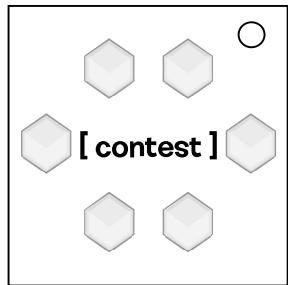


On the Subject of Object Shows

According to my imagination, 99.8% of all bombs are detonated within 2 seconds of being started!

This module contains 6 objects, each participating in an object show. Based on a contest that takes place in each stage, eliminate contestants until there is only one left. Click a contestant to eliminate them. The contest is displayed in the middle. Associate each contestant with a character of the serial number, starting from the top left and going clockwise. If you encounter a character that has already been assigned, move forwards in the alphabet until you reach a character that hasn't, looping over if necessary. (Numbers come after Z, starting at 0.) Calculate each contestant's public appeal in the same order, adding 1 to each appeal until you reached an unassigned number should you encounter a duplicate.



Each different contest is associated with both a "type" and a "style." Consult the table below to identify them. (Rows are styles, columns are types.)

	Race	Creativity	Battle	Athleticism
Water	Wipeout	Underwater Basket Weaving	Water Balloon Fight	Cave Diving
Stadium	Chariot Race	Equestrian Acrobatics	Gladitorial Fight	The Objective Games
Wild	Escape the Volcano	Jungle Survival	Tiger Taming	Cliff Climbing
Weird	Sack Race	Interpretive Dance	Nose Napping	Calvinball

Find the position the character associated with each contestant currently present on the module in the appropriate string based on this table. The digit 0 (zero) is surrounded by dashes to distinguish it from the letter O.

Type:	String:
Race	KI068QU9ZCPDSJMEVRAT1X53B427HLG-0-YFWN
Creativity	CYXD7SVI-0-NUTLJMQOHERF45G2986P31KWZAB
Battle	BMVF31QZ-0-Y4SXJ5GIW7H6A2EPRLNTKUDC980
Athleticism	MWC5-0-9QI31NOSJB2FHUXZ6PLV7TYK8G4ERA

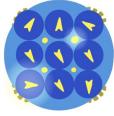
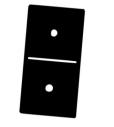
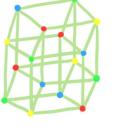
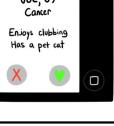
If the style is Water or Stadium, read the string normally. If it is Wild or Weird, read it backwards.

The positions of the relevant characters in the string corresponds to the score of the contestant. In stage 1, the contestants with the 3 lowest scores are up for elimination. In stages 2 and 3, the contestants with the 2 lowest scores are up for elimination. In stage 4, the contestant with the lowest score must be eliminated. In stage 5, the character with the lower public appeal must be eliminated.

When a set of characters are up for elimination, observe their public appeals. The contestant with the lowest public appeal must be eliminated.

Contestant:	Name:	Public Appeal:
	Battleship	(Indicators + batteries) % 7
	Beer	Needies
	Big Circle	Parallel + DVI ports
	Black Hole	3rd SN char + 6th
	Block	Serial ports
	Bulb	Indicators
	Calendar	Digital root of SN digits

Contestant:	Name:	Public Appeal:
	Jack O' Lantern	Port plates
	Lego	Unlit indicators
	Moon	PS/2 ports
	Necronomicon	5th SN char, % 10****
	Paint Brush	Indicators that share a letter with SN
	Radio	AA batteries
	Resistor	Sum of SN digits

Contestant:	Name:	Public Appeal:	Contestant:	Name:	Public Appeal:
	Clock	Parallel + serial ports		Rubik's Clock	Digital root of sum of SN letters****
	Combination Lock	Two-factor codes		Rubik's Cube	RJ ports
	Cookie Jar	Modules % 10		Snooker Ball	Modules without E**
	Domino	Lit indicators		Sphere	D batteries
	Fidget Spinner	Starting time in minutes*		Sticky Note	Day of week***
	Hypercube	Batteries		Stopwatch	Digital root of starting time in seconds
	Ice Cream	Last SN digit		Sun	Modules with Simon, Maze, or Morse**
	iPhone	Battery holders		Tennis Racket	4th SN char, % 10****

* Round down

** In the name of the module

*** Sunday = 1, Saturday = 7, based on when bomb was started

**** Use the position of the letter in the alphabet (A = 1, B = 2, etc.)