



On the Subject of Main Page

homestarrunner.net: "It's dot com!"

On this module will appear a Homestar Runner main page. However, Homestar, the background and the button effects will come from various different main pages (see appendix FHQWHG4D5 for reference and description).

In the top right corner, there will be a bubble cycling through 3 messages and changing color.

POSSIBLE FIRST MESSAGES				
play a game				
new strong bad email				
new toon soon				
more biz cas fri				
short shorts!				

One of the bubbles will have one of these messages. Consider that bubble the first of the cycle. Take the color of each bubble as the column of the below table, and the menu number of the background as the row to get three menu buttons.

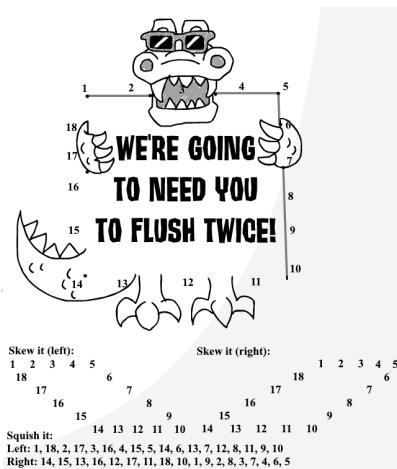
#	Code	B	R	G	Y	#	Code	B	R	G	Y	#	Code	B	R	G	Y
1	SPC	T	C	G	D	10	OLD	G	E	D	C	19	SHW	G	D	C	S
2	ALP	D	S	C	T	11	NVA	E	C	S	T	20	STR	D	S	E	G
3	MBD	G	E	D	T	12	JLY	C	G	D	S	21	ASP	C	E	T	D
4	BWL	E	G	S	C	13	QBT	E	D	C	T	22	VRS	C	T	S	G
5	SSC	C	E	T	S	14	WSH	T	E	G	D	23	ZYX	S	T	E	D
6	ANG	D	T	S	G	15	FLS	C	S	T	G	24	BLR	D	E	G	C
7	IOO	G	E	C	S	16	SNW	D	G	E	S	25	BCF	T	C	E	S
8	SKY	S	D	T	E	17	IUP	G	E	S	T	26	XRX	G	D	T	E
9	ART	C	G	E	D	18	EHS	S	T	C	D	27	TRG	S	T	G	C

The letters represent Toons, Games, Characters, Downloads, Store, and E-mail. Take the buttons in the order of the bubble's colors, and convert their effects' menu numbers to their alphanumeric positions (1=A, 2=B, etc.; An effect from menu 27 is not used).

Decryption

If the serial number contains three unique letters, remove duplicates and numbers and arrange them in alphabetical order. The changes made in position in the serial number from original to alphabetical order should be replicated in the module's three-letter sequence. **If this condition is not met, skip this step.**

Take the effects of the 3 buttons not in the table from top to bottom, find their menus' codes, and create an 18-letter string. The first button's letters are 1, 2, and 3, the second button's letters are 4, 5, and 6, and the third button's letters are 7, 8, and 9. Take the codes of the background (10, 11, and 12) and Homestar (13, 14, and 15), then convert the number of letters in each bubble message to their alphanumeric positions (16, 17, and 18), and concatenate them all to the string. From there, arrange them in a rectangle as shown in the picture.



Skew it (left if green or yellow is not in the sequence, right if both are), squish it as demonstrated in the photo, and turn it all around: reverse the entire string if Homestar does not have the default voice lines. If he does, turn it all around in pairs; swap the 1st letter with the 17th, the second with the 18th, the 3rd with the 15th, the 4th with the 16th, etc. to rearrange the letters. After doing so, go through each letter in the string. If the letter has occurred previously, replace it with the next letter in the alphabet. Replace it more than once and/or loop around if necessary to ensure each letter is unique.

Insert this code in reading order into a 13x2 grid, with the remaining 8 letters in alphabetical order occupying the last 8 spots. From here, find the three letters of the message and replace them with the letters below or above them.

Finally, shift them forwards in the alphabet via a Caesar cipher using the number of Homestar's menu of origin.

The resulting string should match up with one of the 27 three-letter codes in the above table. Press the numbered button along the bottom that corresponds to this code to solve the module. A strike will not regenerate the module's elements. Upon solving, the effects will no longer play.

Example:

Note to self: replace with actual generated example once module development is complete

- Colors: Blue, Red, Yellow
- Messages: "new toon soon", "latest merch", "biz cas fri"
- Background: 14
- Homestar: 8
- Toons: 13
- Games: 5
- Characters: 7
- Downloads: 24
- Store: 18
- E-mail: 12
- Initial encrypted message uses Toons, Email, and Downloads: MLX
- Serial number: AR5AL7
- Letters: ARL
- Serial number rearrangement: ALR (second and third letter swapped)
- Message rearrangement: MXL
- Initial sequence of 18: QBTSSC1OOWSHSKYKKI
- Skew left, green is not present
- Squish: QIBKTKSYSKCSIHOSOW
- Turn all around: Homestar has default voice lines, swap pairs
- OWOSIHCSSKSYTKBKQI
- Replace letters: OWPSIHCTUKVYXLBMQJ

O	W	P	S	I	H	C	T	U	K	V	Y	X
L	B	M	Q	J	A	D	E	F	G	N	R	Z

- After translation: PZO
- Shift forwards by 8: HRG
- Answer: Menu #

Appendix FHQWHG4D5: Main Page Reference

1.



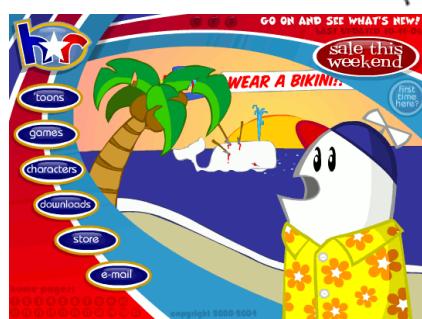
BG: The Moon
HS: Orange Spacesuit

2.



BG: The Alps
HS: Green Overalls

3.



BG: A beach
HS: Yellow Shirt w/
Flowers

4.



BG: Bowling alley
HS: Red Polo Shirt

5.



BG: Waffle House
HS: Waffle House
Uniform

6.



BG: Heaven
HS: White Robe and Yellow
Halo

7.



BG: Graveyard
HS: Pink, brains
visible

8.



BG: Falling through the
sky
HS: Upside Down

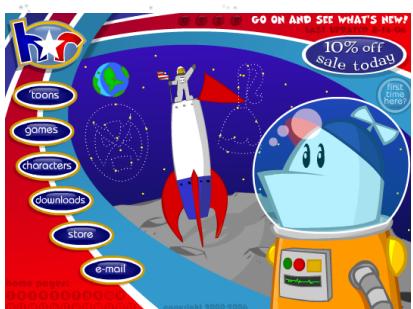
9.



BG: Notebook sketch
HS: Drawn outline

Appendix FHQWHG4D5: Main Page Reference (continued)

10.



BG:

HS:

11.



BG:

HS:

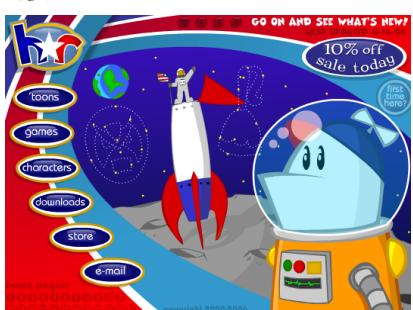
12.



BG:

HS:

13.



BG:

HS:

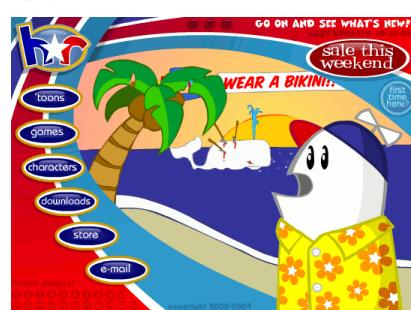
14.



BG:

HS:

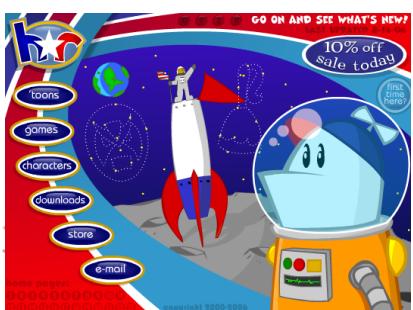
15.



BG:

HS:

16.



BG:

HS:

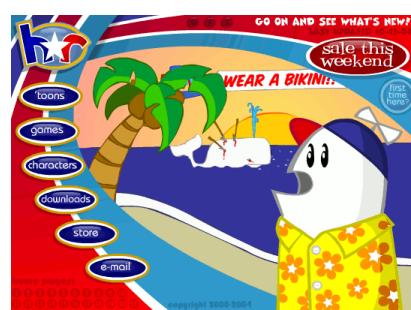
17.



BG:

HS:

18.



BG:

HS:

Appendix FHQWHG4D5: Main Page Reference (continued)**19.**

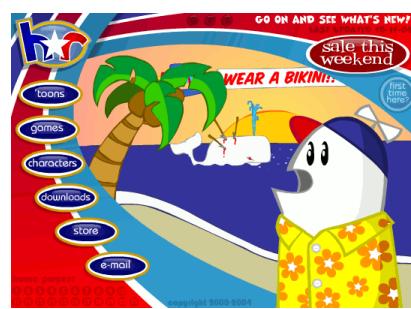
BG:

HS:

20.

BG:

HS:

21.

BG:

HS:

22.

BG:

HS:

23.

BG:

HS:

24.

BG:

HS:

25.

BG:

HS:

26.

BG:

HS:

27.

BG:

HS:

Notes to self:

Add GIFs of button effects for appendix as well

Encrypting:

- Randomly choose number from 1-27 for answer, BG, HS, and 3 colors
- Get 3-letter code from answer
- Caesar cipher it *backwards* w/ Homestar's number
- Randomly generate effects for 3 buttons not chosen by BG and colors
- Follow same procedure as expert to make key for 2x13 table
- Use table in same way as expert to encrypt
- Check for 3 unique SN letters, and if needed, do inverse of procedure
(rearrange encryption to match changes from alphabetized to original order)
- Determine buttons to assign effects to w/ same procedure as expert
- Convert letter to number and assign to 3 buttons, ensuring BG/color pattern is followed

Ruleseed support:

- Possible first messages not entirely random, one chosen randomly from each of rows below this list
- For button table:
 - Each letter should occur 6 times within the range 1-9, 6 times within 10-18, and 6 times within 19-27
 - Also at least once in each column within each range
 - Have alternate codes available for each menu (i.e. for 6: HVN, CLD, HRP) rather than randomly generating letters
- Change conditions for skew left/right and transformation, also change transformation type (i.e. swap halves, swap within pairs)
- Maybe use HS number as the table row and BG number as Caesar cipher for some seeds

play a game / latest toon / latest merch

new strong bad email / new sbemail a-comin' / email soon

new toon soon / new cartoon! / hey, a new toon!!

more biz cas fri / biz cas fri / new biz cas fri!

short shorts! / new short shortly / new short!

Twitch Plays:

- Help message: "!{0} cycle to view all effects, !# t/g/c/d/s/e to view specific buttons' effects (can be stringed together with no spaces), and !{0} (number) to press a number button. !{0} unwiden to hover over the button with menu effect 22 repeatedly until it returns to its normal width."
 - Menu effect 22 is the button slightly widening.

Souvenir support:

- "What menu was the background/Homestar from?"
- "What menu was the 'Toons/Games/Characters/Downloads/Store/E-mail button's effect from?"
- Answers written as: "1. The Moon", "16. Wintertime", "23. Rear-view", etc.

The module itself:

- The problem with it being a cipher is that all the work would eventually culminate to just one number from 1-27
- Can't really be a boss module since there's so much information to take in each time
 - Or maybe... Just the numbers of the effects, background, Homestar should be taken in to produce a new number