

letter count of your room. 3. Find every fitting cell in the row of your room. Calculated Number <=10 <=20 <=30 >=30 >=40 >=50 >=60 Boss Room 6 Treasure Room 2 8 Shop Your Room 6 Curse Room 5 6 2 Secret Room 3 8 The numbers you get from the table each correspond to one of the following stats: 1. Speed 2. Tears 3. Damage 4. Range 5. Shot Speed 6. Luck 7. Devil Deal 8. Angel Deal These stats are now referred to as Your Stats. Page 2 of 7

Item Predicament Keep Talking and Nobody Explodes Mod 3. Which Button in What Order? Determine which buttons are required to solve the module, then establish the correct order for pressing them. Keep in mind that some buttons may not need to be pressed at all. Rules for When a Button Must Be Pressed: • The item on the button increases at least one of your stats. · Your total starting pickup count is found in any position in your item's ID. • The angel deal or devil deal is at least 70%, and the item on the button appears in either of these two item pools. • If the item is the character's starting item. • If none of the descriptions fit any item, consider all buttons necessary to press and continue. Rules for When to Press a Button: Go through the requirements below. If only one button meets a requirement, press it. If multiple buttons fulfill the same requirement, only press the button with the higher item ID and continue. 1. If the item is in your room's item pool. 2. If the item appears in the devil deal or angel deal item pool. 3. If one of your stats affected by this item is even. 4. If the item is considered at least Quality 3. 5. If the item ID is odd and the item is NOT Quality 2. The remaining buttons that need to be pressed should be pressed in ascending order of Quality. If two buttons have the same Quality, press them in alphabetical order.

Keep Talking and Nobody Explodes Mod

Item Predicament

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	Normal		
	Character Name	Starting Pickups	Starting Item
1	Isaac	1 Bomb	The D6
2	Magdalene	1 Pill	Yum Heart
3	Cain	1 Key, 1 Trinket	Lucky Foot
4	J udas	3 Coins	The Book of Belial
5	??? (Blue Baby)	None	. The Poop
6	Eve	None	Whore of Babylon, Dead Bird, Razor Blade
7	Samson	1 Trinket	Bloody Lust
8	Azazel	1 Card	Brimstone
9	Lazarus	1 Pill	Anemic
10	Eden ^[1]	Error 404	Error 404
11	The Lost	1 Coin	Eternal D6, Holy Mantle
12	Lilith	None	Incubus, Cambion Concept, Box of Friends
13	Keeper	1 Bomb, 1 Coin, 1 Trinket	Wooden Nickel
14	Apollyon	None	Void
15	The Forgotten	None	None
16	Bethany	4 Soulcharges	Book of Virtues
17	Jacob and Esau	None	None

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Keep Talking and Nobody Explodes Mod Item Predicament Tainted Character Name Starting Pickups Starting Item Tainted Isaac 1 Bomb None Tainted Magdalene Yum Heart None Tainted Cain 1 Key Bag of Crafting Tainted Judas 3 Coins Dark Arts Tainted ??? (Blue Baby) 3 Poop Bombs Hold Tainted Eve None Sumptorium Tainted Samson None Tainted Azazel 1 Card None Tainted Lazarus None Flip Tainted Eden^[1] Error 404 Error 404 Tainted Lost 1 Coin, 1 Holy Card None Tainted Lilith None None Tainted Keeper 1 Bomb None Tainted Apollyon None Abyss Tainted Forgotten None None Tainted Bethany Lemegeton 6 Bloodcharges Tainted Jacob None Anima Sola [1] For the Eden Characters: Pickups: Use the leftmost digit of the serial number as the total count of pickups.

Starting Item: Find the first item in the list, in reading order, whose ID contains the last digit of the serial number, and designate it as the starting item.

Quality 0 Quality 1 Quality 2 Quality 3 Quality 4

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Quality for the Item Table:

in Military Indiana Keep Talking and Nobody Explodes Mod Item Predicament ID ID Item Name Item Name Item Name Item Name Wire Coat Cricket's 1UP 28 The Belt Hanger The Book of The Poop Yum Heart Lucky Foot Belial Money = Dead Cat 105 The D6 Steam Sale Power Mom's Guardian 117 Dead Bird Brimstone Knife Angel Bobby-Whore of Razor Blade Guppy's Paw Babylon Guppy's Guppy's 134 Guppy's Tail 145 169 Polypheumus 187 Head Hairball Cricket's Death's Guppy's 214 Anemic Body Touch Colar Pandora's Proptosis 286 297 20/20 Blank Card 245 Box Wooden Holy Mantel 330 349 Soy Milk 331 Godhead Nickel Eden's Box of Dead Eye Incubus Friends Blessing Cambion Spider Mod 412 402 403 Chaos 395 Tech X Conception Technology Kidney 477 559 120 Volt Void Zero Stone Book of Rock Bottom 584 Eternal D6 636 R Key Virtues 678 705 706 Guppy's Eye Dark Arts C Section Abyss Bag of Flip Suplex! Lemegeton Crafting Sumptorium 715 Hold 722 Anima Sola Sack Page 6 of 7

Keep Talking and Nobody Explodes Mod Item Predicament Unique Itempool Room Name The Belt, Wire Coat Hanger, Lucky Foot, Crickets's Body, Soy Milk, Boss Room 120 Volt, Anima Sola, Suplex! Cricket's Head, The D6, Technology Zero, Dead Bird, Bobby-Bomb, Treasure 20/20, The Poop, Yum Heart, Razor Blade, Dead Eye, Polyphemus, Room Anemic, Proptosis Steam Sale, Hold, Money = Power, Blank Card, Keeper's Sack, Shop Wooden Nickel, Bag of Crafting, Spider Mod, Box of Friends Guppy's Eye, Whore of Babylon, Guppy's Paw, Pandora's Box, Dark Curse Room Arts, Guppy's Head, Guppy's Hairball 1UP, Tech X, Chaos, Sumptorium, Rock Bottom, Dead Cat, R Key, Secret Death's Touch, C Section, Kidney Stone Room Guardian Angel, Holy Mantel, Eternal D6, Godhead, Eden's Angel Deal Blessing, Void, Book of Virtues The Book of Belial, Abyss, Mom's Knife, Brimstone, Flip, Guppy's Devil Deal Tail, Lemegeton, Guppy's Colar, Incubus, Cambion Conception