On the Subject of Creation

Let there be life!

- Combine elements to create a new lifeform!
- The module contains a display featuring multiple elements, a segment explaining the day #, and a segment explaining the weather.
- As you create new elements, new icons will appear.
- Be careful, though, as change in weather can affect the elements you are combining, and may require another element to negate it!
- Combining a wrong pair of elements will result in a strike and the module will reset.
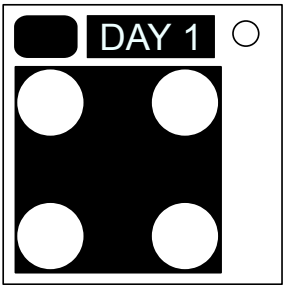
Using the chart below, determine the starting element based on the weather pattern of Day 1:

Weather		Element
Rain		Water
Wind		Air
Heat Wave		Fire
Meteor Shower		Earth

Based on the starting element's position on the display, look up the correct permutation number in the following table:

	Upper-Left	Upper-Right	Bottom-Left	Bottom-Right
Water	[2]	[1]	[4]	[3]
Air	[1]	[2]	[3]	[4]
Earth	[4]	[3]	[1]	[2]
Fire	[3]	[4]	[2]	[1]
Clear weather has a permutation of [0]				

Use this number to determine which lifeform to create.

Bomb has 3 or more battery holders:
If any lit indicators are present, AND all batteries are Double A, the lifeform will be: [0] Bird | [1] Dinosaur | [2] Turtle | [3] Lizard | [4] Worm
Otherwise, if any lit indicators are present, the lifeform will be: [0] Dinosaur | [1] Turtle | [2] Lizard | [3] Worm | [4] Bird
Otherwise, if any unlit indicators are present, AND all batteries are D cell, the lifeform will be: [0] Turtle | [1] Lizard | [2] Worm | [3] Bird | [4] Dinosaur
Otherwise, if any unlit indicators are present, the lifeform will be: [0] Lizard | [1] Worm | [2] Bird [3] Dinosaur | [4] Turtle
Otherwise, the lifeform will be: [0] Worm | [1] Bird | [2] Dinosaur | [3] Turtle | [4] Lizard

Bomb has 2 or less battery holders:
If there are more ports plates than battery holders: [0] [4] Ghost | [1] Plankton | [2] Seed | [3] Mushroom
Otherwise, if there are any duplicate ports: [0] [4] Plankton | [1] Seeds | [2] Mushroom | [3] Ghost
Otherwise, if there are more unlit Indicators than lit Indicators: [0] [4] Seeds | [1] Mushroom | [2] Ghost | [3] Plankton
Otherwise, the lifeform will be: [0] [4] Mushroom | [1] Ghost | [2] Plankton | [3] Seeds

Weather Rules: Check the forecast in the top-left corner of the module, next to "Day #"	
If it's raining, all "Water" must be substituted by "Fire."	☁
If it's windy, all "Air" must be substituted by "Earth."	🌬
If there's a heat wave, all "Fire" must be substituted by "Water."	🌡
If there is a meteor shower, all "Earth" must be substituted by "Air."	☄
If the weather is clear, then no substitutions are required. Enjoy the sunshine!	☀

GEN. 1	Earth	Air	Fire	Water
Earth	X	Dust	Lava	Swamp
Air	Dust	X	Energy	Steam
Fire	Lava	Energy	X	Alcohol
Water	Swamp	Steam	Alcohol	X

GEN. 2	Fire	Dust	Swamp	Energy	Lava	Water
Fire	X	Ash	Tar	Plasma	X	Gen. 1
Dust	Ash	X	Pollen	X	Volcano	Cement
Swamp	Tar	Pollen	X	Life	X	Lily Pad
Energy	Plasma	X	Life	X	X	X
Lava	X	Volcano	X	X	X	Stone
Water	Gen. 1	Cement	Lily Pad	X	Stone	X

GEN. 3	Swamp	Life	Stone	Plasma	Fire	Water	Air	Earth
Swamp	X	Bacteria	X	X	Gen. 2	Gen. 2	X	X
Life	Bacteria	X	X	Ghost	X	Weeds	X	Egg
Stone	X	X	X	X	Metal	Sand	Sand	X
Plasma	X	Ghost	X	X	X	X	X	X
Fire	Gen. 2	X	Metal	X	X	Gen. 1	Gen. 1	Gen. 1
Water	Gen. 2	Weeds	Sand	X	Gen. 1	X	Gen. 1	Gen. 1
Air	X	X	Sand	X	Gen. 1	Gen. 1	X	Gen. 1
Earth	X	Egg	X	X	Gen. 1	Gen. 1	Gen. 1	X

GEN. 4	Air	Egg	Earth	Swamp	Weeds	Bacteria	Water	Life
Air	X	Bird	X	Gen. 3	X	X	Gen. 3	Gen. 3
Egg	Bird	X	Dinosaur	Lizard	Seeds	X	Turtle	X
Earth	Gen. 1	Dinosaur	X	X	Mushroom	X	Gen. 1	X
Swamp	Gen. 3	Lizard	X	X	Moss	Worm	Gen. 3	Gen. 3
Weeds	X	Seeds	Mushroom	Moss	X	X	X	Gen. 3
Bacteria	X	X	X	Worm	X	X	Plankton	X
Water	Gen. 3	Turtle	Gen. 1	Gen. 3	X	Plankton	X	Gen. 3
Life	Gen. 3	X	X	Gen. 3	Gen. 3	X	Gen. 3	X