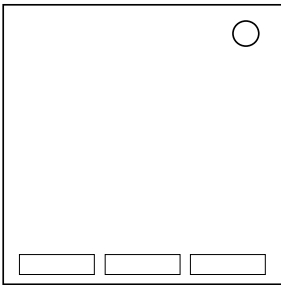


On the Subject of The Arena

*This isn't just some arbitrary decision. I put THOUGHT into this. I'm not one of those lazy serial killers with a game show.*

This module has 3 separate events, which must be completed in the correct order. These 3 events are “Attack”, “Defend” and “Grab”. Pressing the buttons at the bottom of the module will let you do actions for the events of the module, but if and only if you are allowed to go to that event. If you press the button of a event you’re not allowed to go to, the module will strike. Once a event is completed, the button will be removed. The module will solve once all events are completed.



Order of the Events

Use the tables below to determine in which order you do events in. In the top table, odd/even letter refers to that letter’s alphabetic position being an odd/even number. Use the top table to determine which colors are used for the column and row for the below table.

		1st character in the Serial Number		
		Number	Odd Letter	Even Letter
2nd character in the Serial Number	Number	R , W	B , W	R , K
	Odd Letter	B , K	R , K	R , W
	Even Letter	B , W	R , K	B , K

R →	0-1 Batteries	2-3 Batteries	4-5 Batteries	6+ Batteries	K ↓
0 Lit Ind.	A D G	G A D	D G A	D A G	0 Unlit Ind.
1 Lit Ind.	G A D	A G D	A D G	D G A	1 Unlit Ind.
2 Lit Ind.	D A G	G D A	G A D	A G D	2 Unlit Ind.
3+ Lit Ind.	D G A	D A G	A G D	G D A	3+ Unlit Ind.
↑ W	0-1 Ports	2-3 Ports	4-5 Ports	6+ Ports	← B

**Attack**

For this event, you have to use 5 different weapons across 5 turns in such a way that they deal as much damage as possible. Note that the same weapon may do a different amount of damage on different turns. Use the below tables to determine how weapons change their damage. Using weapons in an incorrect order causes a strike. The maximum amount of damage possible is shown on the module.

Do not cause a paradox.

Weapon Name	Damage is equal to...
Katanas	Turn number
Sais	Number of letters in the previous weapon <i>(none if on turn 1)</i>
Bo-staff	Previous weapon's damage <i>(none if on turn 1)</i>
Nunchucks	2 on odd turns, 5 on even turns
Battle Axe	Sum of all damage done before this weapon
Mace	Sum of previous two weapon's damage <i>(none if on turn 1 or 2)</i>
Dagger	Previous weapon's damage minus turn number <i>(none if on turn 1)</i>
Sabre	Previous weapon's damage times -1 <i>(none if on turn 1)</i>
Shortsword	Next weapon's damage plus turn number <i>(none if on turn 5)</i>
Lance	Previous weapon's damage plus turn number <i>(none if on turn 1)</i>
Bow	Next weapon's damage times -1 <i>(none if on turn 5)</i>
Ballista	Next weapon's damage minus turn number <i>(none if on turn 5)</i>
Kunais	Sum of next two weapon's damage <i>(none if on turn 4 or 5)</i>
Catapult	Sum of all damage done after this weapon
Trebuchet	5 on odd turns, 2 on even turns
Bombard	Next weapon's damage <i>(none if on turn 5)</i>
Cannon	Number of letters in the next weapon <i>(none if on turn 5)</i>
Battering Ram	6 minus turn number

## Defend

For this event, you will need to survive 10 attacks from 5 different enemies. Each enemy has two things: an move pattern and statistics. To know which enemy will do a move, use one of the 5 stats. The 1st stat is used for attacks 1 and 6; 2nd stat for 2 and 7; etc. The enemy in which that stat is the largest is the one which will move. To know what the enemy will do, use the attack pattern. Note that attack patterns loop after they end, even if the enemy in question doesn't move. If the enemy that did a move does an "A" (for Attack) in the move pattern, press the shield button. Otherwise, (it's "I", Idle) press the sword button.

Enemy Name	Move pattern	Stats				
Bat	A I	3	3	0	1	9
Snake	A I I A	4	4	1	4	1
Spider	I I A A I	2	2	3	8	10
Cobra	I A A I	5	6	4	9	2
Scorpion	A A I	6	5	2	7	3
Mole	I	1	*	5	2	11
Creeper	I I I A	13	7	6	5	4
Goblin	A A I A I I I	8	9	7	3	5
Golem	A A A A A I I I I I	7	11	8	10	6
Robo-Mouse	A A A I A I	10	1	-1	6	13
Skeleton	I A I I A I A A A	9	10	9	13	12
Undead Guard	A A I A I I	12	8	10	11	14
The Reaper	I I I I I I I I I A	0	12	11	0	7
The Mole's Dad	A	11	0	12	12	8

\*Practically infinite

## Grab

For this event, you must collect as much money as possible by using the nine buttons. There is an amount of money under each button which is collected after it's pressed. Note that the numbers on each button is not necessarily the amount of money you will collect from said button. The number of times you will be able to collect money is unknown, so it is advised to press buttons in descending order of their money amounts. To figure out how much each button is worth, find the diagram corresponding to the last digit of the serial number below. If the last digit is a 0, use a digit earlier in the serial number until it's no longer 0. If all digits are 0, use diagram 9. In the below diagrams, the letters R through Z represent the 1st to 9th numbers on the buttons in reading order. There will be descriptions to tell you what to do with the two numbers in the diagram. This phase does **NOT** reset on a strike.

1 $1st + 2nd$			2 $1st - 2nd$			3 $1st \times 2nd$		
X, R	R, T	S, W	W, Y	U, X	Z, U	V, Z	Y, S	T, V
Z, Z	V, X	U, S	Y, R	T, T	X, V	R, Y	W, W	S, U
Y, V	T, Y	W, U	R, W	V, S	S, Z	Z, X	U, R	X, T
4 Larger / Smaller <i>round down after evaluating</i>			5 Larger % Smaller <i><u>modulo</u></i>			6 $1st \parallel 2nd$ <i><u>concatenate</u></i>		
W, T	S, R	R, V	V, U	Z, W	U, Y	X, S	T, Z	Y, X
U, U	X, W	Y, Z	T, S	R, R	W, X	S, T	V, V	Z, Y
V, Y	Z, S	T, X	X, Z	S, V	Y, T	W, R	R, U	U, W
7 $DR(1st) \times DR(2nd)$ <i><u>digital root</u></i>			8 Lunar( $1st + 2nd$ ) <i><u>Lunar addition</u></i>			9 Lunar( $1st \times 2nd$ ) <i><u>Lunar multiplication</u></i>		
R, X	U, Z	V, T	Z, V	X, U	T, R	Y, W	S, Y	W, S
T, W	Y, U	X, Y	S, X	W, Z	R, S	U, V	Z, T	V, R
S, S	W, V	Z, R	U, T	Y, Y	V, W	T, U	X, X	R, Z