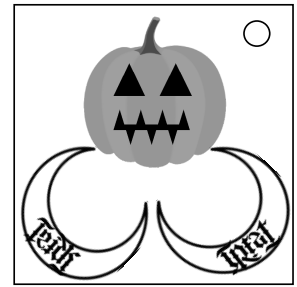


## On the Subject of The Jack-O'-Lantern

*Trick or treat!*

- The module displays a Jack-O'-Lantern and two buttons that say "Trick" and "Treat".
- Follow the table based on the eyes and mouth of the Jack-O'-Lantern.
- Pressing the wrong button will cause a strike and will display a new Jack-O'-Lantern.



Jack-O'-Lantern Mouth / Eyes				
	Unlit > lit indicators	No batteries	No empty port plates	CAR indicator
	Serial and parallel port on same plate	SIG indicator	Even amount of solved modules	Lit > unlit indicators
	Batteries > ports	No stereo RCA and no RJ-45 ports	PS/2 and DVI-D ports	TRN indicator

- If the information in the table is on the bomb, press "Trick". Otherwise, press "Treat".
- However, if the Jack-O'-Lantern has a nose, press the other button.