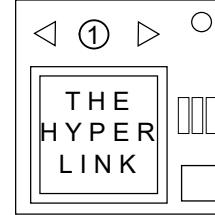


On the Subject of The Hyperlink

UdSKWKZFdrU

To disarm the module, the defuser needs to describe each character encrypted in the various methods of encryption to the expert, **you** have to plug the set of characters into the following link (make sure you put it after the 'v=', or else the link will not work): <https://www.youtube.com/watch?v=>



The video contains a voiceover line which comes from the cards in [Modules](#)

[Against Humanity](#)

([https://ktane.timwi.de/HTML/Modules%20Against%20Humanity%20card%20reference%20\(SL7205%20%26%20Lebossle\).html](https://ktane.timwi.de/HTML/Modules%20Against%20Humanity%20card%20reference%20(SL7205%20%26%20Lebossle).html))

and you must find out which module is being referred to. Once you have done that, tell your defuser the module that was referenced and submit it.

Refer to "Exceptions and Notes" at the bottom for clarifications and confusions.
Refer to "How to Operate The Hyperlink" to tell your defuser how to navigate it.

Encryptions found within The Hyperlink can be any of the following, capitals

will always be spelled in the [NATO Phonetic Alphabet](#)

(https://upload.wikimedia.org/wikipedia/commons/thumb/e/e0/FAA_Phonetict_and_Morse_Chart2.svg/800px-FAA_Phonetict_and_Morse_Chart2.svg.png), while lowercase letters will always be single letters.

Color	Hex	Encryption
	OFF	Alphabetic Position (https://en.wikipedia.org/wiki/Alphabetical_order)
	08F	American Sign Language (https://en.wikipedia.org/wiki/American_Sign_Language#/media/File:Asl_alphabet_gallaudet.svg)
	888	Binary (https://en.wikipedia.org/wiki/Binary_number)
	F80	Bamboozled (https://ktane.timwi.de/HTML/Bamboozled%20Again.html)
	FFF	Braille (https://ktane.timwi.de/HTML/Braille.html)
	8F0	Cube Symbols (https://ktane.timwi.de/HTML/The%20Cube.html)
	00F	"Deaf" Semaphore Telegraph (https://en.wikipedia.org/wiki/Semaphore_telegraph#/media/File:Chappe.svg)
	FF8	Elder Futhark (https://ktane.timwi.de/HTML/Elder%20Futhark.html)
	808	14-Segment Display (https://en.wikipedia.org/wiki/Fourteen-segment_display#/media/File:14_Segment_LCD_characters.jpg)
	FOF	Lombax (https://ktane.timwi.de/HTML/Lombax%20Cubes.html)
	OFO	Maritime Flags (https://ktane.timwi.de/HTML/Maritime%20Flags.html)
	F8F	Moon Type (https://en.wikipedia.org/wiki/Moon_type#/media/File:Moonalphabet.svg)
	080	Morse Code (https://ktane.timwi.de/HTML/Morse%20Code.html)
	FF0	Necronomicon (https://ktane.timwi.de/HTML/The%20Necronomicon.html)

Color	Hex	Encryption
	800	Ogham (https://en.wikipedia.org/wiki/Ogham)
	8F8	Pigpen (https://ktane.timwi.de/HTML/Pigpen%20Rotations.html)
	008	Semaphore (https://ktane.timwi.de/HTML/Semaphore.html)
	880	Standard (https://en.wikipedia.org/wiki/English_alphabet)
	88F	Standard Galactic Alphabet (https://gaming.stackexchange.com/questions/129696/whats-the-minecraft-enchantment-alphabet)
	F08	SYNC-125 [3] (https://ktane.timwi.de/HTML/SYNC-125%20%5B3%5D.html)
	F88	Tap Code (https://ktane.timwi.de/HTML/%C3%9Cbermodule.html)
	F00	Unown (https://ktane.timwi.de/HTML/Unown%20Cipher.html)
	0F8	Webdings (https://www.fonts.com/font/microsoft-corporation/webdings/regular)
	000	Wingdings (https://www.fonts.com/font/microsoft-corporation/wingdings/1)
	088	Wingdings 2 (https://www.fonts.com/font/microsoft-corporation/wingdings/2)
	8FF	Wingdings 3 (https://www.fonts.com/font/microsoft-corporation/wingdings/3)
	80F	Zoni (https://ktane.timwi.de/HTML/Zoni.html)

How to Operate The Hyperlink

To navigate between each letter, press the arrow on the left to go left, and the one on the right to go right. This does not loop around. Press the square button bottom right to go to the submission page. The arrows will navigate you between each module icon, and this time they do loop around. Press the square button on the module icon you want to submit. This module does NOT reset on a strike but does send you back to the encryptions page.

Exceptions & Notes

Important: All fonts have the colors inverted (i.e. white shows up as black and black shows up as white).

Non-alphanumeric characters that show up in The Hyperlink are underscores (_) and dashes (-). They show up as "UNDERLINE" and "DASH" respectively.

The color of the border and the colors shown on the right side of the module can be used to differentiate between the different encodings.

Use Set A in the Bamboozled Again manual for Boozleglyphs.

The following **Cube Symbols** are not in the manual for The Cube:



The symbol in "Deaf" Semaphore Telegraph for 'J' is the one for '&', 'T' is the one for '9' due to technical reasons

The runes in **Elder Futhark** are as follows on this module:

- 'C' is what is shown in the manual.
- 'K' is shown as if it were 'CC'.
- 'Q' is shown like this: '◊'.
- 'W' is shown as if it were 'UU'.

The **Maritime Flags** are NOT colored, however white stays as white and black stays as black (but as stated above inverted on the module).

Here's what Ogham looks like on this module for your convenience:

A	B	C	D	E	F	G	H	I	J	K	L	M
+	T	III	II	##	TTT	//	1	###	#	W	II	
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
TTT	+	=	III	////	TT	III	++	□	◊	X	///	////

Symbols from SYNC-125 [3] for 'Q' and 'X' appear as '?' and '!' respectively.

Tap Code is shown as 2 digits for each letter, the first digit being for row, the second being for column. K is represented as '66'.