

On the Subject of Twister

Twister? I hardly know her.

Two players are playing the classic game of Twister. The two players take turns placing their hands and feet on various colored dots on a mat (shown on the right).

The spinner must be spun once for every non-ignored solvable module on the bomb. Every solve will add one spin to the queue, shown in green lights along the top in binary.

The spinner can be spun at any time until there are no more spins left in the queue. The queue does not need to be empty before the next solve.

Spins that land on a hand or foot on the left indicate a left hand or foot. Spins that land on the right indicate a right hand or foot.

On an even stage, including the initial display of the spinner, the first player must place a hand or foot on a dot. On an odd stage, the second player must place a hand or foot on a dot.

After every spin for the first player, take the highest up unoccupied dot, and move downwards as many times as the third character of the serial number, skipping over any occupied dots, and wrapping around to the top if necessary.

After every spin for the second player, take the highest up unoccupied dot, and move downwards as many times as the sixth character of the serial number, skipping over any occupied dots, and wrapping around to the top if necessary.

After all spins have been completed, the mat will appear. Place all the hands and feet in the correct positions on the mat to solve the module.

