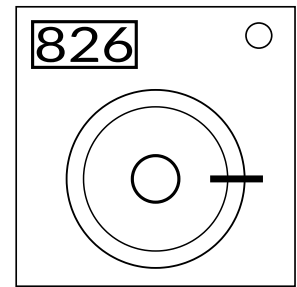


On the Subject of Phones

Don't play the devil's game at the devil's hour. He'll probably win.

- This module contains a rotary dial. To start the module, press the red button in the center.
- After doing so, seven 3-digit numbers will cycle through the space above the dial.
- There are six other people playing Trivia Murder Party 2 with you, and each of them will have already dialed a different number by the time the cycle finishes.
- To solve the module, dial the only number that nobody else has dialed yet.
- A strike will play the cycle once more.



Every character present in the serial number represents another player. Take the number given by their edgework condition in the table below and multiply it by their position in the serial number (1 through 6) plus 10. Take this number modulo 100, and if it is 0, use 1.

In the order their characters appear in the serial number, each player chooses the first unclaimed number in the cycle that isn't claimed yet and is a multiple of their calculated number. However, if a player's module as given by the table below is on the bomb, they choose the last number in the cycle that meets these conditions.

Char:	Name:	Edgework:	Module:
A	Arthur	Ports	Big Circle
B	Brooke	AA batteries	Gridlock
C	Chevon	Unlit indicators	Black Hole
D	Dante	Battery holders	Yellow Arrows
E	Ethelgard	Lit indicators	Radiator
F	Florence	Port plates	Pathfinder
G	Gregory	D batteries	Triamonds
H	Hester	Indicators	Regular Hexpressions
I	Isala	Batteries	Simon Shrieeks
J	Javier	Current month (1 to 12)	hexOrbits
K	Kevin	Solvable Modules	Etterna

Char:	Name:	Edgework:	Module:
L	Lexi	Starting time (minutes)	1D Maze
M	Meghan	Current month (1 to 12)	Scavenger Hunt
N	Niamh	Unlit indicators	Chinese Counting
O	Oliver	AA batteries	Binary Puzzle
P	Patrick	Batteries	Cooking
Q	Quentin	Battery holders	Laundry
R	Riley	Starting time (minutes)	Forget This
S	Sabrina	Lit indicators	Bamboozling Button
T	Tambry	Solvable modules	Brush Strokes
U	Ulysses	Ports	Tennis
V	Via	Port plates	The Assorted Arrangement
W	Wynter	D batteries	Simon Screams
X	Xavier	Indicators	Morsemathics
Y	Yaretzi	Batteries	Bone Apple Tea
Z	Zander	Battery holders	Crazy Talk
1	Wanda	AA batteries	Round Keypad
2	Malachy	D batteries	Widdershins
3	Trey	Indicators	Yahtzee
4	Tobias	Lit indicators	The Cube
5	Quinn	Unlit indicators	Snooker
6	Sia	Ports	IKEA Plushies
7	Seven	Port plates	Indigo Cipher
8	Octavius	Starting time (minutes)	Hold Ups
9	Nina	Solvable modules	Navinums
0	Dex	Current month (1 to 12)	Namecodes
R1	Kanye	Modules from the TMP2 pack	Negativity

Char:	Name:	Edgework:	Module:
R2	Gorg	First 2 digits on alarm clock	Spangled Stars
R3	Candy	Modules containing a digit	Indentation
R4	Steyganfries	Two factor codes	The Stopwatch
R5	Lord Honkingshire III	NLL indicators	Duck, Duck, Goose

N.B.: R1 refers to the 1st repeated character, R2 to the 2nd repeated character, etc.

List of TMP2 modules:

- The Arena
- Chalice
- Dictation
- Dumb Waiters
- Jailbreak
- Mental Math
- Mind Meld
- Mirror
- Phones
- Pixel Art
- Rules
- Scratch-Off
- Skewers
- Words