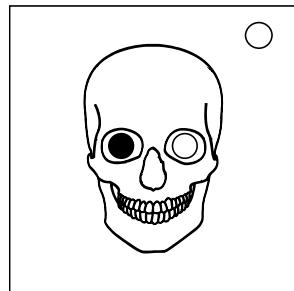


On the Subject of Bad Bones

A skull on a gearstick stares back at you ominously.

This module consists of a metallic skull with one blue and one red eye attached to a gearstick, as well as four sets of bones positioned as Roman numerals.



The skull can be dragged in any direction. Releasing the skull will cause it to return to the center.

To input a value, drag the skull to the relevant set of bones and release it above them. A noise will play corresponding to that set of bones. If no noise plays, the input was not submitted.

A deaf version of this module can be accessed by pressing the red eye **three times**, then the blue eye once. This will move the Good and Bad Bones to the north/south positions and flash the relevant sprite when an input is submitted.

Both eyes can be pressed. The blue eye will submit the current sequence of inputs. The red eye will delete all inputs.

Use the information below to find the correct sequence.

B-B-B-B-B-B-B-Bad

One of the bone groups on the bomb is a **Bad Bone**. Entering a sequence containing a Bad Bone will result in a strike. If your sequence contains a Bad Bone, it should be replaced with the corresponding **Good Bone** after every other rule has been followed.

Finding The Bad Bone

When releasing the skull over the bones, two bones will play the same note. These are the Good and Bad Bones.

If the blue eye is on the left, the lower-value bone is the Bad Bone. Otherwise, the higher-value bone is the Bad Bone.

The other bone out of the pair is the Good Bone.

Sequence Length

Add up the numbers (ignore letters) in your serial number. This is the length of your sequence. If this value is 0, instead use the number of solved modules on the bomb as your sequence length, plus 1.

Determining the Sequence

Move down the table, stopping at the **first** condition that matches. Follow the first priority rule for this condition.

Repeat the process, **ignoring** any conditions that have been fulfilled before (excluding 'Otherwise'), following the next priority rule for each condition.

In cases of conflict, earlier priority rules override those with later priority unless explicitly stated otherwise, and are followed first.

Follow 'future' rules after all other rules but before Sequence Modifiers.

	Priority			
Condition	First	Second	Third	Fourth
Multiple Bad Bones modules on the bomb	Every 3rd digit is a 3	Every 4th digit is a 1	Replace every 2 so far with a 4	Every remaining digit is a 4
The Bad Bone is a 4	Sequence begins and ends with 4	Every 2nd digit is a 2	Replace the 3rd digit with a 1	Every remaining digit is a 2
Serial number contains a vowel	Replace each future 2 with a 3	Every 2nd digit is a 3	Every prime (excluding 1) digit is a 1	Every remaining digit is a 3
The Good Bone value exceeds the number of port plates	Repeat "3124" until end of sequence	Every odd digit is a 1	Every 4th digit is a 2	Every remaining digit is the value of the Good Bone
Sequence contains a 2	Every 3rd digit is a 4	Replace each future 3 with a 4	Replace the final digit with a 1	Every remaining digit is a 4
Sequence does not contain a 1	Every 2nd digit is a 4	Replace every 3 so far with a 4	Replace the first 4 digits with a 2	Every remaining digit is a 1
Otherwise	Every 4th digit is a 4	Every 3rd digit is a 3	Every 2nd digit is a 2	Every remaining digit is a 1

Sequence Modifiers

Sometimes the bones just don't feel bad enough. Lucky for you, we can polish it up. Apply **every** modifier where the requirements are met from top to bottom.

Requirements	Section Affected	Action Taken
— No ports present	Good and Bad Bone digits	Count how many of these there are. Add the values of the Good and Bad Bones. If this exceeds the sequence length, reverse the entire sequence.
— More letters than numbers in serial number	Every Position that is a power of two (1,2,4,8,16...)	Replace every 1 with a 4, every 2 with a 3, every 3 with a 2, and every 4 with a 1.
— More than 2 batteries	Position 1-4	Add 2 to each digit, modulo 5. Any 0s should be replaced with the value of the Good Bone.
— Bad Bone is even	Position 3-8	Reverse the order of these digits.
— Sequence Length is greater than 10	Position 8-10	Replace these digits with 214.
— In clockwise order, starting from north, bones are ordered 1, 2, 3, 4 — Sequence Length 5	Entire Sequence	Play the first five notes of the Bad to the Bone riff (low, low, high, low, middle).
— BOB indicator present — Sequence Length 3	Entire Sequence	Disregard the entire sequence. Instead, submit a sequence of the lowest note, the middle note, then the highest note. Pat yourself on the back for figuring out what you've just played.