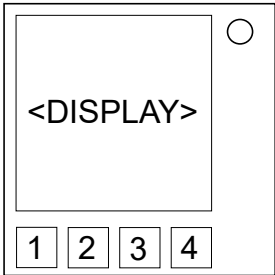


On the Subject of Placeholder Talk

60% of the time, this module reminds you of the game every time.

The module has a display containing a message alongside 4 buttons below it. The message on-screen consists of 2 phrases seperated by a line break. The first phrase can be solved within this first page and the second phrase in pages 2-5.



Both phrases have their own numbers. Figure out both values and add them together. If outside values 1-4, subtract/add 4 until you are. This new number is the button label that needs to be pushed. If an incorrect button is pushed, the module will strike and a new phrase will generate. If the correct button is pushed, the module display will turn blank and the module will be solved.

Extracting the value from the module's first phrase

Start with N = 1. Add 1 to N for every current strike, then using the three tables:

- Subtract N with one of the rows in the left/middle table.*
- Add N to one of the rows in the right table.*

*If none of the phrases fit in either table, refer to the row containing nothing.

Words after THE ANSWER	Subtract N with	Words after THE ANSWER	Subtract N with	Words after the 2 left tables	Add N with
AT	-2	IS THE IN	2	FIRST POS.	1
	-1	IN IS		SECOND POS.	2
IS IN THE	0	IS IN.		THIRD POS.	3
IS THE		LIES		FOURTH POS.	4
LAST-		A	3	FIFTH POS.	5
IS IN UH		THE		MILLIONTH POS.	10
IS	1	FIRST-		BILLIONTH POS.	
IS AT		IS IN		LAST POS.	-4
IS INN		IN	27		-1
UH		UH IS IN	30	AN ANSWER.	-7

After applying both tables, N will be the calculated value for first phrase.

Extracting the value from the module's second phrase

The following contains every message from the module. Find the exact message below and the number given is the second phrase's value. There are two exceptions that must be followed though:

- If the phrase contains an odd number of /, add 1 to the second phrase's value for every \ present on the module's display.
- If the phrase asks you to add/subtract N, apply it to the second phrase's value.

Value: 1	Value: 2
LITERALLY JUST A / AND THEN A \	THE LIGHTS WENT OUT, HOLD ON
NOTHING	SLAAAAAAASH
WAIT, IS THIS A BACKSLASH?	IT'S EMPTY
THEIR ARE TWO BACKSLASHES	ZERO
I JUST LOST THE GAME	BACKSLASH SLASH BACKSLASH
BACK \ SLASH \	ZEEROW
N + 2	OH WE BLEW UP AS IN THE COLOR
WHAT IS YOUR LEAST FAVORITE MODULE?	/ * \ = \
SLAAAAAAASH	LITERALLY THE ENTIRE ALPHABET
THE ENTIRE ALPHABET BUT LETTERS	WE HAVE WIRE SEQUENCES BLACK TO C
OKAY I GUESSED AND IT WAS CORRECT	THEY'RE ARE TWO BACKSLASHES
ALL WORDS THE NUMBER ZERO	I AM GONNA RESTART
I HAVE TEN SECONDS	IT'S THE SAME AS BEFORE
WE HAVE WIRE SEQUENCES BLACK TO CHARLIE	THIS MESSAGE IS REALLY HARD TO COMMUNICATE
WAIT, IS THIS A BACKSLASH	WAIT COMMA IS THIS A BACK SLASH
O BATTERIES	頁 - 設 - 是 - 燭
FORWARD SLASH	/(o w o)\
Error: MissingComponentException (Could not find "/screenFont" in F:\placeholderTalk\Assets\Materials)	THE SECOND PHRASE IS QUOTE BACKSLASH SLASH BACKSLASH END QUOTE

Value: 1	Value: 2
ALFA BRAVO CHARLIE DELTA ECHO FOXTROT	ALL OF THESE ARE SYMBOLS: SLASH SLASH BACKSLASH
SOME CHINESE CHARACTERS	\\ \ BACK SLASH
////////// ////	ALL WORDS WAIT COMMA IS THIS A BACKSLASH QUESTION MARK
\ SLASH / SLASH / SLASH / SLASH \	AISLE BDELLIUM CUE DJEMBE EYE PHONEIC
BACK SLASH / BACK SLASH	MY GAME CRASHED
BACKSLASH BACK / \ \	
ALL OF THESE ARE WORDS: \ / \	2 BACKSLASHES
WAIT THE ALARM WENT OFF	LAST DIGIT OF THE SERIAL NUMBER
YOU ARE CUTTING OUT	ALPHA BRAVO CHARLIE AND SO ON
ABORT, WE'RE STARTING OVER	I THINK THE MOD IS BROKEN
WE HAVE TEN SECONDS	THE LIGHTS
TWO BACKSLASHES	THE NUMBER ZERO
READY?	ZEE ROW
TWO \	WAIT IS THIS A BACKSLASH?
BLACKHASH	I CANNOT HEAR YOU
/ * / = /	TIME RAN OUT
EMPTY	BACK SLASH BACK SLASH BACK / \
0	BACK / \ BACK /
WAIT COMMA IS THIS A BACKSLASH QUESTION MARK	ALPHA BRAVO CHARLIE DELTA ECHO FOXTROT
OH WE BLUE UP	THIS MODULE HAS BEEN SPONSORED
WAIT IT CHANGED	TWO \ES
\ / \	\\ \ \
Parse error: syntax error, unexpected "\" in /placeholderTalk/Assets/ placeholderTalk.cs on line 786	Parse error: syntax error, unexpected "\" in /placeholderTalk/Manual/ placeholderTalk.html on line 388

Value: 3	Value: 4
WAIT COMMA IS THIS A BACKSLASH?	\ * / = \
BACKSLASH BACK AND SLASH	THE ENTIRE ALFABET BUT LETTERS
ARE BEADY CUE DJANGO EYE FIJI	THERE'RE TWO BACKSLASHES
THERE ARE TWO BACKSLASHES	BACK SLASH BACK AND SLASH
LITERALLY NOTHING	BACK BACK SLASH / \
TO BACKSLASHES	\ \ \ BACKSLASH
Z ROW	ABCDEFGHIJKLMNOPQRSTUVWXYZ
BE RIGHT BACK	I THOUGHT I DISABLED VANILLA MODULES
IT'S THE SAME ONE	OH WE BLEW UP
THERE ARE TWENTY OR SOMETHING SLASHES	BACKSLASH BACKSLASH BACK / \ WITH ONE STRIKE
THIS MESSAGE IS REALLY HARD TO COMMUNICATE	DOES THE MANUAL SAY ANYTHING ABOUT A SECOND STAGE?
AND KABOOM	AYY BEE CEE DEE EEE EFF
PRESS 1 IF >2 BATTERIES, ELSE 2	PARSE ERROR
QUOTE SLASH END QUOTE	NULL
배 - 탃 - 배 - 몸	YOU JUST LOST THE GAME
N + O	THE NUMBER O AS IN DIGIT
\ / \ WE HAVE ONE STRIKE	HUH?
/give @a command_block{Name:"\ \ \ \ \ \ \ \ \ \ \ \"} 1	WAIT HOW MANY BATTERIES DO WE HAVE
A VERY LONG LIST OF SLASHES	BACK \ / \
THE TEXT DOESN'T FIT	LITERALLY JUST A SLASH AND THEN A \
BACK BACKSLASH / \	AAAAAAAAAAAA
WAIT COMMA IS THIS A BACKSLASH	え - み - さ - ん
IT SAYS ALL SYMBOLS BACK / \ \ BACKSLASH	THE SECOND PHRASE IS QUOTE BACKSLASH SLASH BACKSLASH UNQUOTE
\ * \ = \	WE HAVE WIRE SEQUENCES BLACK TO SEE

Value: 3	Value: 4
THERE ARE 3 BATTERIES. LITERALLY JUST A / AND THEN A \	/ u r a u r a " \ Parse Error " u r a " \ Parse u r a / " \ Parse Error " Error " \ Parse Error / "
ABCDEFGHIJKLMNOPQRSTUVWXYZ	TOO BACKSLASHES
QUOTE BACKSLASH SLASH BACKSLASH END QUOTE SYMBOLS	BACK- I MEAN SLASH NOT BACKSLASH THEN A BACKSLASH
BACKSLASH SLASH SLASH, THE FIRST AND THIRD ARE SYMBOLS	THE FIRST, SECOND AND THIRD ARE ALL SYMBOLS, READY? \ \ / BACKSLASH
A B C D E F	BACKSASH
WE HAVE WIRE SEQUENCES BLACK TO SEA	A VERY LONG LIST OF SLASH
I CAN'T SEE ANYTHING	THERE ARE 20 OR SOMETHING SLASHES
SLAAAAAAAASH	THE ENTIRE ALPHABET
BACKSLASH BACKSLASH BACK / \	NEVERMIND ANOTHER MODULE
BACK SLASH SLASH BACK SLASH	SLAAAAAAAASH
THIS MODULE HAS BEEN SPONSORED BY RAID SHADOW LEGENDS	THE ANSWER IS IN THE UH SECOND POS.
\ SLASH \	BACKSLASH / BACKSLASH
THE NUMBER 0	OH WE BLUE UP AS IN THE COLOR
SINCE WHEN DID WE HAVE A NEEDY?	BACKHASH
hello guys~welcome back to another minecraft video and in todays video we will be talking about my brand new enderman holding a bacon statue, its furious, its hot and its powerful guys. its the definition of engineering at its finest, now lets enter from the rear of the building.	o m g guys we found a creeper in the downstairs bathroom lemme get my diamond hoe from the inventory and shit i just died. thank you so much for watching and have a great rest of your day, make sure to like, comment and subscribe and eat that bell icon like its enderman bacon FOOL
/(u w u)\	BACKWARD SLASH
ADD -N IN SECOND PHRASE WHERE N = AMOUNT OF TIMES THIS MODULE HAS BEEN SOLVED IN YOUR CURRENT BOMB	ADD N IN SECOND PHRASE WHERE N = AMOUNT OF TIMES THIS MODULE HAS BEEN SOLVED IN YOUR CURRENT BOMB