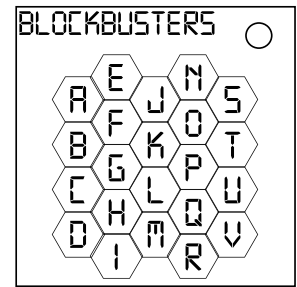


## On the Subject of Blockbusters

*"Can I have a 'P' please (Lit) BOB?"*



- The module shows a round from the TV gameshow Blockbusters.
- To disarm the module, create a path across the grid.
- The letters on the tiles represent facts about the bomb, listed in the table below.
- If the statement is true, the tile is considered safe.
- After each correct press, the tiles will shuffle their letters.
- Starting from the left-most column, click a tile to move onto it.
- From there, move to a safe tile that is immediately adjacent to your current tile (shown in dark blue).
- You can move to the right, up or down but not backwards.
- Clicking any tile other than the adjacent safe tile will reset the entire grid and cause a strike.

Fact for...		Fact for...		Fact for...	
<b>A</b>	Unlit indicators > batteries	<b>I</b>	Serial # contains a vowel	<b>Q</b>	Serial # does not contain a vowel
<b>B</b>	RJ45 ports > 2	<b>J</b>	Parallel & serial ports on same plate	<b>R</b>	AA batteries = 4
<b>C</b>	Stereo RCA ports = 0	<b>K</b>	Unlit CAR present	<b>S</b>	# of serial # letters < port plates
<b>D</b>	Battery holders = 3	<b>L</b>	Port plates + battery holders < 4	<b>T</b>	Port plates > 1
<b>E</b>	Lit FRK present	<b>M</b>	Batteries = 5	<b>U</b>	Sum of serial # digits > 17
<b>F</b>	PS/2 ports > 0	<b>N</b>	Last digit of serial # = odd	<b>V</b>	Unlit IND present
<b>G</b>	Port plates < 2	<b>O</b>	DVI-D ports > D batteries	<b>W</b>	Lit indicators > unlit indicators
<b>H</b>	D batteries = 3	<b>P</b>	Lit BOB present	<b>Y</b>	# of serial # digits > lit indicators