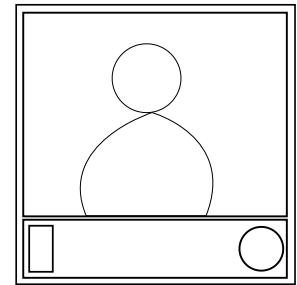# On the Subject of Boomtar the Great

W- WELCOME TO THE C- C- CIRCUS, KIDS!

- Select the module, and Boomtar will see the text on your clipboard.
- Two rules from the list below have been chosen at random, rule 1 and rule 2. When Boomtar sees a single real English word on your clipboard, he will tell you which of the rules present apply to it, if any.
- Use rule 1 as the row in the table below, and rule 2 as the column to get a letter. Consult the list below the table to get an instruction on what to submit.
- The submission keyword is given by the last digit of the serial number. When Boomtar sees two words in your clipboard, if the first one is the submission keyword, he will take the second word as a submission and solve or strike accordingly.
- Boomtar ignores capitalization, and ignored whitespace at the beginning and end of your clipboard.

Possible rules:

1. Starts with the same letter as a module on the bomb
2. Contains a double letter
3. All occurences of vowels are in alphabetical order
4. Longer than 7 letters
5. Contains a common English digraph (CH, NG, SH, TH, PH, WH)
6. Shares a letter with the serial number

	1	2	3	4	5	6
1	B	C	A	D	F	E
2	E	A	F	C	D	B
3	F	B	C	A	E	D
4	D	F	B	E	C	A
5	A	E	D	F	B	C
6	C	D	E	B	A	F

- A: Submit the day of the week.
- B: Submit "MORNING" if it is before noon, "AFTERNOON" otherwise.
- C: Submit the current month.
- D: Submit the name of any solvable module on the bomb other than Boomtar the Great with all spaces removed. If Boomtar the Great is the only module present, submit "ALONE".
- E: Submit "ORDERLY" if the number of modules on the bomb is even, "STRANGE" if it is odd.
- F: Submit the number of batteries plus the number of battery holders in word form, or "TONS" if this number is greater than 20.

0	PREDICATE	1	OBFUSCATE
2	DERIVE	3	ANOMALIES
4	WHISPERING	5	PANDORA
6	DECADENCE	7	IMPERIAL
8	AGGREGATE	9	BALLAST