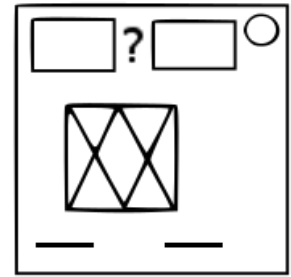


On the Subject of Boolean Wires

Flavor text

- This module contains two displays with letters on them, 8 input wires, a submit wire (green) and a reset wire (red).
- To solve the module cut the wires so the wires you didn't cut form the symbol of a logical operator which makes the statement true (Letter reference on page 2).
- Valid operators are: OR; XOR; AND; NAND; NOT (Operators on page 3).
- You can only use the OR and the NAND operator once per module!
- After 5 correct answers the module will disarm.
- Entering an incorrect or invalid symbol will result in a strike and the module'll reset (And you can use the OR and NAND operators again).



Letter reference

- A "!" on the module means NOT (True becomes false and vice versa.)

Letter	True if...		Letter	True if...
A	there's a vowel in the serial #.		N	there's a duplicate port on the bomb.
B	more than 1 D battery.		O	unlit MSA indicator present.
C	last digit of the serial # is even.		P	lit FRQ indicator present.
D	even number of modules on the bomb.		Q	<u>true</u>
E	there's a Forget Me Not on the bomb.		R	number of modules is divisible by 3.
F	lit BOB indicator present.		S	more modules than starting time in minutes.
G	unlit CAR indicator present.		T	more than 71 modules.
H	no batteries present.		U	solved modules > unsolved modules
I	exactly 1 pair of AA batteries on the bomb.		V	number of solved modules is even.
J	number of modules on the bomb is prime.		W	PS/2 port present.
K	less than half of the bomb's original time left.		X	RCA port present.
L	Parallel port present.		Y	number of lit indicators = number of unlit indicators
M	Serial port present.		Z	no indicators present.

Operator reference

- There are the symbols you can enter. If there are more operators that makes the statement true, either can be used.
- `bt1` refers to byte 1; `bt2` refers to byte 2. (A.K.A. First and second letter)
- In the table if a byte is in "**not()**" that means that byte is false. Otherwise the byte is true.
- **Remainder:** You can only submit OR and NAND once!

Symbol and name	Makes statement true if...
\vee (OR)	<ul style="list-style-type: none"> • <code>bt1 \vee not(bt2)</code> • <code>not(bt1) \vee bt2</code> • <code>bt1 \vee bt2</code>
$\underline{\vee}$ (XOR)	<ul style="list-style-type: none"> • <code>bt1 \vee not(bt2)</code> • <code>not(bt1) \vee bt2</code>
\wedge (AND)	<code>bt1 \wedge bt2</code>
$ $ (NAND)	<ul style="list-style-type: none"> • <code>bt1 \vee not(bt2)</code> • <code>not(bt1) \vee bt2</code> • <code>not(bt1) $$ not(bt2)</code>
\neg (NOT)	<code>not(bt1) \neg not(bt2)</code>

- **Note:** The NOT operator in this module (\neg) is not an actual NOT operator and it doesn't used for telling if both input is false.