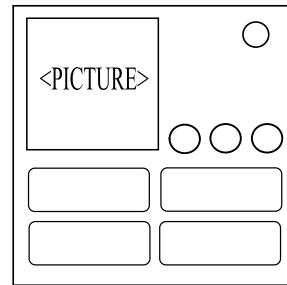


## On the Subject of Module Movements

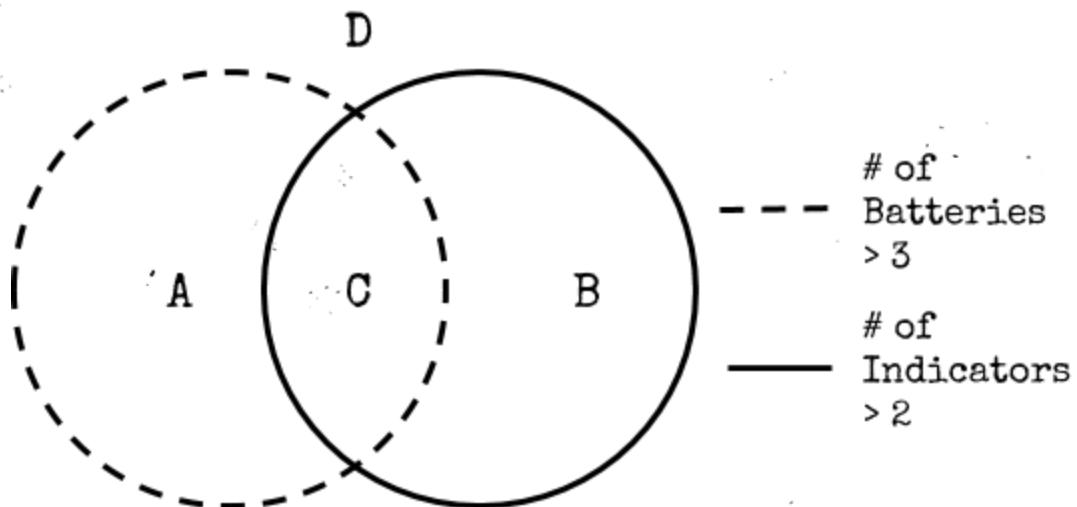
*Don't twitch while solving this, one wrong movement and you may play yourself.*

This module consists of four possible movements that the defuser can use, whilst trying to escape from the pursuit of a hungry KTANE mod. The mod trying to capture and eat you is pictured in the top left-hand corner of the module. Hungry modules have selective perception, and thus will only notice you if you perform a forbidden movement. To correctly solve this module, the defuser will have to navigate through three successful stages in which any forbidden movement will cause the module to strike and reset. A list of possible captors, and their corresponding forbidden movements, are given in Tables A, B, C, and D below.



If the bomb has an even number of ports, the forbidden movements in the correct table become permissible movements, and any other movement becomes forbidden.

Additionally, the correct movement required to successfully evade your captor will vary based on the number of batteries and indicators present on the bomb. Use the venn diagram below to determine which table to use.



**Table A:**

Module Name	Forbidden Movements
<b>3D Tunnels</b>	Cartwheel, Kneel, Dive, Prone, Flinch, Quiver, Sprint, Crouch, Somersault, Slide
<b>Alchemy</b>	Slide, Walk, Twitch, Flinch, Jump, Prone, Crouch, Cartwheel, Tremble, Duck
<b>Braille</b>	Flinch, Twitch, Skip, Quiver, Jump, Crouch, Prone, Duck, Somersault, Walk
<b>Button Sequences</b>	Crouch, Kneel, Tremble, Slide, Hop, Sprint, Prone, Cartwheel, Flinch, Skip
<b>Chord Qualities</b>	Run, Somersault, Skip, Shiver, Tremble, Fall, Prone, Sprint, Jump, Hop
<b>Crackbox</b>	Sprint, Prone, Dive, Hop, Run, Quiver, Somersault, Fall, Shiver, Jump
<b>Functions</b>	Hop, Flinch, Somersault, Cartwheel, Tremble, Crouch, Skip, Walk, Duck, Shiver
<b>Hunting</b>	Tremble, Dive, Prone, Walk, Fall, Run, Kneel, Somersault, Jump, Quiver
<b>Kudosudoku</b>	Prone, Flinch, Duck, Crouch, Shiver, Twitch, Sprint, Tremble, Walk, Quiver
<b>Logic Gates</b>	Tremble, Crouch, Sprint, Twitch, Quiver, Hop, Walk, Flinch, Fall, Prone
<b>Morse-A-Maze</b>	Twitch, Tremble, Cartwheel, Shiver, Flinch, Somersault, Run, Slide, Sprint, Hop
<b>Pattern Cube</b>	Kneel, Prone, Skip, Duck, Run, Quiver, Walk, Sprint, Hop, Tremble
<b>Planets</b>	Shiver, Tremble, Somersault, Slide, Twitch, Skip, Crouch, Flinch, Prone, Duck
<b>Quintuples</b>	Dive, Prone, Quiver, Cartwheel, Crouch, Hop, Tremble, Sprint, Flinch, Duck
<b>Schlag den Bomb</b>	Jump, Dive, Run, Sprint, Twitch, Hop, Somersault, Fall, Tremble, Prone
<b>Shapes and Bombs</b>	Hop, Fall, Kneel, Walk, Tremble, Quiver, Cartwheel, Jump, Dive, Sprint
<b>Simon Samples</b>	Run, Duck, Sprint, Quiver, Shiver, Jump, Crouch, Somersault, Walk, Dive
<b>Simon States</b>	Shiver, Crouch, Slide, Prone, Sprint, Quiver, Jump, Cartwheel, Duck, Walk
<b>Symbol Cycle</b>	Jump, Run, Walk, Quiver, Fall, Somersault, Hop, Duck, Skip, Shiver
<b>Turtle Robot</b>	Shiver, Jump, Walk, Dive, Tremble, Flinch, Slide, Crouch, Hop, Kneel
<b>Wavetapping</b>	Hop, Jump, Somersault, Twitch, Crouch, Cartwheel, Quiver, Prone, Run, Duck
<b>The Wire</b>	Fall, Hop, Kneel, Jump, Shiver, Prone, Quiver, Dive, Duck, Tremble
<b>Yahtzee</b>	Walk, Crouch, Sprint, Flinch, Kneel, Skip, Prone, Quiver, Dive, Jump

**Table B:**

Module Name	Forbidden Movements
<b>3D Tunnels</b>	Flinch, Twitch, Skip, Quiver, Jump, Crouch, Prone, Duck, Somersault, Walk
<b>Alchemy</b>	Hop, Flinch, Somersault, Cartwheel, Tremble, Crouch, Skip, Walk, Duck, Shiver
<b>Braille</b>	Run, Duck, Sprint, Quiver, Shiver, Jump, Crouch, Somersault, Walk, Dive
<b>Button Sequences</b>	Walk, Crouch, Sprint, Flinch, Kneel, Skip, Prone, Quiver, Dive, Jump
<b>Chord Qualities</b>	Hop, Fall, Kneel, Walk, Tremble, Quiver, Cartwheel, Jump, Dive, Sprint
<b>Crackbox</b>	Crouch, Kneel, Tremble, Slide, Hop, Sprint, Prone, Cartwheel, Flinch, Ski
<b>Functions</b>	Hop, Jump, Somersault, Twitch, Crouch, Cartwheel, Quiver, Prone, Run, Duck
<b>Hunting</b>	Jump, Run, Walk, Quiver, Fall, Somersault, Hop, Duck, Skip, Shiver
<b>Kudosudoku</b>	Sprint, Prone, Dive, Hop, Run, Quiver, Somersault, Fall, Shiver, Jump
<b>Logic Gates</b>	Fall, Hop, Kneel, Jump, Shiver, Prone, Quiver, Dive, Duck, Tremble
<b>Morse-A-Maze</b>	Tremble, Dive, Prone, Walk, Fall, Run, Kneel, Somersault, Jump, Quiver
<b>Pattern Cube</b>	Tremble, Crouch, Sprint, Twitch, Quiver, Hop, Walk, Flinch, Fall, Prone
<b>Planets</b>	Shiver, Crouch, Slide, Prone, Sprint, Quiver, Jump, Cartwheel, Duck, Walk
<b>Quintuples</b>	Shiver, Jump, Walk, Dive, Tremble, Flinch, Slide, Crouch, Hop, Kneel
<b>Schlag den Bomb</b>	Cartwheel, Kneel, Dive, Prone, Flinch, Quiver, Sprint, Crouch, Somersault, Slide
<b>Shapes and Bombs</b>	Jump, Dive, Run, Sprint, Twitch, Hop, Somersault, Fall, Tremble, Prone
<b>Simon Samples</b>	Twitch, Tremble, Cartwheel, Shiver, Flinch, Somersault, Run, Slide, Sprint, Hop
<b>Simon States</b>	Dive, Prone, Quiver, Cartwheel, Crouch, Hop, Tremble, Sprint, Flinch, Duck
<b>Symbol Cycle</b>	Run, Somersault, Skip, Shiver, Tremble, Fall, Prone, Sprint, Jump, Hop
<b>Turtle Robot</b>	Shiver, Tremble, Somersault, Slide, Twitch, Skip, Crouch, Flinch, Prone, Duck
<b>Wavetapping</b>	Kneel, Prone, Skip, Duck, Run, Quiver, Walk, Sprint, Hop, Tremble
<b>The Wire</b>	Slide, Walk, Twitch, Flinch, Jump, Prone, Crouch, Cartwheel, Tremble, Duck
<b>Yahtzee</b>	Prone, Flinch, Duck, Crouch, Shiver, Twitch, Sprint, Tremble, Walk, Quiver

**Table C:**

Module Name	Forbidden Movements
<b>3D Tunnels</b>	Run, Somersault, Skip, Shiver, Tremble, Fall, Prone, Sprint, Jump, Hop
<b>Alchemy</b>	Fall, Hop, Kneel, Jump, Shiver, Prone, Quiver, Dive, Duck, Tremble
<b>Braille</b>	Shiver, Tremble, Somersault, Slide, Twitch, Skip, Crouch, Flinch, Prone, Duck
<b>Button Sequences</b>	Tremble, Dive, Prone, Walk, Fall, Run, Kneel, Somersault, Jump, Quiver
<b>Chord Qualities</b>	Sprint, Prone, Dive, Hop, Run, Quiver, Somersault, Fall, Shiver, Jump
<b>Crackbox</b>	Cartwheel, Kneel, Dive, Prone, Flinch, Quiver, Sprint, Crouch, Somersault, Slide
<b>Functions</b>	Hop, Fall, Kneel, Walk, Tremble, Quiver, Cartwheel, Jump, Dive, Sprint
<b>Hunting</b>	Prone, Flinch, Duck, Crouch, Shiver, Twitch, Sprint, Tremble, Walk, Quiver
<b>Kudosudoku</b>	Flinch, Twitch, Skip, Quiver, Jump, Crouch, Prone, Duck, Somersault, Walk
<b>Logic Gates</b>	Shiver, Crouch, Slide, Prone, Sprint, Quiver, Jump, Cartwheel, Duck, Walk
<b>Morse-A-Maze</b>	Twitch, Tremble, Cartwheel, Shiver, Flinch, Somersault, Run, Slide, Sprint, Hop
<b>Pattern Cube</b>	Run, Duck, Sprint, Quiver, Shiver, Jump, Crouch, Somersault, Walk, Dive
<b>Planets</b>	Slide, Walk, Twitch, Flinch, Jump, Prone, Crouch, Cartwheel, Tremble, Duck
<b>Quintuples</b>	Walk, Crouch, Sprint, Flinch, Kneel, Skip, Prone, Quiver, Dive, Jump
<b>Schlag den Bomb</b>	Tremble, Crouch, Sprint, Twitch, Quiver, Hop, Walk, Flinch, Fall, Prone
<b>Shapes and Bombs</b>	Dive, Prone, Quiver, Cartwheel, Crouch, Hop, Tremble, Sprint, Flinch, Duck
<b>Simon Samples</b>	Hop, Flinch, Somersault, Cartwheel, Tremble, Crouch, Skip, Walk, Duck, Shiver
<b>Simon States</b>	Jump, Run, Walk, Quiver, Fall, Somersault, Hop, Duck, Skip, Shiver
<b>Symbol Cycle</b>	Kneel, Prone, Skip, Duck, Run, Quiver, Walk, Sprint, Hop, Tremble
<b>Turtle Robot</b>	Crouch, Kneel, Tremble, Slide, Hop, Sprint, Prone, Cartwheel, Flinch, Skip
<b>Wavetapping</b>	Shiver, Jump, Walk, Dive, Tremble, Flinch, Slide, Crouch, Hop, Kneel
<b>The Wire</b>	Jump, Dive, Run, Sprint, Twitch, Hop, Somersault, Fall, Tremble, Prone
<b>Yahtzee</b>	Hop, Jump, Somersault, Twitch, Crouch, Cartwheel, Quiver, Prone, Run, Duck

**Table D:**

Module Name	Forbidden Movements
<b>3D Tunnels</b>	Hop, Fall, Kneel, Walk, Tremble, Quiver, Cartwheel, Jump, Dive, Sprint
<b>Alchemy</b>	Tremble, Crouch, Sprint, Twitch, Quiver, Hop, Walk, Flinch, Fall, Prone
<b>Braille</b>	Sprint, Prone, Dive, Hop, Run, Quiver, Somersault, Fall, Shiver, Jump
<b>Button Sequences</b>	Hop, Flinch, Somersault, Cartwheel, Tremble, Crouch, Skip, Walk, Duck, Shiver
<b>Chord Qualities</b>	Run, Duck, Sprint, Quiver, Shiver, Jump, Crouch, Somersault, Walk, Dive
<b>Crackbox</b>	Shiver, Jump, Walk, Dive, Tremble, Flinch, Slide, Crouch, Hop, Kneel
<b>Functions</b>	Slide, Walk, Twitch, Flinch, Jump, Prone, Crouch, Cartwheel, Tremble, Duck
<b>Hunting</b>	Jump, Run, Walk, Quiver, Fall, Somersault, Hop, Duck, Skip, Shiver
<b>Kudosudoku</b>	Hop, Jump, Somersault, Twitch, Crouch, Cartwheel, Quiver, Prone, Run, Duck
<b>Logic Gates</b>	Fall, Hop, Kneel, Jump, Shiver, Prone, Quiver, Dive, Duck, Tremble
<b>Morse-A-Maze</b>	Jump, Dive, Run, Sprint, Twitch, Hop, Somersault, Fall, Tremble, Prone
<b>Pattern Cube</b>	Kneel, Prone, Skip, Duck, Run, Quiver, Walk, Sprint, Hop, Tremble
<b>Planets</b>	Crouch, Kneel, Tremble, Slide, Hop, Sprint, Prone, Cartwheel, Flinch, Skip
<b>Quintuples</b>	Shiver, Tremble, Somersault, Slide, Twitch, Skip, Crouch, Flinch, Prone, Duck
<b>Schlag den Bomb</b>	Dive, Prone, Quiver, Cartwheel, Crouch, Hop, Tremble, Sprint, Flinch, Duck
<b>Shapes and Bombs</b>	Cartwheel, Kneel, Dive, Prone, Flinch, Quiver, Sprint, Crouch, Somersault, Slide
<b>Simon Samples</b>	Shiver, Crouch, Slide, Prone, Sprint, Quiver, Jump, Cartwheel, Duck, Walk
<b>Simon States</b>	Twitch, Tremble, Cartwheel, Shiver, Flinch, Somersault, Run, Slide, Sprint, Hop
<b>Symbol Cycle</b>	Run, Somersault, Skip, Shiver, Tremble, Fall, Prone, Sprint, Jump, Hop
<b>Turtle Robot</b>	Flinch, Twitch, Skip, Quiver, Jump, Crouch, Prone, Duck, Somersault, Walk
<b>Wavetapping</b>	Walk, Crouch, Sprint, Flinch, Kneel, Skip, Prone, Quiver, Dive, Jump
<b>The Wire</b>	Prone, Flinch, Duck, Crouch, Shiver, Twitch, Sprint, Tremble, Walk, Quiver
<b>Yahtzee</b>	Tremble, Dive, Prone, Walk, Fall, Run, Kneel, Somersault, Jump, Quiver