

On the Subject of Module Listening (Hard Mode)

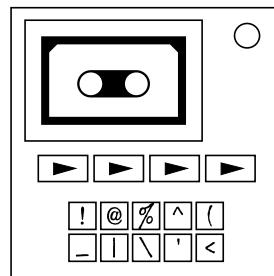
I'll give you one guess as to why the file size was so large for this module.

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.
- If the backing of this module is not red, that means the defuser has hard mode turned off.
- 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 Initial Code".
- Take each code and modify them with respect to the color of the button the sound came from.
- After you have made modifications to all four codes, 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 Initial Code

Note: While there are multiple modules that can contain the exact same sounds, use the earliest module that has that sound.

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

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

Module	Code
Blockbusters	@ (! ! _
Bob Barks	% @ ! ^
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
The Number Cipher	(! ^ ' \
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 Sun	^ < ! %
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	% (%) _

Modifications

Many of the modifications will tell you take a character's value and change it. Each character present on the module has a value (listed in the table below), which will be used for these modifications. In any case you change a character's value, replace that character with the character whose value matches the one you get after performing the modification, modulo 10 if necessary.

!	@	%	^	(-		\	'	<
0	1	2	3	4	5	6	7	8	9

Red Modifications

Perform all modifications whose conditions are met. Follow all conditions from top to bottom.

Condition	Modification
The bomb has four or more ports.	Add 4 to each character.
The bomb contains only AA batteries (or the bomb contains no batteries at all).	Perform the following swaps: <ul style="list-style-type: none"> • ! \leftrightarrow \ • % \leftrightarrow < • ^ \leftrightarrow '
The serial number contains a vowel.	Subtract 1 from each odd character and add 1 to each even character.
There is an equal number of lit and unlit indicators.	Subtract each character's value from 9.
None of the above applied.	Reverse the code.

Green Modifications

Perform all modifications whose conditions are NOT met. Follow all conditions from top to bottom.

Condition	Modification
The bomb has 2 or more batteries.	Add the number of indicators to each character.
The bomb has 2 or more indicators.	Add the number of ports to each character.
The bomb has 2 or more ports.	Add the number of batteries to each character.
The bomb has exactly 3 letters in its serial number.	Add the sum of the serial number digits to each number.

Blue Modifications

Perform only the first modification based on the condition that applies. Follow the instructions top to bottom.

Condition	Modification
There is a lit BOB indicator.	Perform no modification.
There are 5 batteries in 3 holders.	Add 1 to each character.
There are no ports.	Add the number of indicators to each character.
There are only even digits in the serial number.	Halve all even characters in the code and double all odd characters.
None of the above applied.	For each character, add the value of the character in the serial number in the same relative position, converting letters to their alphanumeric positions (A1Z26).

Yellow Modifications

Perform only the first modification based on the condition that applies. Follow the instructions top to bottom.

Condition	Modification
Any of the sounds in this module comes from a module made by TheThirdMan or LeGeND.	Perform the first red and the first blue modifications that apply in this order.
Any of the sounds in this module come from a module by Timwi.	Concatenate all code digits into one number. Take this number modulo 47, then modulo 10. Add the result to each character.
Any of the sounds in this module comes from a module by Royal_Flush.	Add 4 to the first character, 8 to the second, 15 to the third, 16 to the fourth and 23 to the fifth.
None of the sounds on the module come from a module made by Royal_Flush, Timwi, TheThirdMan or LeGeND.	Change the order of the characters in the code to be in ascending order from left to right.

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	

Appendix M

The following table only lists modules whose sounds are present in this module AND are made by Royal_Flu\$h, Timwi, TheThirdMan or LeGeND.

Module Creator	Modules Present
Royal_Flu\$h	Benedict Cumberbatch, Blockbusters, British Slang, Christmas Presents, The Crystal Maze, The Cube, European Travel, Free Parking, Graffiti Numbers, Guitar Chords, Hieroglyphics, The Jack-O'-Lantern, The Jewel Vault, The Labyrinth, Lightspeed, The London Underground, Maintenance, Mortal Kombat, The Number Cipher, Simon's Stages, Sonic the Hedgehog, The Sphere, Street Fighter, The Sun, The Swan, The Wire
Timwi	Battleship, Black Hole, Colored Squares, Double-Oh, Friendship, Gridlock, Hexamaze, Hogwarts, The Hypercube, Kudosudoku, Only Connect, Rock-Paper-Scissors-Lizard-Spock, Simon Sends, Simon Sings, Souvenir, Tennis, Word Search, X-Ray, Yahtzee
TheThirdMan	Boot Too Big, Double Expert, Lucky Dice, The Necronomicon, Qwirkle, Seven Deadly Sins, Treasure Hunt
LeGeND	Colored Keys, Gadgetron Vendor, Hidden Colors, The Jack-O'-Lantern, LED Math, Zoni