

On the Subject of Skewed Slots

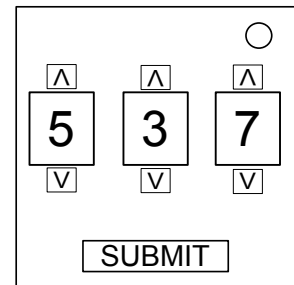
This has to be illegal somehow...

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

See Appendix Math for a mathematical terms reference.



- A skewed slots module contains 3 numeric displays and a submit button on it.
- Based on the current display on the slots, submit the correct numbers based on following sections of rules. Each section is labeled with which digit it applies to.
- After all the rules have been applied, if the digit below 0, add 10 or if the digit is above 9, subtract 10. Repeat this until the digit is between 0-9.
- If you submit the incorrect digits, the slots will automatically spin and a strike will be assigned.

NOTE: The original digit is the digit before it was modified at all.

All Digits

Replace any 2 with a 5 and any 7 with a 0.

For every lit indicator add 1 to the digit and subtract 1 for every unlit indicator.

If the digit is a multiple of 3, add 4 to it.

Otherwise, if the digit is greater than 7, multiply it by 2.

Otherwise, if the digit is less than 3 and it's an even number, divide it by 2.

Otherwise, if there is an RCA or a PS/2 port on the bomb, skip the rest of the rules in this section.

Otherwise, take the original digit and add the number of batteries on the bomb.

1st Digit

If the digit is even and greater than 5, divide it by two.

Otherwise, if the digit is prime, add the rightmost number in the serial number.

Otherwise, if there is a parallel port on the bomb, multiply it by -1.

Otherwise, if the original digit to the right is odd, leave this digit unchanged.

Otherwise, subtract 2 from it.

2nd Digit

If there is a unlit BOB indicator, leave this digit unchanged.

Otherwise, if the digit is 0, add the original digit from the 1st display.

Otherwise, if the digit is in the Fibonacci sequence, add the next digit from the Fibonacci sequence based on the first occurrence of the digit.

Otherwise, if the digit is greater than or equal to 7, add 4.

Otherwise, multiply it by 3.

3rd Digit

If there is a serial port on the bomb, add the largest number from the serial number.

Otherwise, if the original digit is the same as any of the other original digits, leave this digit unchanged.

Otherwise, if the digit is greater than or equal to 5, add up all the individual digits in the binary form of the original digit for the new number.

Otherwise, add 1 to the digit.

Appendix Math: Mathematical Terms Reference

Fibonacci Sequence

1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ...

Prime Numbers

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29

Binary Conversions

Decimal	Binary Form
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
10	1010

On the Subject of Souvenir

Something to remember your explosion by.

- Answer all the questions correctly.
- When the module congratulates you, be polite and say thank you.

[Question]



[Answer 1]

[Answer 3]

[Answer 2]

[Answer 4]

Questions that may come up:

- What were the markings in 3D Maze?
- What was the cardinal direction in 3D Maze?
- Which of these letters was wrong when you got a strike in Adjacent Letters?
- What was your strength/intelligence/dexterity before you took the potion in Adventure Game?
- Which item was the n th correct item you used in Adventure Game?
- Using which item gave you a strike in Adventure Game?
- How many pixels were black/white in the top/bottom left/right quadrant in Bitmaps?
- What was the n th coordinate in Chess?
- What was the initial setting on Connection Check in reading order?
- What was the setting on Connection Check when you got a strike?
- What is the n th-stage displayed/solution number in Forget Me Not?
- What was the color of the pawn in Hexamaze?
- What was the correct/wrong code you entered in Listening?
- Which creature was displayed in Monsplode, Fight!?
- Which move was selectable in Monsplode, Fight!?
- What color was the torus in Mouse in the Maze?
- Which color sphere was the goal in Mouse in the Maze?
- Which color(s) flashed in the n th stage in Simon States?
- What were your button presses in The Bulb?
- What was the n th query response from Two Bits?