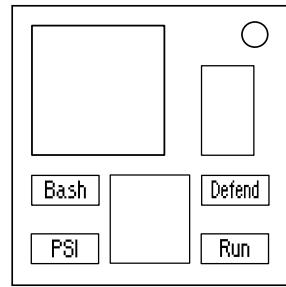


On the Subject of Earthbound

"Kid, you're gonna blow up. Say hi to Hinawa for me."

- The module contains three screens. One screen shows the character you are playing as, one screen shows the enemy and the background, and the last screen shows the four possible moves that the character could do at the start of the module.
- Select the correct moves to defeat the enemy and disarm the module.
- Selecting an incorrect move will incur a strike and reset the module.
- Start off by determining the character you are, background number, and enemy you are fighting.



See Appendix MOTHER for an Earthbound identification reference.

Follow all the rules and stop at the end. If the number at the end is negative, Run when the last digit of the timer is the absolute value of the number, mod 10.

The starting number is the background number plus the number of batteries.

1. If your character is from Mother 4 (Travis, Floyd, Meryl, Leo), and the serial number contains any character from "ØDIT4", add 15 to the number.
2. If the bomb has at least 3 batteries, and the number at this point is even, divide by 4 and round down.
3. If the serial number has a vowel, subtract 20. Otherwise, add 50.
4. If the background value is less than 50, multiply by 5.
5. If the enemy is from Mother 1 (row 1-2), add 35. Otherwise, if the enemy is from Mother 2 (row 3-4), subtract the number of ports. Otherwise, divide by the number of ports and drop the numbers after the decimal, but if the number of ports is 0, keep the number as is.
6. Multiply the number by the total amount of batteries, plus 1.
7. If there is an indicator with a vowel, add the product of the background number mod 10, and indicators.

8. If the character is from Mother 1, add 89.

If the character is from Mother 2, subtract 94.

If the character is from Mother 3, multiply by 6.

Otherwise, take the absolute value of the number, and multiply by 16.

9. Add the number of battery holders, and subtract the product of the number of serial number letters and the last digit of the serial number.

10. If your number is greater than or equal to 1000, modulo 1000.

At the end of the calculations, use the table range to submit an answer.

Number Range	Instruction
0-100	Use PSI when the last digit of the bomb timer is equivalent to (Ports - Indicators) * Batteries, mod 10.
101-200	Bash when the minutes on the bomb timer is even.
201-300	Run when the minutes on the bomb timer is odd.
301-400	Defend when the seconds digits are prime.
401-500	Use PSI when the last digit of the bomb timer is 4.
501-600	Bash when the seconds digits match.
601-700	Run when the last digit of the bomb timer is the digital root of the background number value.
701-800	Defend when the sum of the seconds digits is equal to the number of battery holders, plus 5.
801-900	Use PSI when the seconds are a multiple of 5.
901-999	Bash anytime.

Appendix MOTHER

Characters							
Mother 1				Mother 2			
Ninten	Ana	Lloyd	Teddy	Ness	Paula	Jeff	Poo
Mother 3				Mother 4			
Lucas	Kumatora	Duster	Boney	Travis	Floyd	Meryl	Leo

Backgrounds				
57	97	77	43	53
32	18	88	31	16
76	20	13	89	44
35	48	86	90	67
45	26	24	87	22
84	47	93	49	33

Enemies				
A grey metal robot with a rectangular torso and two legs.	A blue metal robot with a rectangular torso and two legs.	An orange and red metal robot with a rectangular torso and two legs.	A white dog with a black collar and a red bow tie.	A purple bat with wings spread wide.
R7037	R7038	R7038XX	Lone Wolf	Mr. Batty
A blue car with a large mouth and sharp teeth.	A blue hooded figure with a mask and a balaclava.	A brown bear standing upright.	A green leaf with a small bat-like face on it.	A brain with legs and arms, wearing a hard hat.
Mad Car	B.B. Gang	Bear	Bio Bat	Cerebrum
A green, blob-like creature with a mouth and a single eye.	A pink, tentacle-like creature with a face.	A purple, multi-limbed creature with a smiling face.	A golden, ornate emblem with a smiling face.	A gold coin with a face on it.
Master Belch	Bionic Kraken	Conducting Menace	Conducting Spirit	Ego Orb
A grey, star-shaped alien with a single eye and a mouth.	A large, yellow and black striped ant.	A large, pink, bulbous head with a small body.	A purple, skeletal figure holding a staff.	A molecular structure with three spheres connected by lines.
Starman	Gigantic Ant	Foppy	Loaded Dice	Mr. Molecule
A long, pink snake with a forked tongue.	A grey statue of a king wearing a crown.	A golden, multi-headed dog-like creature.	A bald man with a wide, excited expression.	An ostrich with a trunk and tusks.
Oh-So-Snake	King Statue	Miracle Fassad	Mr. Passion	Ostrelephant
A pink pig wearing a purple helmet and armor.	A grey clay figure with a single eye and a hand on its chest.	A large, white, toothy grin with sharp upper fangs.	A grey capsule with a circular window.	A man with a grey mask and a sword.
Fierce Pork Trooper	Clayman	Eerie Smile	Absolutely Safe Capsule	Masked Man