

## On the Subject of Capacitor Shiromon

*Sometimes you don't really know if it's a shiro or a walter. I hope this will be good training.*



- Walter love disguising as Shiro, to know if this module hides a Walter, you will have to deduce the Walter Level. Start by counting all Walters
- Shiro will try to fight off all Walters, but each strike weakens the Shiro.
- Thankfully any Walter not grouped will be affraid of odd number of strikes.
- Shiro can be powered up if the letters from Shiro are in indicators or the serial number. Count how many letters are in indicators, and if the serial have at least one
  - The power gotten from the serial is immunity from strikes, of course Walters are still affected by it.
  - Indicators power will strenghten Shiro by multiplying birthday hats.
- If you have any birthday hats, a Walter will take one hat and leave for the birthday party, you can ignore all these Walters but keep counting those that can't get hats.

If Shiro went crazy and killed all Walters then Shiro becomes Evil Shiro.

When the Walter Level is 7 or above you can be sure it's a sneaky Walter hidden there. Otherwise Shiro probably managed to fight them off without going crazy.