

On the Subject of Module Listening

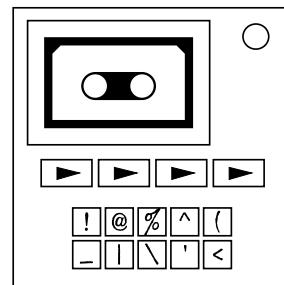
I'll give you one guess as to why the file size was so large for this module.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

See Appendix M for module creator identification reference.



- This module requires you to have a decent knowledge of the sounds of other modded Keep Talking and Nobody Explodes modules.
- This module consists of four colored buttons with a "Play" symbol on them as well as ten buttons labeled with different characters.
- When a play button is pressed, a sound from a certain module will be played. You must identify which module the sound is coming from for each button, and find that module's code in "Obtaining Individual Codes".
- Then, you must find submission order to submit the codes in. You will be inputting a final code of 20 characters that consists of all four of the five-character codes from the four buttons. Submit the modified codes in the order of Code 1, then Code 2, then Code 3, and Code 4.
- If you press a wrong character, you will receive a strike. This strike will be recorded only at the end of entering the 20-character sequence input.
- A sound queue will play after every fifth character is submitted.
- You may press any of the play buttons to reset the code submission.

Obtaining Individual Codes

Module	Code
A Mistake	_ \ ! (
Bartending	^ \ ^ <
Battleship	(! (% (
Benedict Cumberbatch	! (@ ^ %
Black Hole	' % < ^
Blockbusters	@ (! (_
Bob Barks	' % @ ' ^

Module	Code
Mega Man 2	! (\ (_
Minesweeper	' (% @ _
The Moon	^ < ! %
Mortal Kombat	' ' \
The Necronomicon	% \ \ < !
Neutralization	(^ _ < !
The Number Cipher	(! ^ ' \

Module	Code
Boot Too Big	< ! ! ^ \
British Slang	^ @ _ (
Broken Buttons	! (_
Burglar Alarm	_ @ < (<
Cheap Checkout	\ (! < %
Chord Qualities	(\ ^ % ^
Christmas Presents	_ (@ < ^
Colored Keys	! @ ^ (!
Colored Squares	% < ((
Cookie Jars	(\ ! _ %
Creation	< < % % (
The Crystal Maze	' ' (^
The Cube	@ ' ^
Double Expert	! @ _ ^ !
Double-Oh	_ < ' \ '
Encrypted Equations	! (\
European Travel	% ! ^ (
Fast Math	_ < _ ! %
Forget Enigma	! @ ! ^ _
Forget Me Now	% ^ ! ^ ^
Free Parking	^ ! < \ \
Friendship	< ' ' \ (
Gadgetron Vendor	(_ % !
Graffiti Numbers	\ _ @ < %
Gridlock	% \ ' (\
Guitar Chords	< ! ! ! !
Hexamaze	' (^ < !
Hidden Colors	_ ' % \ !

Module	Code
Number Nimbleness	@ ! ! ^ ^
Only Connect	(< @ _
Painting	^ ! (! !
Partial Derivatives	' ' ! % ^
Perspective Pegs	@ ^ @ _
Quiz Buzz	' _ ! % ^
Qwirkle	^ ^ ^ @ (
Rhythms	< ! ! % %
Rock-Paper-Scissors-Lizard-Spock	! \ ((<
Schlag den Bomb	' ' % \
Seven Deadly Sins	(' \ ! '
Shapes and Bombs	^ @ @ (^
Silly Slots	^ _ _ (_
Simon Samples	(_ % @ !
Simon Selects	^ % @ ! <
Simon Sends	@ < _ _ _
Simon Simons	(@ @ !
Simon Sings	_ ^
Simon Stores	! ^ @ ' _
Simon's Stages	' ! _ (%
Sink	! < @ !
Sonic the Hedgehog	^ < ! ^
Souvenir	^ < < ! %
The Sphere	@ (\ \ \
Street Fighter	^ \ ^ ^
The Swan	' ! @ - @
Synchronization	% @ _ (@
Tangrams	! < ! _ <

Module	Code
Hieroglyphics	!%!(
Hogwarts	^(%)\\
The Hypercube	^!!(\\
Instructions	!^<%()
The Jack-O'-Lantern	'@\\\\
The Jewel Vault	(@'^
Kudosudoku	_ % <
The Labyrinth	_ < _ _
Laundry	@('()'
LED Math	@ \\ !^ _
Lightspeed	' _ !^'
The London Underground	@ % < ' _
Lucky Dice	< (\\ @
Maintenance	' <
Mazematics	' (!% '

Module	Code
Tasha Squeals	< @ (<
Tennis	\(!!!
Treasure Hunt	!@ !!!
Turtle Robot	^ < < _
Unfair Cipher	_ @ '' _
Valves	_ _ !!
Visual Impairment	! _ \\ !!
Waste Management	< _ < ^ !
Wavetapping	_ ! < ^ (
The Wire	% ^ _ !
Word Search	'' !!!
X-Ray	' ^ _ ' \
X01	! ' < \\
Yahtzee	! (% (
Zoni	% (% _

Submission Order

Code 1

- Code 1 is of the color whose button has a module present on the bomb.
- If multiple buttons have sounds from modules that are on the bomb, submit the code from the leftmost play button that has a sound from a module present on the bomb.
- If none of the play buttons contain a sound from a module on the bomb, use the leftmost play button.

Code 2

If you get the same color you got as Code 1, keep going through the list until you have a different color. If you get to the end of the list with no available colors, use the color whose play button comes from the module that comes first alphabetically of the buttons whose codes are unassigned to this point (exclude all instances of "The").

- If there is a TRN or FRK indicator, the second color is Red.
- If there are at least three indicators, the second color is Green.
- If there are more lit than unlit indicators, the second color is Yellow.
- Otherwise, the second color is Blue.

Codes 3 and 4

Use the table below to figure out which code is Code 3. Use the row and column of the colors whose code numbers are still unassigned to this point. Code 4 is the code that is still unassigned after assigning Code 3.

		Rightmost Unassigned Color			
		Red	Green	Blue	Yellow
Leftmost Unassigned Color	Red		Green	Red	Red
	Green	Green		Green	Yellow
	Blue	Red	Blue		Blue
	Yellow	Yellow	Yellow	Blue	