've heard of this game.

The Overview

- The module consists of a list of rules and the positions of each of the characters.
- The rules will always be in the same order: BABA, KEKE, ME, ROCK, FLAG, and WALL.
- The attributes for each of the characters will be shuffled, where each will be one of either YOU, MOVE, DEFEAT, PUSH, WIN, and STOP.
- The characters will be shuffled in a 3x2 grid.



The Steps

1. The first thing to start with is The Rules.
2. After determining which character is the placeholder, you need the position of the placeholder from your defuser. It will be in a 3x2 grid such as the one seen in The Map.
3. Now that you have the position of the placeholder from your defuser, refer to The Map.
4. The character on the map that is in the same position as the placeholder is the correct character.
5. Finally, check the EXCEPTION before submitting the correct character.

The Rules






Follow the steps and only select the first that applies.

1. If there are more than 3 batteries on the bomb and BABA is not YOU, BABA is the placeholder.
2. Otherwise, if there is a parallel or PS/2 port and ROCK is not YOU, ROCK is the placeholder.
3. Otherwise, if the last digit of the serial number is even and WALL is not YOU, WALL is the placeholder.
4. Otherwise, if there is a lit or unlit indicator labeled CAR or IND and KEKE is not YOU, KEKE is the placeholder.
5. Otherwise, if there is a vowel in the serial number and FLAG is not YOU, FLAG is the placeholder.
6. Otherwise, if the last digit of the serial number is odd and ME is not YOU, ME is the placeholder.
7. Otherwise, disregard the exception and select BABA.

The Map



EXCEPTION: If the correct character is DEFEAT, BABA is YOU.

Name	Images
BABA	
KEKE	
ME	
ROCK	
FLAG	
WALL	