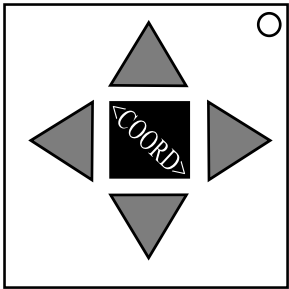


On the Subject of Black Arrows

Remember every twist and turn you take!

If the arrows are not black, you are looking at a different module.

This module contains four black arrows, and a display in the middle. This display shows another arrow. Each time a different module is solved, this arrow changes. There is also a smaller display in the corner, showing the current stage count.



Find your starting location on the grid on the next page. Use the 3rd character of the serial number as the row, and the 6th as the column. Make note of the number on your starting location. At each stage, move in the indicated direction. Make note of every number you "visit."

Add the sum of the alphabetic positions of all letters in the serial number, mod 5, + n to each "visited" number, where n is the current stage number. (Consider the number from your initial position on the grid to be stage 0.) If you obtain a number that is higher than 12, repeatedly subtract 12 until it isn't.

The arrows on the display can go in eight directions, in addition to a single dot, which represents staying in place. If an arrow has two bars rather than one, skip over one square in your movement. If it has three bars, skip over two squares.

When all other non-boss modules have been solved, the display will turn blank, and the module is ready for input. Attempting to interact with the module before this time will incur a strike. Convert every obtained number, including stage 0, to an arrow using the table below, and press those arrows in that order.

1	2	3	4	5	6	7	8	9	10	11	12
Up	Down	Left	Right	Down	Right	Left	Up	Right	Up	Left	Down

	1	2	3	4	5	6	7	8	9	0
1	11	4	9	4	8	6	6	1	10	6
2	9	9	12	10	10	9	9	6	1	10
3	6	9	1	1	11	11	3	5	1	2
4	6	7	1	12	4	1	8	4	5	8
5	8	1	4	5	9	4	9	7	7	3
6	11	6	3	2	8	11	5	7	6	2
7	9	9	10	2	8	9	3	4	2	4
8	5	9	9	3	8	9	5	3	6	5
9	9	4	4	2	11	7	10	9	8	9
10	7	11	8	6	7	10	12	12	1	5