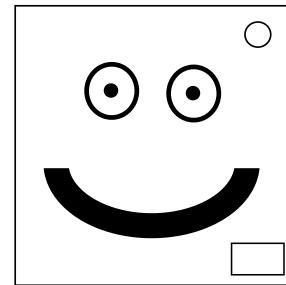


On the Subject of Frankenstein's Indicator

THE INDICATOR IS ALIVE!!! Bad news: It morphed into a module.

The module consists of a face with two eyes which can be selected and potentially a mouth. They also have a nametag on the bottom right, which you use to submit. To solve the module, you have to modify their mood to the target mood while avoiding invalid moods. If you do something which would cause them to go over an invalid mood, they will strike.



Mood Table

	3	2	1	0	-1	-2	-3
4/2							
3/2							
0/0							
?/?							
1/1							
2/2							
2/1							

The Mood Table illustrates the state of the Frankenstein's Indicator module based on the current mood (row) and target mood (column). The module is composed of four rows of faces, each with two eyes (pink pupils) and a mouth. The mouths are colored according to the mood: blue for positive moods (3, 2, 1, 0), white for neutral (0/-1), and black for negative (-1, -2, -3). The nametags on the bottom right of each face show the current mood: A3/A4 for the first two rows, and G1/G2, H1/H2, I1/I2, J1/J2, B1/B2, C1/C2, D1/D2, E1/E2, F1/F2, G1/G2, H1/H2, I1/I2, J1/J2, B1/B2, C1/C2, D1/D2, E1/E2 for the last two rows. The background of the module is dark grey, and the faces are light blue.

IMPORTANT: The Mood Table does wrap around. No step ignores this fact.

Direction Table

0		1		2		3	
Up		Right		Down		Left	
Right	Odd	Right	Even	Left	Odd	Left	Even

Determining the target mood

To get the **column** in the Mood Table, take the number of lit indicators minus the number of unlit indicators. If the number is outside the range 3 to -3, add or subtract 7 until it is in range.

To get the **row** in the Mood Table, take the number of batteries and the number of battery holders and see if it matches any of the number pairs shown. The number before the slash is the number of batteries and the number after the slash is the number of battery holders. If none of the number pairs match, use the "?/?" row.

The intersection of the column and the row is the mood you need them to get to. If the intersection is a **blank mood**, take the number of ports. If this number is greater than 3, subtract 4 until it is. Keep moving in the direction specified in the Direction Table until you reach a mood which is not blank.

Determining the invalid moods

If there is **no vowel** in the serial number, the invalid moods are the ones that a Chess bishop could reach if it was placed where the target mood is. If there is a **vowel** in the serial number, the invalid moods are the ones that a Chess knight could reach if it was placed where the target mood is.

Mood movement rules

There are two cells underneath each direction in the Direction Table. To go in a direction, press the **eye** specified by the left cell when the parity of the last digit of the timer is what the right cell specifies.

DEAR END USER,

I KNOW FOR A FACT THE TYPES OF ALIVE INDICATORS CAN BE DIFFICULT TO TELL APART. USING THE NAME ON THE NAMETAG WILL BE MUCH HELP.

INSTEAD, USE THE EMOTICON (THEY'RE NOT █████ EMOJIS, GET WITH THE PROGRAM) WHICH I'VE PLACED NEAR THE STATUS LIGHT (NOTE THIS DOES MEAN YES, I DID MAKE THE STATUS LIGHT BASE ALIVE, WHICH YOU SHOULD BE ABLE TO DEAL WITH) TO TELL THE DIFFERENCE. OH YEAH, YOU MIGHT NEED A TABLE TO HELP YOU OUT SO HERE IT IS.

	A	B	C	D	E	F	G	H
1	8)	:	8(>o	>(8]	D<	B(
2	:)	>)	8{	:o	:(8	>(B
3	:)	;)	D8	:[:{	>	>#	I)
4	;D	8}	DB	:	>]	:	O_O	O.O

IN HINDSIGHT I PROBABLY SHOULD'VE REALIZED THAT THE NAMETAG IS WHAT I USED FOR THE FOLLOWING TABLE, AS IN THE NAMETAGS IN THE MOOD TABLE HAVE THE EMOTICONS INDICATED IN THE TABLE ABOVE.

BEST OF LUCK, DR. F