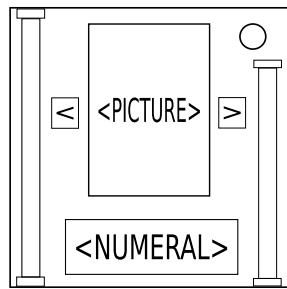


On the Subject of Censored Roman Art

Otherwise known as giant marble buildings, people, or sometimes paintings.

This module has a display which shows a picture of a piece of ancient Roman art or other famous pieces throughout Rome. It has two arrow buttons on either side of the display which cycle through the different pieces the module has chosen (The module has thirty possibilities and chooses six on start up). The image first seen is art piece 1, and then the 2nd when cycled to the right, and so on until it loops back to the 1st again. It also displays a random Roman numeral towards the bottom of the module. However, this numeral **MAY** look slightly different than an actual Roman numeral. This is because the display for the numeral is **SOMETIMES** broken.



To solve this module the defuser must press a few of these selected pieces in a certain order. In order to find out which to press and the order, follow the step-by-step process below.

If the defuser presses a wrong piece or presses them in the wrong order, a strike will be recorded and the module **WILL** reset.

This is the censored version of the manual, use this one if you have censored mode enabled. You will know if you have censored mode enabled if a 'C' appears above the top left of the broken numeral display. If you do not have it enabled, use [this one \(Roman Art.html\)](#) instead.

Step 1:

Create a six digit number using the table on Pages 2-3. Decipher* the broken Roman numeral given by the module and find its corresponding column. Then, move from top to bottom on the rows stopping at each piece the module has and get the digit from that box. The digits you received from top to bottom are your six digit number.

* - Decipher just means to convert the broken Roman numeral to a number, if you don't know how to do this refer to Page 6 of the manual.

Art**\Numeral	76	125	23	59	7	231	556	82	203
Bust of Nero	4	8	4	6	1	9	7	9	8
Statue of Daphne Running from Apollo	9	4	0	9	3	7	4	4	6
Cat Mosaic	3	1	3	1	9	3	2	0	5
The Arch of Titus	8	7	9	2	1	6	1	7	9
Bust of Hadrian	6	0	2	5	4	2	4	1	0
The Sistine Chapel	1	2	2	8	1	6	6	0	3
The Circus Maximus	2	9	3	4	8	7	7	3	8
The Arch of Septimius Severus	2	2	4	0	0	0	3	2	9
Statue of Trajan	6	9	7	1	4	4	0	9	7
Statue of Dionysus Leaning on a Woman	1	1	7	6	7	9	0	5	9
Bust of Caesar Augustus	8	1	3	8	0	7	4	0	2
Temple of Vesta	3	9	3	6	1	0	4	5	4
Statue of a Roman Woman (2nd Century A.D.)	9	7	9	4	8	0	9	0	6
Bust of Julius Caesar	1	8	8	2	6	1	6	1	2
The Arch of Constantine	4	6	9	3	3	9	7	4	9
Fresco from Boscoreale	9	3	9	8	8	3	2	4	8
Bust of Serapis	6	0	6	1	0	7	2	3	1
The Ecstasy of St. Teresa	3	6	3	9	2	6	2	5	8
Statue of David	7	9	0	5	6	8	7	1	6
Statue of Anchises, Aeneas, and Ascanius	4	3	4	7	5	0	0	6	5
The Pantheon	3	1	6	7	1	2	1	4	5
The Fiumi Fountain	6	7	6	5	7	8	3	5	7
Dog Mosaic	8	0	5	8	0	8	8	9	8

** - Refer to Page 7 to Page 12 for a table containing pictures of each piece of art and their names

Art**\Numeral	76	125	23	59	7	231	556	82	203
Statue of Homer	1	0	2	8	0	7	3	0	9
Column of Marcus Aurelius	5	6	1	0	2	7	5	7	3
Statue of Hades and Proserpina	3	5	9	6	4	4	1	1	2
Fresco from Pompeii	0	3	6	3	1	9	4	3	6
Head of Medusa	8	2	0	3	3	3	9	0	0
Statue of Mithras Performing a Tauroctony	4	0	7	0	5	1	6	5	8
Temple of Jupiter (Lebanon)	5	7	5	3	6	5	3	5	2

** - Refer to Page 7 to Page 12 for a table containing pictures of each piece of art and their names

Step 2:

Modify your six digit number by following the bullet points below to make a new number.

- Take the serial number and replace all letters with the corresponding digits from the table below
- Add each digit from your six digit number to their corresponding digit on the modified serial number
- If one of the sums ends up being greater than 9, take the sum's least significant digit (digit farthest to the right)
- Remove any repeating zeros starting from the left until a digit between 1-9 is reached (Ex. 001796 = 1796)

If followed correctly a new number should be made.

A	B	C	D	E	F	G	H	I	J	K	L	M
3	7	0	7	8	6	2	5	1	9	6	8	0
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	1	7	4	5	3	1	9	5	4	1	3	6

Step 3:

Time to find out which pieces to press and in what order. Encrypt*** the new number that was received in Step 2. Then, read the left column from top to bottom and the first set of rules that applies is the row that should be used to find the pieces and their order. NOTE: The table continues onto Page 5.

Rules	Press the...
If the broken numeral is less than D(̄), the bomb has an SND indicator, and the Temple of Vesta is not an option	2nd Piece, 5th Piece, and the Statue of David. If the Statue of David is not an option, press the 4th piece.
If the broken numeral contains at most 1 X's or X(̄)'s and the bomb has an odd in the serial number	5th piece, 6th piece, 1st piece, and 3rd piece.
If the broken numeral is greater than D(̄)C(̄) and the Fresco from Pompeii is an option	6th piece and The Pantheon. If The Pantheon is not an option, press the 1st piece.
If the broken numeral has at least 3 I's and the bomb has no batteries	4th piece, 2nd piece, and 1st piece.
If the broken numeral is at most 8 letters long and the Bust of Serapis is not an option	3rd piece, 2nd piece, 5th piece, and 2nd piece.
If The Arch of Titus and The Arch of Constantine are an option	1st piece and 3rd piece.
If the broken numeral contains the letter sequence XXV, and the bomb has a DVI-D port	3rd piece, 6th piece, and 5th piece.
If the broken numeral is a multiple of 5 and the bomb has an FRK indicator	2nd piece, 6th piece, and the Head of Medusa. If the Head of Medusa is not an option, press the 2nd piece.
If the broken numeral is greater than D(̄) but less than D(̄)C(̄) and the bomb has a Parallel port	5th piece, 6th piece, and 1st piece.

*** - Encrypt just means to convert the number to a Roman numeral, if you don't know how to do this refer to Page 6 of the manual.

Rules	Press the...
If The Sistine Chapel is not an option and the broken numeral contains the letter sequence III	4th piece, 6th piece, 1st piece, and 3rd piece.
If the fixed**** numeral's last two characters are either IV or IX	1st piece, 2nd piece, and 5th piece.
If the broken numeral has no X's/X(bar)'s or a Forget Me Not module is on the bomb	3rd piece, 2nd piece, and the Column of Marcus Aurelius. If the Column of Marcus Aurelius is not an option, press the 1st piece.
If the Fiumi Fountain is an option and the broken numeral's last character is I	4th piece, 4th piece, 2nd piece, and 3rd piece.
If the fixed**** numeral ends with I and the bomb has a lit indicator	1st piece, 4th piece, 5th piece, 3rd piece, 2nd piece, and 3rd piece.
If the broken numeral is a multiple of V	6th piece, 5th piece, and The Arch of Septimius Severus. If The Arch of Septimius Severus is not an option, press the 2nd piece.
If the bomb has at most 3 ports and the serial number contains an 'L' or '3'	5th piece, 1st piece, and 3rd piece.
If the bomb does not have an Equations X, Equations, or Braille module on the bomb	6th piece, 6th piece, 4th piece, and 4th piece.
If none of the above applied	4th piece, 1st piece, 5th piece, and 3rd piece.

**** - Refer to Page 6 for information on the difference between broken and fixed numerals.

Helpful Tables/Lists

*Hey remember those helpful things *'s promised? Well here they are!*

*/***/****How to Decipher/Encrypt a Broken Numeral

A broken Roman numeral is basically a Roman numeral where the formatting is off a bit. For example, IV is understood at 4, when on this module being "broken" it is IIII. Another big one being IX = 9 when here its broken form is VIII.

NOTE: The module classifies the numeral as broken even if it isn't because it can't be sure. If the numeral is indeed broken and never needs to fully fixed for this module, be advised that parts of it may have to be fixed for Step 3 (Fixing is essentially correcting the formatting).

Deciphering A Broken Numeral

- Each letter of a Roman numeral is equal to a certain value, as seen in the table on the next page
- Convert each letter to their value, and then sum them all together to fully decrypt and receive your number

Encrypting A Broken Numeral

- Each letter of a Roman numeral is equal to a certain value, as seen in the table on the next page
- Take the number and place the letter equal to the highest amount that can be subtracted from the number in the front
- Continue on with the next highest, and the next, and so on until all values have been subtracted from the number

Roman Numeral Value Table

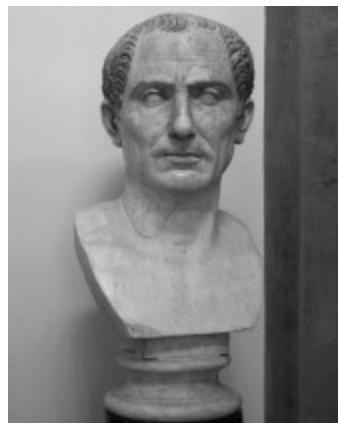
Numeral Letter	Value	Numeral Letter	Value
D(bar)	500000	D	500
C(bar)	100000	C	100
L(bar)	50000	L	50
X(bar)	10000	X	10
V(bar)	5000	V	5
M	1000	I	1

****Art Name/Picture Table**

Format of the Table is as follows...

Picture
Name

The Actual Table starts here...

		
Statue of Anchises, Aeneas, and Ascanius	Statue of Daphne Running from Apollo	The Arch of Septimius Severus
		



Cat Mosaic

The Circus Maximus



The Sistine Chapel

Statue of David



The Arch of Constantine

The Fiumi Fountain



Statue of Dionysus Leaning on a Woman



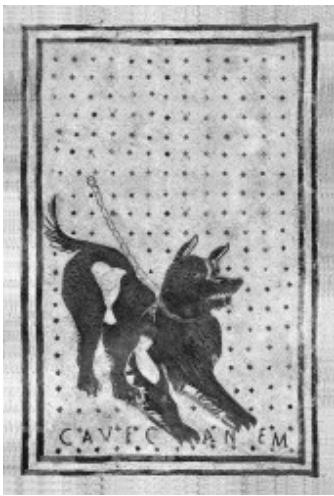
Fresco from Boscoreale



Fresco from Pompeii



Statue of Hades and Proserpina

 A black and white photograph of a mosaic depicting a dog standing over a dead animal, possibly a rabbit. The mosaic is framed by a decorative border. Below the dog, the Latin inscription "CAVE CANEM" is visible.	 A black and white photograph of a marble bust of the Roman Emperor Hadrian. He is shown from the chest up, wearing a detailed military cloak (paludamentum) over a cuirass. His right arm is slightly raised, holding a spear.	 A black and white photograph of a full-length statue of the Greek poet Homer. He is depicted standing in a contrapposto pose, wearing a traditional himation. He holds a staff or ruy in his left hand.
Dog Mosaic	Bust of Hadrian	Statue of Homer
 A black and white photograph of a marble bust of the Gorgon Medusa. Her head is turned to the left, showing her iconic snakes instead of hair. She has a stern, somewhat sad expression.	 A black and white photograph of the Column of Marcus Aurelius in Rome. The tall, fluted column is topped with a statue of the emperor. It stands in a square with other buildings in the background.	 A black and white photograph of a marble bust of the Roman Emperor Nero. He is shown from the chest up, with a serious and somewhat idealized expression.
Head of Medusa	Column of Marcus Aurelius	Bust of Nero



Statue of Mithras Performing a Tauroctony

The Pantheon



Statue of Trajan

Temple of Jupiter (Lebanon)



Statue of a Roman Woman (2nd Century A.D.)

Bust of Serapis



The Ecstasy of St. Teresa

Temple of Vesta