On the Subject of Presidential Elections

Your flavor text should go here.

- The six characters of the serial number have cast their votes for the four presidential candidates on the module, represented by the color and symbol of their political party.
  - You can hover over the buttons to see their respective candidates' names.
- To solve the module, press the buttons in the order of the election results, from first to last place.
  - **If there are any ties, press the tied candidates in any order.**
- The voting system for this election varies from bomb to bomb. Each system has a value associated with it; use the chart below to find the winning value, then use the voting system associated with the winning value for this module.

Finding the Proper Voting System

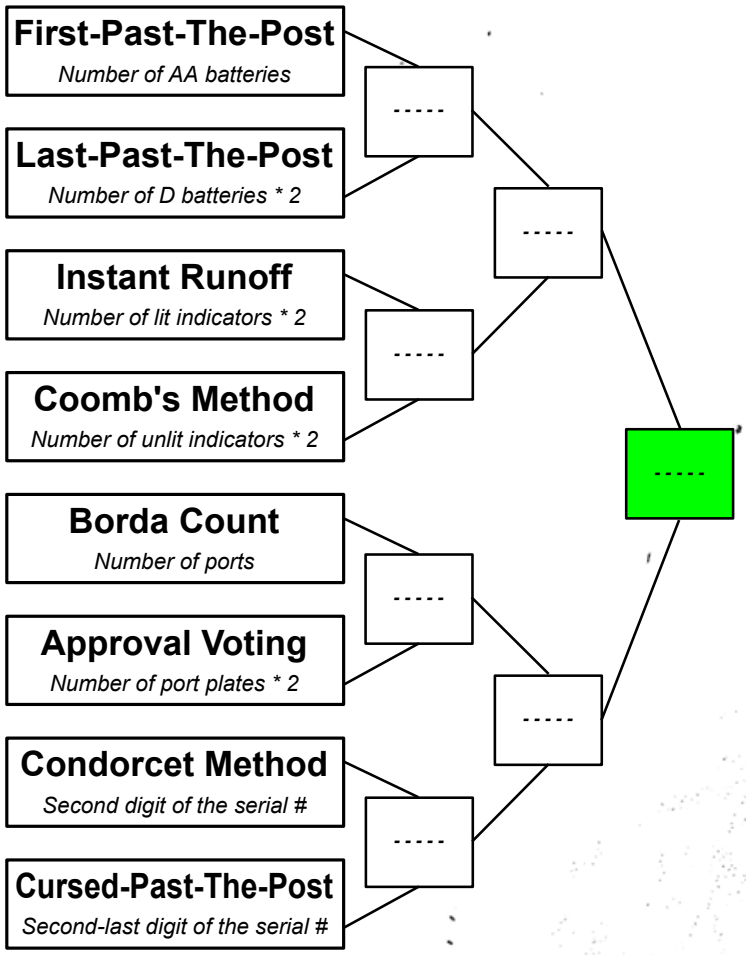
Arrange an eight-person tournament bracket. Use the italicized values to determine which voting system moves on.

In the first round, the greatest number moves on.

In the second round, the lowest number moves on.

In the third round, modulo the two numbers by 100 and convert them to word form. The first number in alphabetical order moves on.

In the case of a tie, the highest position on the left moves on.



The voting system that makes it to the end is the voting system you use. These voting systems are explained in Appendix V073. In order to calculate which candidate got what result, you need to figure out what each serial number character voted for.

Finding the Votes

A vote consists of an ordered list of the four candidates. Each character has a different way of ordering the candidates in their vote; if there is a character that uses a row that was already used, move down one row in the table until you reach a row that has not been used yet (if you go past the bottom of the table, loop back to the top).

If you have any ties, use the row above to settle all the ties. Continue moving up a row and using that rule until there are no ties.

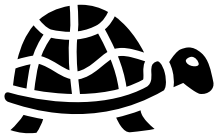
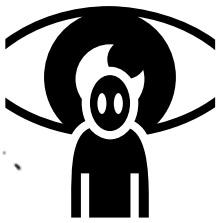
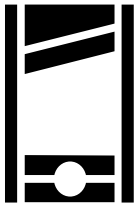
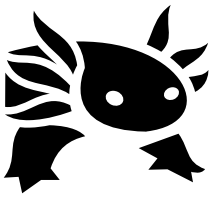
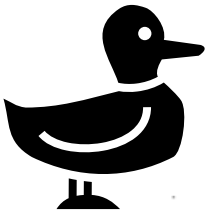
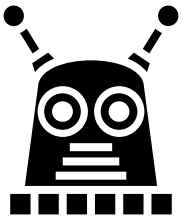
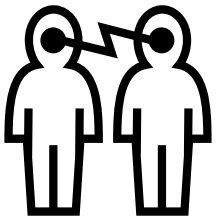
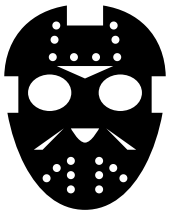
Char.		For this character's vote, sort the candidates...
Ø	I	... in alphabetical order by their color names.
1	J	... by the length of their color names (ascending).
2	K	... in reading order based on the color name table.
3	L	... clockwise, starting with the top-right.
4	M	... in alphabetical order by their reversed color names.
5	N	... clockwise, starting from the bottom-left.
6	O	... by the number next to their party names (ascending).
7	P	... in reading order based on the party name table.
8	Q	... in alphabetical order by their names.
9	R	... by the number next to their color names (ascending).
A	S	... by the length of their party names (ascending).
B	T	... clockwise, starting from the bottom-right.
C	U	... in alphabetical order by their party names.
D	V	... by the Scrabble score of their names (ascending).
E	W	... in alphabetical order by their reversed names.
F	X	... by the length of their names (ascending).
G	Y	... clockwise, starting from the top-left.
H	Z	... the same way the last character voted.*

** If this is the first character, sort in reading order based on the module.*

Color Names**		
Red (12)	Green (5)	Blue (13)
Yellow (3)	Magenta (7)	Cyan (4)
Orange (8)	Purple (10)	Brown (14)
Crimson (15)	Forest (2)	Navy (6)
Black (1)	Gray (9)	White (11)

Scrabble Scores		1	AEILNORSTU
2	DG	3	BCMP
4	FHVWY	5	K
8	JX	10	QZ

*** To help you identify colors, the color of the symbol on the module will match the color of the text on this table.*

Party Names			
 **Slowpoke** Party (7)	 **Mischief** Party (15)	 **Conspiracy** Party (4)	 **Trivia Murder** Party (2)
 **Unkillable** Party (9)	 **Experimental** Party (8)	 **Quack Quack** Quack (12)	 **Birthday** Party (13)
 **Carcinization** Party (6)	 **Vine Boom** Party (11)	 **Android** Party (3)	 **Toxicity** Party (16)
 **Slacker** Party (1)	 **Vote For This** Party (5)	 **Aaaaaaaah** Party (14)	 **Love** Party (10)

Appendix V073: Voting Systems

An overview of the eight different voting systems used in this module.

First-Past-The-Post:

For each vote, look at the **first** listed candidate. Add 1 to that candidate's score. The candidate(s) with the **highest** score is 1st, the candidate(s) with the second-highest is 2nd, etc.

Last-Past-The-Post:

For each vote, look at the **last** listed candidate. Add 1 to that candidate's score. The candidate(s) with the **lowest** score is 1st, the candidate(s) with the second-lowest is 2nd, etc.

Instant Runoff:

For each vote, look at the **first** listed candidate. Add 1 to that candidate's score.

1. The candidate with the **lowest** score is "eliminated" and gets last place. If there are multiple such candidates, use the last one in reading order.
2. Their score is redistributed to the other candidates. For each vote that contributed to their score, find the **first** non-eliminated candidate listed on that vote and give the point to them.
3. Repeat these steps until three of the candidates are eliminated. The remaining candidate places 1st.

Coomb's Method:

For each vote, look at the **last** listed candidate. Add 1 to that candidate's score.

1. The candidate with the **lowest** score is "eliminated" and gets last place. If there are multiple such candidates, use the last one in reading order.
2. Their score is redistributed to the other candidates. For each vote that contributed to their score, find the **last** non-eliminated candidate listed on that vote and give the point to them.
3. Repeat these steps until three of the candidates are eliminated. The remaining candidate places 1st.

Borda Count:

For each vote, add 4 to the score of the first listed candidate, add 3 to the score of the second listed candidate, add 2 to the score of the third listed candidate, and add 1 to the score of the last listed candidate. The candidate(s) with the highest score is 1st, the candidate(s) with the second-highest is 2nd, etc.

Approval Voting:

For each vote, look at the **first** N listed candidates. For the 1st and 4th characters of the serial number, N is 1. For the 2nd and 5th, N is 2. For the 3rd and 6th, N is 3. Add 1 to those listed candidates' scores. The candidate(s) with the **highest** score is 1st, the candidate(s) with the second-highest is 2nd, etc.

Condorcet Method:

Make a table like so, where the rows represent the winner of a match-up and the columns represent the loser of a match-up:

	A	B	C	D
A	-	0	0	0
B	0	-	0	0
C	0	0	-	0
D	0	0	0	-

In each vote, add 1 to the winning match-ups in the table. For example, in the vote ABCD, A beats candidates B, C and D so you would add to every cell in row A. B beats candidates C and D, so you would add to (row B, col C) and (row B, col D), etc.

The candidate whose row only has numbers greater than 3 wins. Sort the remaining candidates by the greatest number in their rows. If none of the rows consist of only numbers greater than 3, simply sort the candidates by the greatest number in their rows.

Cursed-Past-The-Post

For each vote, look at the **first** listed candidate. Add 1 to that candidate's score.

For each vote, look at the **last** listed candidate. Subtract 1 from that candidate's score.

The candidate(s) with the **highest** score is 1st, the candidate(s) with the second-highest is 2nd, etc.