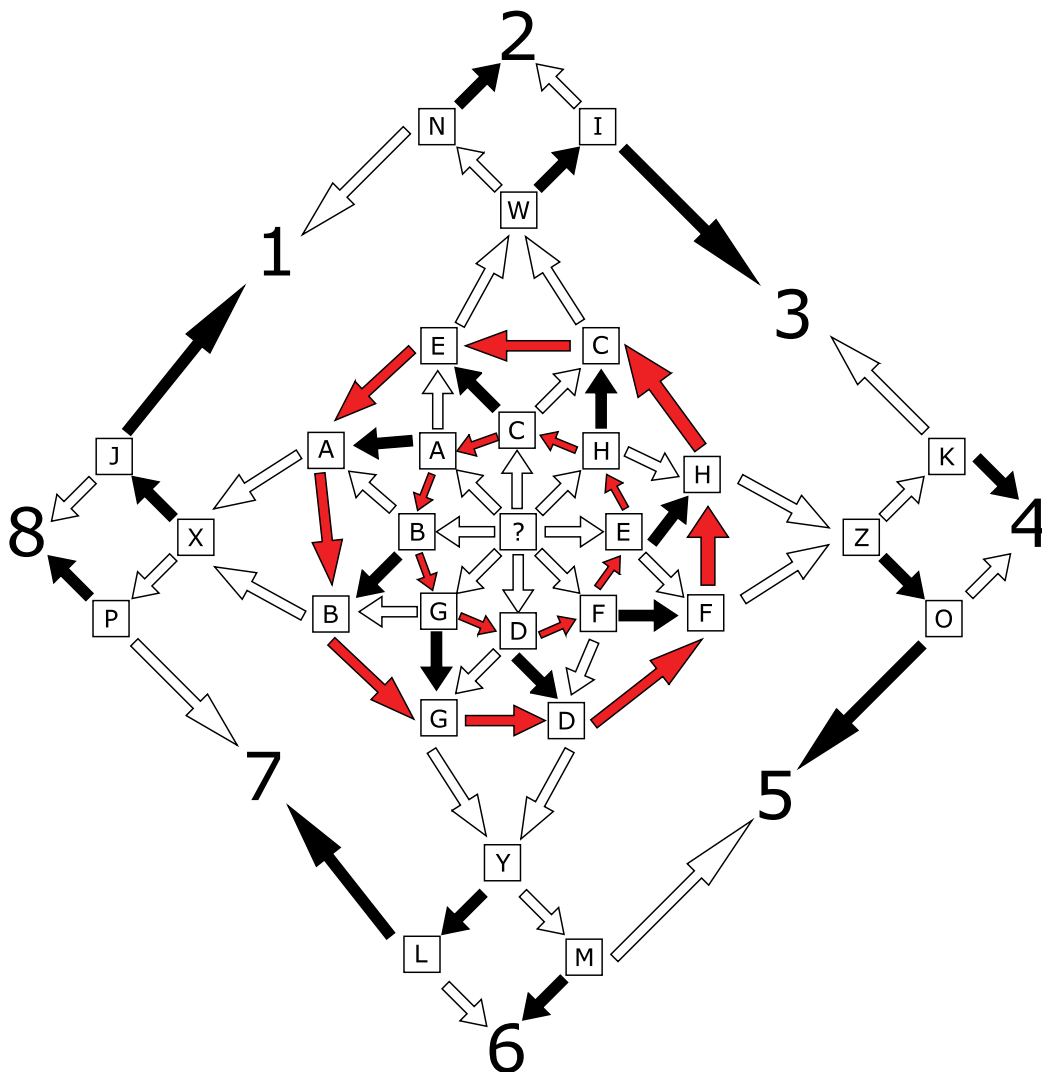
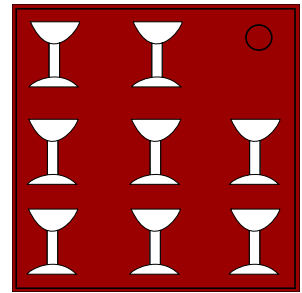


On the Subject of Chalices

Determining which drink to poison off of arbitrary false psychology since 1989.

- You are sent to the killing floor and your seven friends are smart enough to poison seven different chalices. You must drink from the non-poisoned chalice in order to survive.
- To determine which chalice is safe follow the flowchart below and its corresponding rules to determine which chalice to drink from.
- Cup positioning and order rules can be found beneath the rules tables.
- Start at the question mark in the center starting with the northmost facing arrow go to the next clockwise arrow for each port on the bomb and follow the rules from there.



	<p>If the first condition is true, follow the red arrow.</p> <p>Otherwise if the second condition is true then follow the black arrow (if available).</p> <p>Otherwise follow the white arrow.</p>
A	<ul style="list-style-type: none"> • If the Skull Cup is left of the Wine Glass. • If the Party Cup is right of the Skull Cup.
B	<ul style="list-style-type: none"> • If the Tall Glass is placed at an even position. • If the Metal Chalice is placed at an odd position.
C	<ul style="list-style-type: none"> • If the Exotic Cup is not adjacent to Tall Glass. • If the Shot Glass is adjacent to Wine Glass.
D	<ul style="list-style-type: none"> • If the Mug is at a prime positioned spot. • If the Skull Cup is at the spot corresponding to the last digit of the serial number.
E	<ul style="list-style-type: none"> • If there is a sequence of Party Cup, Skull Cup, and Mug. • If there is a sequence of Exotic Cup, Wine Glass, and Tall Glass.
F	<ul style="list-style-type: none"> • If the Metal Chalice is two spots away from the Tall Glass. • If the Shot Glass is left from the center.
G	<ul style="list-style-type: none"> • If the Skull Glass is right of the Metal Chalice. • If the Tall Glass is right from the center.
H	<ul style="list-style-type: none"> • If the Party Cup is at any of the following positions: 1,6,7,8. • If the Mug is at any of the following positions: 2,3,4,5.

	<p>If the first condition is true, follow the black arrow. Otherwise follow the white arrow.</p>
I	<ul style="list-style-type: none">• If there is a lit indicator with the label of "BOB."
J	<ul style="list-style-type: none">• If there are exactly five batteries.
K	<ul style="list-style-type: none">• If the serial number contains a vowel.
L	<ul style="list-style-type: none">• If there is an even amount of battery holders.
M	<ul style="list-style-type: none">• If the serial number contains any letter in "TMP."
N	<ul style="list-style-type: none">• If any indicator in Appendix A shares a letter in "CHALICES."
O	<ul style="list-style-type: none">• If there is at least one serial and parallel port.
P	<ul style="list-style-type: none">• If there is a port plate with no ports on it.

	If the first condition is true, follow the white arrow. Otherwise follow the black arrow.
W	• If the sequence of Mug, Skull Cup, and Metal Chalice is not present
X	• If the sequence of Party Cup, Tall Glass, and Exotic Cup is present.
Y	• If the Wine Glass and Shot Glass are both at the ends of the line.
Z	• If all the cups are placed alphabetically.

- Cups are ordered from 1–8 in reading order.
- Instead of considering the cups in the order given on the module, consider them as one continuous string, where the rightmost cup of one row is adjacent to the leftmost one on the next row.
 - This string does not connect the top and bottom rows.

Cup Name	Cup's Visual on the Module
Party Cup	
Mug	


Tall Glass



Skull Cup



Exotic Cup	 A purple, bulbous chalice with a short stem and a flat base. It features a band of six pink oval shapes around its middle and horizontal purple lines.
Wine Glass	 A light blue, bulbous wine glass with a short stem and a flat base. It is filled with a light blue liquid, and the rim is dark grey.

Shot Glass	
Metal Chalice	