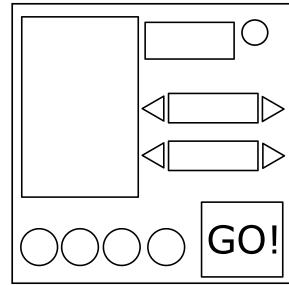


On the Subject of Burnout

I'll be honest with you, this thing is a real crash breaker!

- The module will have 3 displays, 4 circles, a booster bar and a 'GO!' button. The larger display will display a short name of a track that will be used below.
- The two displays to the right of the larger display will show car names (top display) and track conditions (bottom display). The arrows on the left and right will change the text on the display.
- Before clicking 'GO!', select the correct car, track condition and boost amount. To lock in your answer, click on the display for the car name and the track condition. Then, click the amount of circles from left to right for the number of boosts required. Then, click the 'GO!' button to begin.
- If at anytime, before starting, you entered a wrong answer, hold 'GO!' for 3 seconds and it will **reset** the module (not just the inputs).
- Failing to lock in the information in the correct order will cause a strike. After starting, if the information is wrong or is not set the module will strike and reset. Before a reset caused by a strike occurs the information that is incorrect will be temporarily displayed in a red color.
- If all the information is correct, it will go into its boosting phase. The button will change to say 'BOOST!'. This button will now have to be held down and released at the correct times. This process will have to be done depending on how many boosts you have. If any of the two times is incorrect, the module will strike and reset.
- If the boosts are correct, you will have won the race and the module will solve.



Step 1: Determining the selected car

- To obtain the car that will be used in the race, using the following instructions below:
 - Start by taking the last digit of the serial number and add the number of batteries.
 - If the serial number contains a vowel, multiply it by the number of port plates. Otherwise, multiply it by the number of battery holders.
 - Modulo the number by 22, and find the associated car name in the table below.

| Index | Car Name | Index | Car Name |
|-------|----------|-------|-----------------|
| 0 | Compact | 1 | SUV |
| 2 | Coupe | 3 | Pickup |
| 4 | Sport | 5 | Roadster |
| 6 | Muscle | 7 | Hot rod |
| 8 | Cop car | 9 | Oval racer |
| 10 | Classic | 11 | Japanese Muscle |
| 12 | Gangster | 13 | Supercar |
| 14 | Custom | 15 | Touring Car |
| 16 | Buggy | 17 | Race car |
| 18 | Special | 19 | Bike |
| 20 | Future | 21 | Drivers ED |

Step 2: Determine track conditions

Track Direction

Use the table below to determine the direction of the track.

| Conditions | Duplicate Ports | Otherwise |
|--|--|---|
| Last digit of the serial number is odd | If the number of batteries are even, the track is in reverse. Otherwise, the track is normal. | If there are more lit indicators than unlit indicators, the track is normal. Otherwise, the track is in reverse. |
| Otherwise | If the number of batteries are even, the track is normal. Otherwise, the track is in reverse. | If there is an even amount of lit indicators, the track is in reverse. Otherwise, the track is normal. |

Track Condition

Use the following table below to obtain the condition for the track based on the track name given in the large display. Go through the conditions of that track until one matches. Take that condition and continue to the next step. **BUT, if the serial number contains any character from 'D3ST7', the track condition is UNSAFE.**

COND in the table below, refers to the track condition.

S# refers to the serial number

| Name | Condition 1 | Condition 2 | Condition 3 | Condition 4 | Otherwise |
|-------|---|-------------------------------------|--|---------------------------------------|----------------|
| AT3 | Listening is present, COND = QUIET | 1+ Strikes, COND = CLEAR | S# contains a vowel, COND = RAINY | Maze is present, COND = NIGHT | COND = CROWDED |
| AT1/2 | Car name is Muscle, COND = QUIET | Car name is Pickup, COND = CROWDED | Souvenir is present, COND = RAINY | Car name is Touring Car, COND = Night | COND = CLEAR |
| INTL | Lit BOB Indicator present, COND = QUIET | Car name is Cop car, COND = CROWDED | S# contains any from 'BURNOUT', COND = RAINY | Car name is Classic, COND = Night | COND = CLEAR |

| Name | Condition 1 | Condition 2 | Condition 3 | Condition 4 | Otherwise |
|-------|--|--|--|---|----------------|
| 88INT | DVI port is present, COND = CROWDED | No parallel port, COND = CLEAR | # of Lit Indi. = # of Unlit Indi., COND = RAINY | Car name is Custom, COND = NIGHT | COND = QUIET |
| PBH | Batteries > Battery Holders, COND = QUIET | Exactly 2 battery holders, COND = CROWDED | iPhone is present, COND = CLEAR | Today is Tues-Thur, COND = RAINY | COND = NIGHT |
| SVD | S# contains any from 'WATER', COND = CROWDED | Duplicate ports present, COND = CLEAR | The Time Keeper is present, COND = RAINY | Car name is Gangster, COND = NIGHT | COND = QUIET |
| SVS | Lit/Unlit SND Indicator present, COND = QUIET | Car name is Muscle, COND = CROWDED | Car name is Buggy, COND = CLEAR | Lit/Unlit AND Indicator present, COND = RAINY | COND = NIGHT |
| BSG | iPhone is present, COND = QUIET | Car name is Custom, COND = CROWDED | Time on bomb is less than half (at generation), COND = RAINY | Sea Shells is present, COND = Night | COND = CLEAR |
| CSP | Parallel port is present, COND = QUIET | Car name is Cop car, COND = CROWDED | Car name is Super, COND = NIGHT | N/A | COND = CLEAR |
| CSL | RCA port is present, COND = CROWDED | Car name is Japanese Muscle, COND = CLEAR | Car name is Compact, COND = RAINY | 22+ modules on the bomb, COND = NIGHT | COND = QUIET |
| OS | Microphone is present, COND = QUIET | Car name is Super, COND = CROWDED | A needy is present, COND = NIGHT | N/A | COND = CLEAR |
| HH | Guitar Chords is present, COND = QUIET | Car name is Classic, COND = CLEAR | Lit/Unlit IND Indicator, COND = NIGHT | N/A | COND = CROWDED |
| FD | More modules than starting time in minutes, COND = QUIET | Exactly 23 modules on the bomb, COND = CROWDED | Car name is Gangster, COND = CLEAR | 0 Strikes, COND = NIGHT | COND = RAINY |
| SL | S# contains any from 'Fls4', COND = QUIET | Track direction is reverse, COND = CLEAR | 3+ Strikes, COND = RAINY | Mafia is present, COND = NIGHT | COND = CROWDED |
| KR | Car name is Custom, COND = QUIET | Car name is Drivers ED, COND = CROWDED | Car name is Race car, COND = CLEAR | Car name is Gangster, COND = NIGHT | COND = RAINY |

| Name | Condition 1 | Condition 2 | Condition 3 | Condition 4 | Otherwise |
|-------|---|--|---|---|----------------|
| MP | Waste Management is present, COND = QUIET | Car name is Special, COND = CROWDED | Track direction is normal, COND = NIGHT | N/A | COND = CLEAR |
| LG | The Swan is present, COND = QUIET | Car name is Coupe, COND = CROWDED | Forget Me Not is present, COND = CLEAR | Car name is Bike, COND = NIGHT | COND = RAINY |
| VY | S# contains exactly 3 numbers, COND = QUIET | The Radio is present, COND = CLEAR | The Stopwatch is present, COND = RAINY | # of port plates = # of ports, COND = NIGHT | COND = CROWDED |
| RVA | < 2 port plates, COND = CROWDED | RCA port is present, COND = CLEAR | Bomb Diffusal is present, COND = RAINY | A needy is present, COND = NIGHT | COND = QUIET |
| ALP | < 2 ports, COND = QUIET | The Samsung is present, COND = CROWDED | S# contains any from 'ALP', COND = CLEAR | RPSLS is present, COND = RAINY | COND = NIGHT |
| WINTC | Lunchtime is present, COND = QUIET | Radiator is present, COND = CROWDED | Car name is Bike, COND = NIGHT | N/A | COND = CLEAR |
| COSD | > 2 RCA ports, COND = QUIET | Car name is Roadster, COND = CROWDED | Car name is Buggy, COND = CLEAR | Alliances is present, COND = NIGHT | COND = RAINY |
| DOCS | Car name is Pickup, COND = QUIET | Solves (at generation) = Batteries, COND = CROWDED | Unsolved > Solved (at generation), COND = CLEAR | Round Keypad is present, COND = RAINY | COND = NIGHT |
| GOLC | The Samsung is present, COND = QUIET | PS/2 port is present, COND = CROWDED | Car name is Race car, COND = RAINY | 1+ Strikes, COND = Night | COND = CLEAR |
| TRODR | Car name is Coupe, COND = QUIET | Car name is Pickup, COND = CLEAR | Lit/Unlit FRQ Indicator, COND = RAINY | Wires is present, COND = NIGHT | COND = CROWDED |
| BSI | Car name is Buggy, COND = QUIET | Lit/Unlit MSA Indicator, COND = CROWDED | Lightspeed is present, COND = NIGHT | N/A | COND = CLEAR |

Step 3: Number of boosts

Use the following list of instructions to find out how many boosts are needed:

- If there is more batteries than indicators, the number of boosts is 2.
- Otherwise, if a lit FRK indicator is present, the number of boosts is 4.
- Otherwise, if the track condition is RAINY, the number of boosts is 1.
- Otherwise, the number of boosts is 3.

Step 4: Hold and release time for boosts

The table below, based on the index of your car, will give a hold condition and a release condition. Whenever the module is in its racing phase, this is how the boosts will happen.

| Car Index | Hold Condition | Release Condition |
|-----------|--|--|
| 0-6 | When either seconds digits are equal to the index of the car. | When the seconds digits are a multiple of three (e.g. 03, 06, 09, 12, etc.). |
| 7-13 | When the seconds digits added up equal the first digit of the serial number. | When the last seconds digit is a multiple of 2 |
| 14-21 | When the seconds digits added up equal the (# of indicators + # of port plates). | When either seconds digit is equal to the amount of battery holders (e.g. 3 battery holders: 30, 03, 33) |

Step 5: Special input condition

This step will tell you the order of input for each piece of information.

- If the car name is Super or Custom or the track is in reverse, the input sequence is boost amount, car name and track condition.
- Otherwise, if the car is Compact or Cop car, the input sequence is boost amount, track condition and car name.
- Otherwise, the input sequence is track condition, car name and boost amount.

Overrides

The following conditions can override ANY of the conditions above. That means anything that it says it sets something to will now be the input for that condition.

- If there are no empty port plates, no unlit indicators, a PS/2 port is present and the serial number contains any character from 'C4TE6', change the car name to 'Drivers ED', the track condition to 'UNSAFE' and there will be no specific timing condition (immediately press and release whenever).
- If the needy 'Refill that Beer!' is present and there are more than 4 battery holders, change the car name to 'Pickup', the boost amount to '1' and there will be no specific timing condition (immediately press and release whenever).