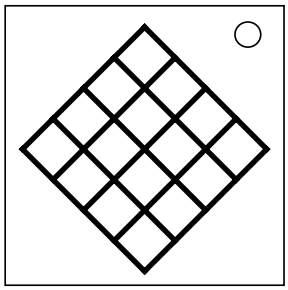
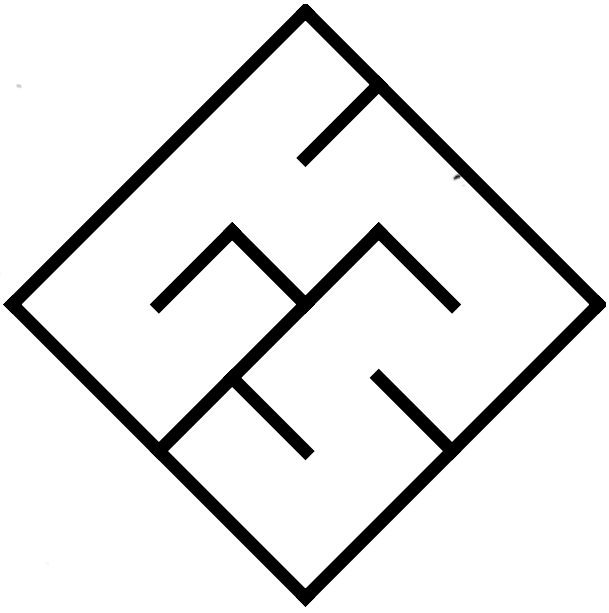
On the Subject of Tasque Managing



Chaos, chaos!? No, no! Order, order! Now get rid of that silly logfile!

- This module contains a 4×4 diamond of tiles, which can be split into four smaller 2×2 diamonds (up, left, down, and right).
- Each one of these diamonds (groups) is associated with a letter from A to D, and contains 4 tiles (subtiles) also associated with one of those letters.
- Press any tile to activate the module. The Tasque Manager will say two letters. If the last digit of the serial number is even, she gives the letter corresponding to the group first and then the subtile second- if it's odd, it's the other way around.
- Navigate to the tile to which she refers within 15 seconds, then press the round button. Failure to do so will electrocute (and strike) you, resetting the module. The current tile is colored green. Press an adjacent tile to move to it. Move to three correct tiles to solve the module.
- The diamond is also a maze, and attempting to move through a wall will cause a strike. The walls of the maze are depicted below, and are rotated clockwise 90° as many times as the first digit of the serial number.

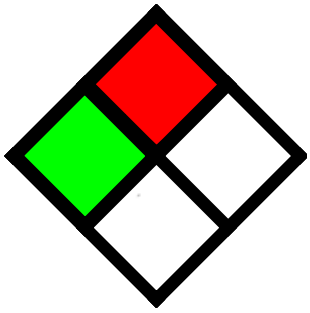


Calculating the Groups:

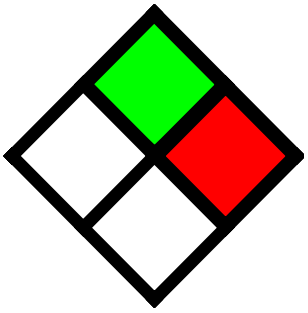
- Group A is the group containing the starting position if the serial number contains a vowel, the group opposite that one if it doesn't.
- Observe the table below, and use the first port present in reading order. If the number of minutes at the beginning of the bomb was even, group B is the first unclaimed direction in the corresponding list, if odd, it's the last unclaimed direction. If there are no ports (or there are only modded ports), group B is the group opposite group A.

Parallel	Serial	Stereo RCA
• Up • Left • Down • Right	• Up • Right • Down • Left	• Down • Up • Left • Right
PS/2	**DVI-D**	**RJ-45**
• Right • Left • Up • Down	• Left • Right • Down • Up	• Down • Right • Up • Left

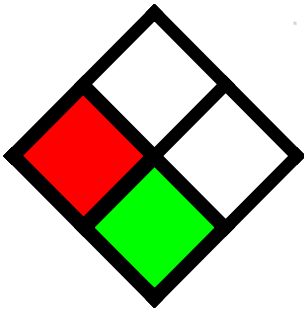
- If the last two remaining groups are not adjacent, group C is the left or up group if the number of port plates is even, right or down if the number of port plates is odd.
- If the last two remaining groups are adjacent, find the image on the next page that represents their positions. Observe the list of modules under the image. If any of those modules are present on the bomb, group C is the position highlighted in green, or the one highlighted in red if none of them are.
- Group D is the only remaining group.



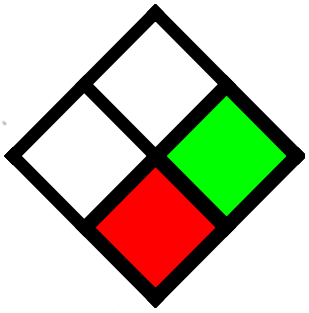
Simon Screams
Piragua
The Sun
The Hyperlink
Simon Stores
Amnesia
Chilli Beans
Purple Arrows
Addition
Interpunct
Hexiom



Polyhedral Maze
Scavenger Hunt
The Jewel Vault
Jack Attack
Ordered Keys
Infinite Loop
Metamem
Organization
Bowling
Ladders
7



Tic Tac Toe
Shell Game
Algebra
Logic Chess
Not XOl
Mazery
One-Line
Simon Selects
Negativity
Newline
Simon Stages



Wire Placement
Loopover
Blockbusters
Spelling Bee
Jumble Cycle
UNO!
Synesthesia
Masyu
A Message
Superparsing
❖

Calculating the Subtiles:

- Treat the 4th and 5th characters of the serial number as base-36 characters and take their values in base-10, modulo 8. Use them as the row and column in table SNØWGR4V3 respectively. Associate the obtained direction with the letter A.
- Do the same thing with the 1st and 3rd characters, then the 2nd and 6th, associating those directions with B and C respectively. If an already used direction is obtained, move counterclockwise until one is reached that is unused. The missing direction is associated with D.
- Use the following table to obtain a "starting direction". The set of letter-direction associations obtained in the previous steps is the configuration of the subtiles of the group in this direction.

	# of modules is odd	**# of modules is even**
# of indicators is even	Up	Right
# of indicators is odd	Left	Down

- Then, follow these simple steps to obtain 2 directions, direction X & direction Y:
    - If the number of batteries is even, direction X is clockwise, otherwise it's counterclockwise.
    - If the number of battery holders is odd, direction Y is clockwise, otherwise it's counterclockwise.
- Move from the starting direction in direction X and assign the group landed on a subtile configuration. Do this two more times so that every group has a subtile configuration.
- The subtile configuration of every group other than the one in the starting direction is the previous configuration, cycled once in direction Y.

Each one of the 16 tiles has now been assigned a group and subtile, and the maze is ready to be navigated. Please obey Tasque Manager, when you don't she gets quite upset, and who could want that?

Table SNØWGR4V3:

	0	1	2	3	4	5	6	7
0	D	U	L	U	L	D	R	R
1	L	R	L	D	R	U	D	U
2	U	D	D	L	R	U	R	L
3	D	U	L	R	L	R	U	D
4	L	D	U	R	D	L	U	R
5	D	L	U	U	R	D	L	R
6	R	U	L	D	R	D	L	U
7	U	R	L	R	U	D	D	L