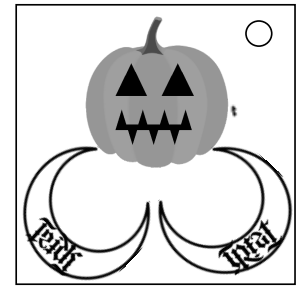# On the Subject of The Jack-O'-Lantern

Trick or treat!

- The module displays a Jack-O'Lantern and two buttons that say "Trick" and "Treat".
- Follow the table based on the eyes and mouth of the Jack-O'-Lantern.
- Pressing the wrong button will cause a strike and will display a new Jack-O'-Lantern.

Jack-O'-Lantern Mouth / Eyes	▲▲▲▲	▂▂▂▂▂	▼▼▼▼▼	▬▬
▲	Unlit > lit indicators	No batteries	No empty port plates	CAR indicator
●	Serial and parallel port on same plate	SIG indicator	Even amount of solved modules	Lit > unlit indicators
◆	Batteries > ports	No stereo RCA and no RJ-45 ports	PS/2 and DVI-D ports	TRN indicator

- If the information in the table is on the bomb, press "Trick". Otherwise, press "Treat".
- However, if the Jack-O'-Lantern has a nose, press the other button.