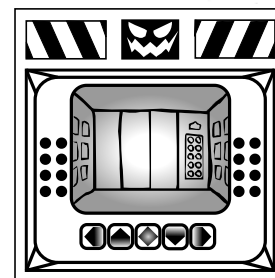


On the Subject of BadTV

Hey guys, Speakingevil here. Oh my goodness guys, my stomach is rolling from eating that onion and rotten garlics, oh my goodness. Okay guys, this is BadTV and right now guys I want to show you my module, aah my manual, I guess. Oh my goodness guys, my stomach. But uhh look guys look, its one of my greatest achievement! Bamboozled Again on the Fang's 47. Hahaha. Look guys look, the Vanilla Swirls: ultimate classic modpack. Um guys, you remember TVAB? Incredible. Incredible. Ow my goodness guys, my stomach guys, my stomach. The bathroom is not far away. Oh my gosh, I've got to get to the door. Aah-I just need to get to the door. Bye guys, bye. Don't forget to subscribe. And the next module will be with me using the toilet. Oh my goodness, guys. Aaah! I need to get to the bathroom! It's coming! It's coming! AAAAAAH!!



- The module will activate after the first module on the bomb has been solved.
If there are no other modules, it will activate immediately.
- Once active, the module will generate stages to be completed in a limited amount of time.
- Failure to complete the stage in time will result in the loss of a life.
- Run out of lives and its game over.

It is essential that the defuser be equipped with a keyboard and use the arrow keys and space bar to directly interact with the module.

For more details on how to complete each stage, find the on-screen prompt within the table below:

Stage Title	Prompt	Instructions
Very Annoying Arrows	Follow!	Press the displayed button to change the display. If a hollow arrow is displayed, press the button whose arrow is pointing in the opposite direction. Repeat.
Avoidance Deluxe Edition	Collect!	Use the arrows to move over to the tile with the treasure one space at a time. Collecting the first treasure will set off a trap that must be avoided while collecting the remaining treasure.
Stack Overflow	Arrange!	Use the left and right arrows to move the crane between pallets. Press down to pick up the crate from the top of a stack and set it down again. All crates of the same type must each form a single stack. Stacks have a maximum height of three crates.
Wanted Dead Or Asleep	Snipe!	Use the arrows to move the crosshairs. The figures in range can be seen in more detail. Find the one that matches the description and press the centre button when the crosshairs are over it. There is only one shot, so don't miss the target.
One Strike Duel	Defeat!	When a button is displayed, quickly press the matching button. Do not press anything before a button is displayed.
Lights Off And On Again	Match!	Use the arrows to change the selection and centre button to toggle the light. When a light is toggled, the orthogonally adjacent lights are also toggled. Match the right set of lights to the left set.
Swarm Census	Count!	Use the up and down arrows to increment and decrement the counter. When time runs out the counter must show the number of displayed critters.
Artist Unknown	Mash!	Mash the arrow buttons the number of times shown to carve a sculpture, then finish it off by pressing the centre button.
Snake Eyes	Eat!	Use the arrows to change the snake's movement direction and collect the dice in ascending order without hitting its body, the wrong dice, or the edge of the board. Each collected dice extends the snake's body.
Sil-Who-Ettes	Identify!	Use the arrows to rotate the object. Once options appear, use the arrows to change the selection and select the matching word using the centre button.
Whack A Mouth	Whack!	Hold the arrows to move the hammer. Upon release, the hammer moves back to the centre. When a face appears under the hammer, press the centre button to whack it. Repeat until the high score is beaten. Do not whack faces with the forbidden costume, which may change at any time.

Boss Stage

Once enough stages have been completed, the module will enter the Boss Stage. The Boss Stage will continue it is either beaten, solving the module, or you run out of lives.

To complete the Boss Stage, you must manually trigger the bomb that ordinarily goes off after a certain amount of time.

To do this, you can move left and right with their respective arrows, jump and double-jump with the up arrow, and fire your weapon in the direction you're facing by holding down the centre button.

Firing at the bomb will weaken its stability. Once low enough, it will explode. However, the bomb is not defenseless, colliding with it or any of its attacks will cost you a life. The more unstable the bomb is, the faster it will attack.

There are a variety of attacks the bomb can perform, all of which have a tell. Some can only be done with low enough stability.

The table below shows what attack the bomb will do for a given tell.

Tell	Attack
Running in place	Accelerates towards you until it reaches its maximum speed. Bumping against the bounds of the stage at a high enough speed will cause small bombs to drop from the top of the screen.
Jumping with raised fist	Drops to the ground at the apex of its jump, creating shockwaves when it lands.
Spinning arms	Throws a number of smaller bombs that explode when they hit the ground.
Front flip	Dives at you at the apex of its jump. It will continue to bounce around the screen following its initial trajectory.
Reeling back fist	Charges and throws a screen-spanning punch. This attack can be performed multiple times in a row in quick succession.
Raising a foot	Launches itself at a 45° angle, bouncing off the bounds of the screen. After enough bounces, it will launch vertically, turning into a bulletproof statue at the apex of its jump. The statue creates shockwaves when it lands.
Holding out bomb	Throws a large bomb at you that bounces several times. After each bounce, the bomb locks on to your current location. This attack can be performed multiple times in a row in quick succession.
Jumping off-screen	Drops smaller bombs down from the top of the screen which explode on the ground. Larger bombs produce shockwaves when they land. Eventually, the bomb will stop dropping smaller bombs and charge and throw a screen-spanning punch down from directly above you, creating multiple shockwaves when it lands.