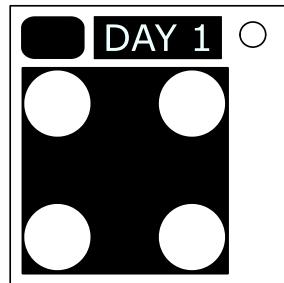


## On the Subject of Creation

*Let there be life!*

- Combine elements to create a new lifeform!
- The module contains a display featuring multiple elements, a segment explaining the day #, and a segment explaining the weather.
- As you create new elements, new icons will appear.
- Be careful, though, as change in weather can affect the elements you are combining, and may require another element to negate it!
- Combining a wrong pair of elements will result in a strike and the module will reset.



Using the chart below, determine the starting element based on the weather pattern of Day 1:

Weather	Element
Rain	Water
Wind	Air
Heat Wave	Fire
Meteor Shower	Earth

Based on the starting element's position on the display, look up the correct permutation number in the following table:

	Upper-Left	Upper-Right	Bottom-Left	Bottom-Right
Water	[2]	[1]	[4]	[3]
Air	[1]	[2]	[3]	[4]
Earth	[4]	[3]	[1]	[2]
Fire	[3]	[4]	[2]	[1]
Clear weather has a permutation of [0]				

Use this number to determine which lifeform to create.

**Bomb has 3 or more battery holders:**

If any lit indicators are present, AND all batteries are Double A, the lifeform will be:

- [0] Bird | [1] Dinosaur | [2] Turtle | [3] Lizard | [4] Worm

Otherwise, if any lit indicators are present, the lifeform will be:

- [0] Dinosaur | [1] Turtle | [2] Lizard | [3] Worm | [4] Bird

Otherwise, if any unlit indicators are present, AND all batteries are D cell, the lifeform will be:

- [0] Turtle | [1] Lizard | [2] Worm | [3] Bird | [4] Dinosaur

Otherwise, if any unlit indicators are present, the lifeform will be:

- [0] Lizard | [1] Worm | [2] Bird | [3] Dinosaur | [4] Turtle

Otherwise, the lifeform will be:

- [0] Worm | [1] Bird | [2] Dinosaur | [3] Turtle | [4] Lizard

**Bomb has 2 or less battery holders:**

If there are more port plates than battery holders:

- [0] [4] Ghost | [1] Plankton | [2] Seed | [3] Mushroom

Otherwise, if there are any duplicate ports:

- [0] [4] Plankton | [1] Seeds | [2] Mushroom | [3] Ghost

Otherwise, if there are more unlit Indicators than lit Indicators:

- [0] [4] Seeds | [1] Mushroom | [2] Ghost | [3] Plankton

Otherwise, the lifeform will be:

- [0] [4] Mushroom | [1] Ghost | [2] Plankton | [3] Seeds

**Weather Rules:**

Check the forecast in the top-left corner of the module, next to "Day #"

If it's raining, all "Water" must be substituted by "Fire."



If it's windy, all "Air" must be substituted by "Earth."



If there's a heat wave, all "Fire" must be substituted by "Water."



If there is a meteor shower, all "Earth" must be substituted by "Air."



If the weather is clear, then no substitutions are required. Enjoy the sunshine!



GEN. 1	Earth	Air	Fire	Water
Earth		Dust	Lava	Swamp
Air	Dust		Energy	Steam
Fire	Lava	Energy		Alcohol
Water	Swamp	Steam	Alcohol	

GEN. 2	Fire	Dust	Swamp	Energy	Lava	Water
Fire		Ash	Tar	Plasma		Gen. 1
Dust	Ash		Pollen		Volcano	Cement
Swamp	Tar	Pollen		Life		Lily Pad
Energy	Plasma		Life			
Lava		Volcano				Stone
Water	Gen. 1	Cement	Lily Pad		Stone	

GEN. 3	Swamp	Life	Stone	Plasma	Fire	Water	Air	Earth
Swamp		Bacteria			Gen. 2	Gen. 2		
Life	Bacteria			Ghost		Weeds		Egg
Stone					Metal	Sand	Sand	
Plasma		Ghost						
Fire	Gen. 2		Metal			Gen. 1	Gen. 1	Gen. 1
Water	Gen. 2	Weeds	Sand		Gen. 1		Gen. 1	Gen. 1
Air			Sand		Gen. 1	Gen. 1		Gen. 1
Earth		Egg			Gen. 1	Gen. 1	Gen. 1	

GEN. 4	Air	Egg	Earth	Swamp	Weeds	Bacteria	Water	Life
Air		Bird	Gen. 1				Gen. 1	
Egg	Bird		Dinosaur	Lizard	Seeds		Turtle	
Earth	Gen. 1	Dinosaur			Mushroom		Gen. 1	
Swamp		Lizard			Moss	Worm	Gen. 2	Gen. 3
Weeds		Seeds	Mushroom	Moss				
Bacteria				Worm			Plankton	
Water	Gen. 1	Turtle	Gen. 1	Gen. 2		Plankton		Gen. 3
Life				Gen. 3			Gen. 3	