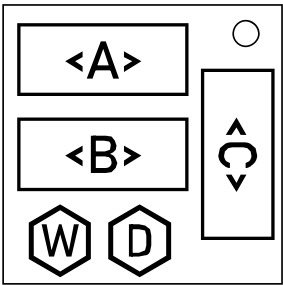


On the Subject of Widgetry

You're a widget, Harry!

See appendices A, B, C, D, 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 encrypted), 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
<ul style="list-style-type: none">Two Factor	<p>Exactly one of the following:</p> <ul style="list-style-type: none">Encrypted IndicatorModded Port PlateVoltage Meter	<p>Exactly one of the following:</p> <ul style="list-style-type: none">Battery HolderPort PlateIndicator