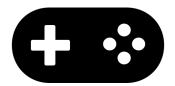
Check the Machine SOLUTION



Spring 2018

First we find what you and your friend entered in to make the appropriate snacks vend, and what the snacks are:

| Person      | Vend Code | Snack                  |
|-------------|-----------|------------------------|
| You         | E4        | Unlabelled             |
| Your Friend | E5        | Unlabelled             |
| You         | F3        | Nesquik                |
| Your Friend | C6        | Nesquik                |
| You         | C4        | Bugles                 |
| Your Friend | F6        | Nilla Wafers           |
| You         | G5        | Newtons                |
| Your Friend | D5        | Unlabelled             |
| You         | D5        | Unlabelled (with an X) |
| Your Friend | D5        | Nesquik (with an X)    |

All these codes and the words "check" and "opening" in the flavor text remind us of the game chess. Combining the code with the first letter of the vended snack (or no letter in the case of unlabelled snacks) and adding an "x" when the snack was not liked gives:

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Nf6
- 4. Ng5 d5
- 5. (e)xd5 Nxd5

These five moves are part of the opening known as the Fried Liver Attack, yielding your favorite snack that was not in the vending machine, FRIED LIVER.