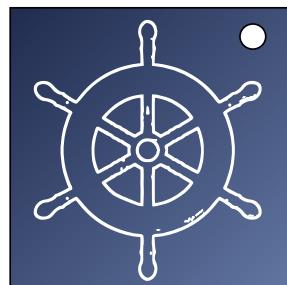


## On the Subject of Captain Wheeler

"Look at me! I am the Captain now."

This is a module in which you ascertain a Captain and his ship based off his wheel preferences.



### The Wheel

On the module, there is a spinning wheel. The wheel has 3 properties:

1. The color of the wheel,
2. The rotation of the wheel,
3. And the speed of the wheel.

Ask the defuser for these and record them. Based on these properties, you have to figure out which captain you are working for and what ship you are on.

### Pressing the Wheel

Once you have recorded the wheel's properties down, you can instruct the defuser to press the wheel. Note that you cannot view the wheel's properties after pressing it. The wheel will descend into the module, with 2 displays and a Captain hat rising. These will be used later.

### Captain Selection:

Based on the wheel's properties, use the tables below to find the matching combination using the table below to find out who the captain is. Ensure you are using the correct tables based upon edgework.

If the last digit of the serial number is even:

		Color					Wheel Rotation	
		Red	Green	Blue	Yellow	Magenta	Clock Wise	Counter Clock Wise
Names	Cpt. Wheeler					x	x	
	Adm. Bubbles			x			x	
	Cpt. Squiggle		x					x
	Adm. Flappa			x				x
	Cpt. Morgan	x					x	
	Adm. Snicker					x		x
	Cpt. Blackbeard				x		x	
	Adm. Quirky				x			x
	Cpt. Jack		x				x	
	Davy Jones	x						x

If the last digit of the serial number is odd:

		Color					Wheel Rotation	
		Red	Green	Blue	Yellow	Magenta	Clock Wise	Counter Clock Wise
Names	Cpt. Wheeler			x				x
	Adm. Bubbles					x	x	
	Cpt. Squiggle	x						x
	Adm. Flappa					x		x
	Cpt. Morgan		x				x	
	Adm. Snicker				x			x
	Cpt. Blackbeard	x					x	
	Adm. Quirky				x		x	
	Cpt. Jack		x					x
	Davy Jones			x			x	

**Ship Selection:**

Based on the captain you chose, you now have to figure out what ship you are on.

1. Take the first letter of the serial number and convert it to its alphabetic numeric value equal to its position (A=1, B=2 C=3).
2. Add the last digit of the serial number. This is result A.
3. Using the table to the right, find the number which matches with your captain and wheel speed. This is result B.
4. Using the previous results, calculate A minus B and take the absolute value. This is result C.
5. Using result C, take the last digit of the number. Then add one. This is result D.

Wheel Speed			
	Slow	Medium	Fast
Cpt. Wheeler	12	20	16
Adm. Bubbles	11	5	25
Cpt. Squiggle	6	24	3
Adm. Flappa	19	9	4
Cpt. Morgan	2	23	21
Adm. Snicker	18	13	27
Cpt. Blackbeard	15	8	14
Adm. Quirky	10	28	17
Cpt. Jack	1	30	7
Davy Jones	22	26	29

6. If there are more Lit indicators than Unlit, count the ships, in Reading order\*, until you reach result D. That is the ship you are on.

Otherwise,

If there are more Unlit indicators than Lit, count the ships, in Braille Reading order\*\*, until you reach result D. That is the ship you are on.

Otherwise,

If the amount of Lit and Unlit indicators is the same, count the ships, in Chinese Reading order\*\*\*, until you reach result D. That is the ship you are on.

Ship Names				
SS Dulcibella	HMS Fizze	Borealis	Lady Lumbridge	MS Jewel
OFS Kestrel	Jericho	Flying Dutchman	MS Pearl	Skeld

\*Starting from the top left corner, going left to right then top to bottom.

\*\*Starting from the top left corner, going from top to bottom, then left to right.

\*\*\*Starting from the top right corner, move down the column, and then continue likewise with each column from right to left.

### When to set sail:

Instruct the defuser to look at the badge on your captain's hat. It will either be gold, black-and-white, or the normal KTANE logo. Select the correct captain and ship, and then use the table below to determine when to set sail.

If the cap badge is:

Golden	Black and White	Normal
The seconds timer adds up to the first digit of the serial number.	When the seconds timer only contains 0s and/or 1s.	When the last digit of the seconds timer is equal to the digital root of all the numbers in the serial number.