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!

- 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 until the number is within a range of 0-4. Submit this number using Black Hole input.*
- d!
- 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 <u>Simpleton</u> module present, mash the Cruel Simpleton's button until it solves.

Note: Pressing it after it solves will not strike you. But, 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 modulo 5.
- 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. Lame...

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

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Keep Talking and Nobody Explodes Mod

Cruel Simpleton

*Black Hole

1	2	3	4	C
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- 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.

**Morse Code

