On the Subject of Widgetry
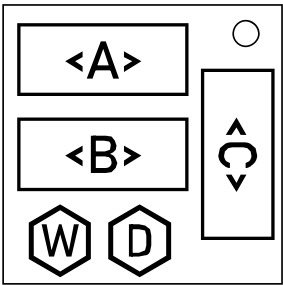
You're a widget, Harry!

See appendices A, B, C, �àⁿ, Additional Ports, VOLT, and Two Factor for widget identification.

A Widgetry module will have three widgets and two buttons. These widgets are to be treated **for all modules** as though they are on the edge of the bomb. If this module has at least one indicator (either normal or enccrypted), it is a Whatsit and the W button should be pressed to solve it. Otherwise, it is a Doodad and the D button should be pressed to solve it. An incorrect press will result in a strike.

Widget A	Widget B	Widget C
• Two Factor	Exatly one of the following: • Encrypted Indicator • Modded Port Plate • Voltage Meter	Exatly one of the following: • Battery Holder • Port Plate • Indicator