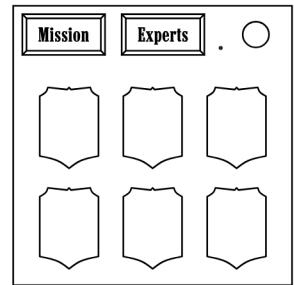


On the Subject of Ultimate Team

I'd hate it if this module had lootboxes.

The module consists of two buttons labeled "Mission" and "Experts", and an LED that will blink if you're connected to the internet. In the Mission menu, there will be an 11 module bomb displayed (the "virtual bomb"), with an arrow above it. In the Experts menu, six cards will be displayed, each with a profile picture and a name. The module will always start on the Mission menu.



You want to complete a randomly generated mission, and six experts want to be in your team. Select the expert(s) most suitable for the job, then press the status light to submit your choice. Submitting a suboptimal team will result in failure, and will cause a strike.

Determining the Modules Present

Identify the modules on the virtual bomb and determine their expert difficulties according the Repository of Manual Pages.

Each module on the virtual bomb has at most two profile pictures: these represent which experts are proficient with each module. Experts cannot be proficient with modules that have an expert difficulty of very easy, or a custom expert difficulty.

Determining Base Scores for the Experts

Convert each character in the serial number from base-36 to base-10, modulo 6, plus 1, then assign each number to each expert in reading order on the module to obtain their base scores.

Determining Final Scores

For each expert, find the modules that they are proficient with and, for each of these modules, add the number obtained from the table below to their score, using the expert difficulty of each module.

Easy	Medium	Hard	Very hard
1	2	3	4

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Determining Final Scores (cont.)

Next, find each expert's preferred difficulty in the table below, then add 1 to their score for each module on the virtual bomb with that expert difficulty.

Expert	Difficulty	Expert	Difficulty
1254	Easy	AlexCorruptor	Easy
Axo	Medium	BigCrunch22	Hard
Cinnabar	Medium	Crazycaleb	Very hard
CyanixDash	Easy	Danielstigman	Very hard
dicey	Hard	Diffuse	Medium
diskoQs	Easy	Espik	Very hard
eXish	Very hard	Floofy Floofles	Easy
GhostSalt	Medium	GoodHood	Easy
Gwen	Easy	JyGein	Easy
Kilo	Hard	Konoko	Medium
Kugel	Hard	Kuro	Easy
Lexa	Medium	LilyFlair	Easy
Lulu	Medium	Mage	Medium
Marksam	Very hard	MasQuéÉlite	Medium
meh	Hard	NShep	Hard

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Determining Final Scores (cont.)

Expert	Difficulty	Expert	Difficulty
Obvious	Very hard	Piissii	Very hard
Quinn Wuest	Hard	redpenguin	Hard
Rosenothorns03	Medium	Scoping Landscape	Very hard
Setra	Medium	Sierra	Easy
tandyCake	Hard	TheFullestCircle	Easy
Timwi	Hard	Varunaxx	Hard
WitekWitek	Medium	xorote	Very hard
Zaakeil	Very hard	Zaphod	Very hard

Finally, follow the rule(s) listed below for each expert to find their final scores:

Expert	Rule(s)
1254	If the digital root of the digits in the serial number equals either 1, 2, 5 or 4, add 3 to the score. Otherwise, subtract 1.
AlexCorruptor	If every module on the virtual bomb contains a letter from TEPIG, add 3 to the score. Otherwise, subtract 1.
Axo	If X0 is present on either the virtual bomb or the real bomb, Axo is playing Tic Tac Toe (and tying every time) and their final score is 0. Otherwise, if the serial number contains an A, an X or an O, add 3 to the score. Otherwise, subtract 1.
BigCrunch22	Add 2 to the score for each of the following true statements: the number of battery holders on the bomb is 2, the number of indicators is 2, the number of port plates is 2. If the serial number does not contain a 2, subtract 2.

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Expert	Rule(s)
 Cinnabar	If there are three or more lit indicators on the bomb, subtract 3 from the score. Otherwise, add 2 for each lit indicator on the bomb.
 Crazycaleb	If Bartending is present on either the virtual bomb or the real bomb, Crazycaleb is day-drinking and doing tutorials, and their final score is 0. Otherwise, if the serial number contains a vowel (excluding Y), add 3 to the score. Otherwise, subtract 1.
 CyanixDash	If there is a lit CLR indicator and there are exactly 3 batteries on the bomb, CyanixDash is the only expert you can have on your team. This overrides every other rule. Otherwise, add the number of AA batteries on the bomb to the score, and subtract the number of D batteries.
 Danielstigman	Find the most common expert difficulty on the virtual bomb (if there's a tie, use the most difficult) and convert it into a number (very easy = 1, very hard = 5). If the bomb has less than 5 batteries, add this value to the score, otherwise subtract it from the score.
 dicey	In the Experts menu, take the position that dicey's card is in, in reading order. If it is sixth, subtract 5 from the score, otherwise add this value.
 Diffuse	If either Unfair's Cruel Revenge or a module with the word Cipher in its name is present on either the virtual bomb or the real bomb, add 5 to the score. Otherwise, subtract 1.
 diskoQs	If there are more lit than unlit indicators on the bomb, add 3 to the score. Otherwise, if there are more unlit than lit, subtract 2.
 Espik	If Forget Me Now is present on either the virtual bomb or the real bomb, Espik is caught in an infinite loop saying "this isn't correct," and their final score is 0. Otherwise, if the bomb does not have any serial ports or parallel ports, add 3 to the score. Otherwise, subtract 1.
 eXish	If the bomb was generated on a Monday, eXish is adding autosolvers to modules, and their final score is 0. Otherwise, if the last digit of the serial number is odd, add 2 to the score. Otherwise, add 1 to the score.
 Floofy Floofles	If there is exactly 1 indicator on the bomb, add 3 to the score. Otherwise, if there are no indicators, subtract 2.
 GhostSalt	If the real bomb has at least 1 needy module on it, add 3 to the score. Add the number of unlit indicators and subtract the number of lit indicators to/from the score.
 GoodHood	Add 1 for every module on the virtual bomb with an expert difficulty of very easy; subtract 1 for every 2 modules with an expert difficulty of very hard (eg. 3 very hard modules = -1).

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Expert	Rule(s)
 Gwen	If all of the digits in the serial number are odd, add 4 to the score. Otherwise, subtract 1.
 JyGein	Take the sum of the digits in the serial number, divide it by 5 (rounding down) and subtract 2. Add this value to the score.
 Kilo	If the bomb was generated on a Friday or Saturday, Kilo is snacking on a TURRÓN and can't be bothered to expert, and their final score is 0. Otherwise, if Unfair's Revenge is present on either the virtual bomb or the real bomb, add 5. Otherwise, add 1.
 Konoko	If the virtual bomb has any modules with a 6-letter name and only the letters A-Z, add 4 to the score. Otherwise, subtract 1.
 Kugel	If there are six or more batteries on the bomb, subtract 3 from the score. Otherwise, add 1 for each battery on the bomb.
 Kuro	If Procedural Maze is present on either the virtual bomb or the real bomb, Kuro is lost in it, and their final score is 0. Otherwise, add 1 to the score for every serial port or parallel port on the bomb, then subtract 1.
 Lexa	If the bomb has an empty port plate, add 4 to the score. Otherwise, if the bomb has any port plates, subtract 2.
 LilyFlair	If the virtual bomb has a needy on it, add 4 to the score. Otherwise, subtract 2.
 Lulu	Add 2 to the score for every module present on either the virtual bomb or the real bomb containing either the word Simon or Tasha. Subtract 3 for every module present on either the virtual bomb or the real bomb marked as time dependent.
 Mage	If there are six or more ports on the bomb, subtract 2 from the score. Otherwise, add 1 for each port on the bomb.
 Marksam	Add 1 to the score for every port on the bomb and subtract 1 for every port plate.
 MasQuéÉlite	If the serial number contains an M, a Q or an E, add 4 to the score. If the number of batteries on the bomb is less than 2, subtract 2.
 meh	If the second digit of the serial number is even, add 1 to the score.
 NShep	Add 1 to the score for every module on the virtual bomb beginning with R, P, S or J; subtract 1 for every 2 modules that don't apply (eg. 3 modules that don't apply = -1).

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Expert	Rule(s)
 Obvious	If Yoshi Egg is present on either the virtual bomb or the real bomb, Obvious does not want to expert, and their score is 0. Otherwise, add 1 for every module on the virtual bomb developed by Obvious.
 Piissii	If the serial number contains at least 1 duplicate character, add 4 to the score. Otherwise, subtract 1.
 Quinn Wuest	Add 1 to the score for every indicator on the bomb. If there are no indicators on the bomb, subtract 2.
 redpenguin	If the virtual bomb has no boss modules on it, add 4 to the score. Otherwise, subtract 1.
 Rosenothorns03	If the virtual bomb has any modules beginning with "The", add 3 to the score. Otherwise, subtract 1.
 Scoping Landscape	If a module is present on either the real bomb or the virtual bomb with one of Cipher, Cycle or Unfair in its name, add 5 to the score.
 Setra	If the real bomb has 47 or more modules, add 4 to the score. Otherwise, subtract 1.
 Sierra	If a module is present on either the real bomb or the virtual bomb with one of Green, Blue, Brown, Purple, Orange, Black or White in its name, add 5 to the score. Otherwise, if the serial number contains an S, subtract 1.
 tandyCake	If The Pink Button is present on either the virtual bomb or the real bomb, tandyCake is in the gender-neutral bathroom; subtract the number of D batteries on the bomb from the score. Otherwise, if the first digit of the serial number is even, add 3 to the score. Otherwise, subtract 1.
 TheFullestCircle	If Watch the Clock is present on either the virtual bomb or the real bomb, add 5 to the score. Otherwise, if the bomb has no batteries, add 4 to the score. Otherwise, subtract 1.
 Timwi	Add 1 to the score for every Souvenir-supported module on the virtual bomb; subtract 1 for every 2 Souvenir-unsupported modules (eg. 3 unsupported modules = -1).*
 Varunaxx	Convert the day of the week the bomb was generated on to a number (Monday = 1, Sunday = 7), then subtract 3; add this value to the score.
 WitekWitek	If the serial number contains a W or an I, or the real bomb has a Simon Sends on it, add 3 to the score. Otherwise, subtract 2.

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Expert	Rule(s)
 xorote	If a module developed by SpeakingEvil is present on either the real bomb or the virtual bomb, add 4 to the score. Otherwise, subtract 1.
 Zaakeil	Add 5 to the score, then subtract the number of batteries and ports on the bomb.
 Zaphod	If 42 is present on either the virtual bomb or the real bomb, Zaphod is re-reading The Hitchhiker's Guide to the Galaxy, and their final score is 0. Otherwise, if the bomb has a Stereo RCA port, add 3 to the score. Otherwise, subtract 1.

***If this module is not connected to the Internet, do not apply this rule.**

Once you have the final scores, if there are four or more modules with an expert difficulty of very easy, select the expert with the highest score, otherwise select the two highest-scoring experts. If there is a tie for any ranking, choose the tied expert whose card comes first in reading order.