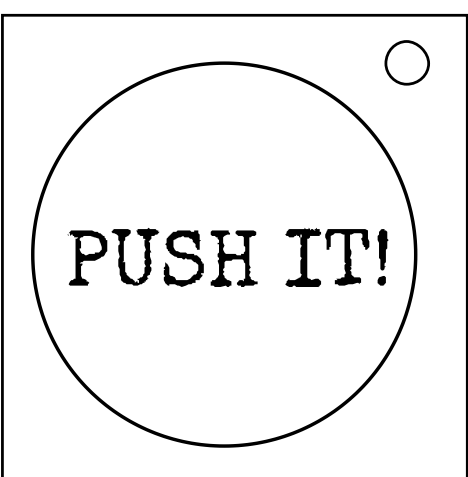


On the Subject of Cruel Simpleton

Pop quiz, how long's it take to push a button? BAAAAAM, sorry time's up you're dead!

Wanna solve the module? You just press the button. Or do you? Figure out what to do by following the rules below.



- 1. If the serial number contains four numbers and two letters, modulo the last letter's alphabetical position (A=1, B=2, etc.) by 5. Submit this number using Black Hole input via the button.
- 2. Otherwise, if there is a lit BOB indicator, spell out "BOB" in Morse Code using the status light to call Bob to come solve the module for you.
- 3. Otherwise, if there is a Parallel port and Serial port on the same port plate, submit the first character in the serial number in Morse Code to solve the module.
- 4. Otherwise, if there is 4 batteries in 2 holders, hold the button for exactly 8 seconds of real time and then release to solve the module.
- 5. Otherwise, if there is a Simpleton module present, mash the Cruel Simpleton's button 69 times to solve it.

Note: Stopping the mashing before it solves for more than 2 seconds of real time WILL strike you.

- 6. Otherwise, if more than half of the bomb's starting time has passed, tap the button when the seconds digits are a multiple of 10.
- 7. Otherwise, if the number of strikes is greater than 0, tap the region of the module corresponding to the number of strikes. If the number of strikes is greater than 4, subtract 4 until the number is between 1-4.
- 8. Otherwise, if the number of modules on the bomb is prime, modulo each individual digit of that number by 5 until each digit is within a range of 1-4 (If the result is 0, use 4). Tap the specific regions of the module in that order to solve the module.
- 9. Otherwise, press the button whenever to solve the module. Lamé...

HOWEVER, if there are 2 batteries in 2 holders, 2 indicators, a DVI, RJ-45, PS2, and RCA ports on the same port plate, and the serial number contains a "U", CONGRATULATIONS! You will need to perform all of the rules in numbered order as if they were all true to solve the module.

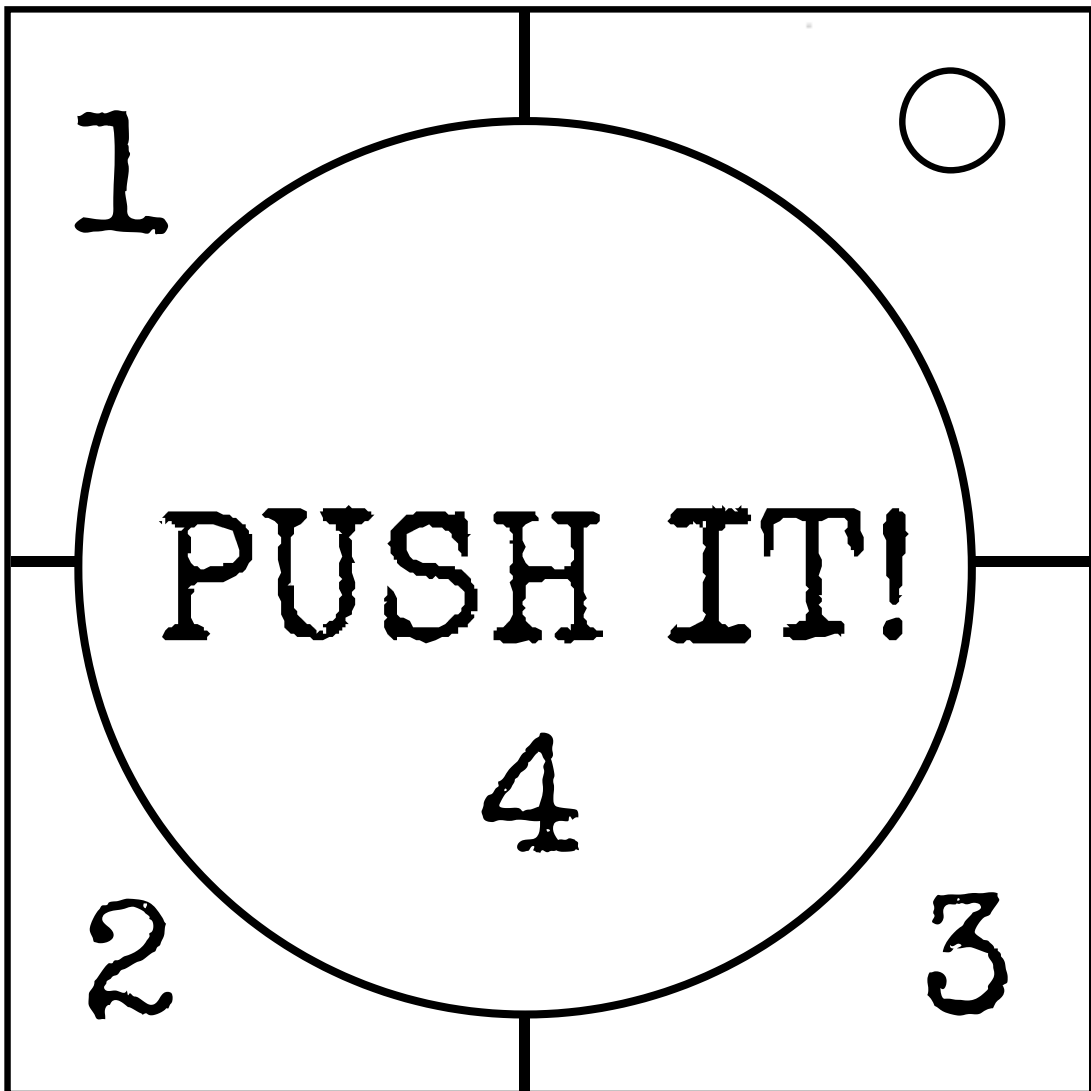
Remember: Striking will reset any input you have put in for that rule's submission. If the Unicorn Rule applies, you will not need to re-input previous stages.

Black Hole

0	1	2	3	4	C

- In the above diagrams, a dot represents a tick of the bomb's countdown timer (i.e., a change in the seconds value) going from left to right.
- A vertical line represents a tap on the module. Make sure that you press and release the module between two ticks.
- A bracket indicates holding the module across one or more ticks.

Cruel Simpleton Regions



Morse Code

A	• ■■■	U	• • ■■■
B	■■■ • • •	V	• • • ■■■
C	■■■ • ■■■ •	W	• ■■■ ■■■
D	■■■ • •	X	■■■ • • ■■■
E	•	Y	■■■ • ■■■ ■■■
F	• • ■■■ •	Z	■■■ ■■■ • •
G	■■■ ■■■ •		
H	• • • •		
I	• •		
J	• ■■■ ■■■ ■■■		
K	■■■ • ■■■	0	■■■ ■■■ ■■■ ■■■ ■■■
L	• ■■■ • •	1	• ■■■ ■■■ ■■■ ■■■
M	■■■ ■■■	2	• • ■■■ ■■■ ■■■
N	■■■ •	3	• • • ■■■ ■■■
O	■■■ ■■■ ■■■	4	• • • • ■■■
P	• ■■■ ■■■ •	5	• • • • •
Q	■■■ ■■■ • ■■■	6	■■■ • • • •
R	• ■■■ •	7	■■■ ■■■ • • •
S	• • •	8	■■■ ■■■ ■■■ • •
T	■■■	9	■■■ ■■■ ■■■ ■■■ •