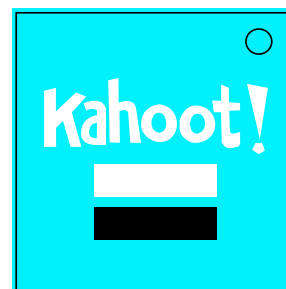


On the Subject of Kahoot!

Secret defusing powers?



- To start the game of Kahoot!, you will need to enter the room code.
- To get the room code, make a string of numbers deriving from the serial number. Change the serial number so that for each letter, it is replaced by the last digit of its alphabetical position.
- The defuser will have to type this in, but he can press either enter on the keyboard or the enter button to actually enter the code.
- Once the module has started, a question about the bomb will show for five seconds, followed by a period of ten seconds where you can press the buttons. Correctly answer questions until the module is solved.
- The buttons will be colored either red (triangle), green (square), yellow (circle), or blue (diamond). Unlike a standard game of Kahoot!, the screen is not square, so only three buttons will be present.
- Use the color of the missing color (as the left column) as well as the answer to the question to find which button you should press.

| How many batteries are on the bomb? | | |
|-------------------------------------|--------|---------------|
| Red | Blue | At most two. |
| | Yellow | At most four. |
| | Green | Five or more. |
| Blue | Red | At most two. |
| | Green | At most four. |
| | Yellow | Five or more. |
| Yellow | Green | At most two. |
| | Blue | At most four. |
| | Red | Five or more. |
| Green | Yellow | At most two. |
| | Red | At most four. |
| | Blue | Five or more. |

| How many ports are on the bomb? | | |
|---------------------------------|--------|----------------|
| Red | Blue | At most two. |
| | Yellow | At most six. |
| | Green | Seven or more. |
| Blue | Red | At most two. |
| | Green | At most six. |
| | Yellow | Seven or more. |
| Yellow | Green | At most two. |
| | Blue | At most six. |
| | Red | Seven or more. |
| Green | Yellow | At most two. |
| | Red | At most six. |
| | Blue | Seven or more. |

| The amount of minutes originally present is... | | |
|--|--------|----------|
| Red | Blue | Square. |
| | Yellow | Prime. |
| | Green | Neither. |
| Blue | Red | Square. |
| | Green | Prime. |
| | Yellow | Neither. |
| Yellow | Green | Square. |
| | Blue | Prime. |
| | Red | Neither. |
| Green | Yellow | Square. |
| | Red | Prime. |
| | Blue | Neither. |

| There are more ___ indicators? | | |
|--------------------------------|--------|--------|
| Red | Blue | Lit. |
| | Yellow | Unlit. |
| | Green | N/A. |
| Blue | Red | Lit. |
| | Green | Unlit. |
| | Yellow | N/A. |
| Yellow | Green | Lit. |
| | Blue | Unlit. |
| | Red | N/A. |
| Green | Yellow | Lit. |
| | Red | Unlit. |
| | Blue | N/A. |

| The amount of solvable modules is... | | |
|--------------------------------------|--------|--------------------------|
| Red | Blue | Only divisible by three. |
| | Yellow | Only divisible by two. |
| | Green | Neither. |
| Blue | Red | Only divisible by three. |
| | Green | Only divisible by two. |
| | Yellow | Neither. |
| Yellow | Green | Only divisible by three. |
| | Blue | Only divisible by two. |
| | Red | Neither. |
| Green | Yellow | Only divisible by three. |
| | Red | Only divisible by two. |
| | Blue | Neither. |

| The last digit of the serial number is... | | |
|---|--------|---------------------|
| Red | Blue | From zero to three. |
| | Yellow | From four to six. |
| | Green | From seven to nine. |
| Blue | Red | From zero to three. |
| | Green | From four to six. |
| | Yellow | From seven to nine. |
| Yellow | Green | From zero to three. |
| | Blue | From four to six. |
| | Red | From seven to nine. |
| Green | Yellow | From zero to three. |
| | Red | From four to six. |
| | Blue | From seven to nine. |

| There are ___ letters in the serial number. | | |
|---|--------|--------|
| Red | Blue | Two. |
| | Yellow | Three. |
| | Green | Four. |
| Blue | Red | Two. |
| | Green | Three. |
| | Yellow | Four. |
| Yellow | Green | Two. |
| | Blue | Three. |
| | Red | Four. |
| Green | Yellow | Two. |
| | Red | Three. |
| | Blue | Four. |

- Upon a strike, the amount of questions you have answered will reset to zero.