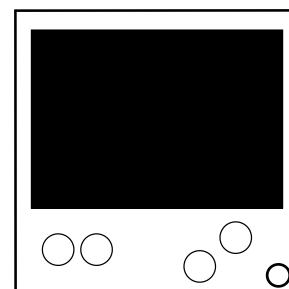


On the Subject of the High Score

Who is AAA, and how are they so good at everything?

- This module is laid out like an arcade machine, and contains two arrow buttons, a green submit button, and a red back button.
- Use the arrow buttons to change the current character, then use the green submit button to enter and move to the next character.
- *(The arrow buttons can be held down to quickly cycle through characters.)*
- When the third character in the name is entered, the name will be automatically submitted.
- Using the table below, start at the index that matches the first character in the serial number. Numbers are prefixed with #.
- Evaluate the condition for that row, and if it is true, apply the corresponding rule. Then move down to the next row.
- Continue evaluating rows until all three characters of the name have been defined, then submit that name to disarm the module.
- See Appendix S1N1-S74R for clarifications on the rules.



Idx	If this is true...	...then follow this rule.
A	Player is in 1st, and player's name at this point has no characters defined	If this is the first time here, jump to the second character of the serial number. Otherwise, all three characters are A.
E	Serial number contains a vowel (<i>excluding Y</i>)	The second character is E.
#7	No sevens in the serial number or player's score	Jump to the second-to-last digit in the player's score.
V	Player is in 3rd, 4th, or 5th	The third character is the previous character, plus the sum of the digits in the player's score.
O	Player's score contains at least two zeros	The next character is the previous character, plus three.
M	Sum of serial number digits ≥ 12	The first character is W if the sum of all serial number digits is odd, or M otherwise.
#8	Serial number contains a letter in "STANLEY"	The third character is B.
T	Player's score contains no odd digits	The second character is Z, minus the sum of serial number digits. Jump to the second character if no jumps have been taken at this point.

continued on next page...

Idx	If this is true...	...then follow this rule.
Y	Player is in 3rd	The first character is the previous character, plus the last digit in the serial number.
G	Player is in 2nd or 4th	The next character is the second letter in the serial number.
#0	Player's score $\leq 50,000$	The third character is Z.
D	Sum of digits in player's score is odd	The first character is the fourth character in the serial number, plus 13.
K	Any score above the player's was set by "K.S"	The second and third characters are K and S, respectively.
#4	First character of player's name has been defined	The third character is the same as the first character.
C	No jumps taken at this point	Jump to the fourth character in the serial number.
W	Sum of digits in player's score ≤ 15	The next character is A, plus the sum of all digits in the 1st player's score.
#2	Player is in 1st, and player's score $\geq 750,000$	The second character is the second character of the name that set the 2nd place score. <i>(If it's a period, use D instead.)</i>
U	Serial number contains no vowels	Follow the rule for the fifth character in the serial number, regardless of whether its condition is true or not. <i>(Do not jump to it.)</i>
H	Player's name at this point has no characters defined	The third character is the first letter in the serial number.
N	$200,000 \leq \text{Player's score} \leq 600,000$	Jump to P.
X	Player's name at this point does not contain an X	The next character is X.
P	At least one jump taken at this point	The next character is the previous character, plus the leftmost number in the player's score.
#5	Third character of player's name has been defined	The first character is the third character, plus the sum of the digits in the player's score. Jump to the third character.
J	Sum of serial number digits \geq sum of digits in player's score	The second character is the previous character, plus the sum of digits in the serial number.
S	Player is in 5th, and player's score $\geq 600,000$	The third character is S.

Idx	If this is true...	...then follow this rule.
#6	Serial number contains a repeated letter	The next character is the repeated letter that appears first in the serial number.
L	This is the starting row, and no other conditions have been evaluated yet	The first character is L. Jump to W.
#1	Player is not in 1st, and 1st place score $\geq 800,000$	The first character is the first character of the name that set the 1st place score.
#3	Player is not in 3rd	The third character is the previous character, minus three.
Q	Serial number contains J, K, Q, X, or Z	The next character is the previous character, plus 13.
B	Player's score $\leq 200,000$	The next character is the previous character, minus one. Jump to A.
R	Player's score contains a four in any position	The first character is the fourth character of the serial number.
I	Player's score contains all digits in the serial number	All three characters are Y, O, and U respectively.
#9	Player's score = 999,990	The first and third characters are both A. Jump to V.
F	Sum of digits in player's score ≥ 24	The second character is the fifth character of the serial number.
Z	Always	The next character is the previous character, plus one. Jump to A.

Appendix S1N1-S74R

- The first rule that defines any character of the name is final. Ignore any future attempts to redefine that character.
- If a rule says to "jump" to a character, the next row to evaluate is the row with the index that the rule specifies.
- If a rule refers to the "previous character", use the character that was most recently defined. If no characters have been defined, use the first letter in the serial number instead.
- If a rule defines the "next character", it defines the leftmost character of the name that has yet to be defined.
- If a rule says a character is "plus" or "minus" a number, do a Caesar shift on that character by the specified amount. $E + 1 = F$, $E - 1 = D$, $Z + 1 = A$, etc.