On the Subject of The Fortnight

Rekking noskins has never been easier before *dabs*

```
                                          ○
THIS MODULE
WILL SHOW
THE FORTNIGHT
LOGO
```

- The module consists of three stages.
- The first stage involves the defuser choosing where you alight from the Battle-Tram.
- The second stage involves the defuser attacking an enemy in the smartest way to get their loot.
- The third stage involves the defuser performing the best fortnight dance to dab on em haters.

- Using the table below, you will find out where you will alight from the Battle-Tram.
- Start from the starting number. If the starting number is odd, skip all the even fields. Otherwise, skip fields 1, 5 and 9.
- Calculate your starting number by adding up the number of indicators, the number of modules on the bomb multiplied by pi and the sum of the alphanumerical values of all indicators. Drop any decimal points. Multiply by 2 if the serial number has no vowel, otherwise multiply by 3. Modulo the number by 20, then add 1
- Only go to that location if the special condition (if any) is true.

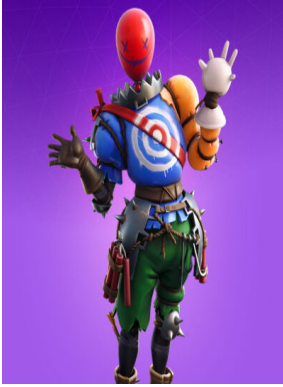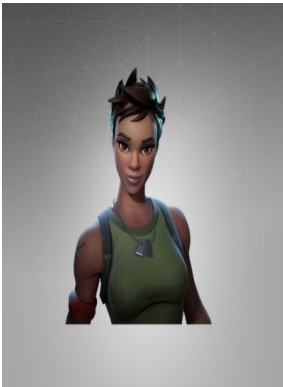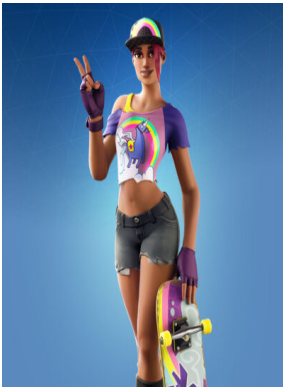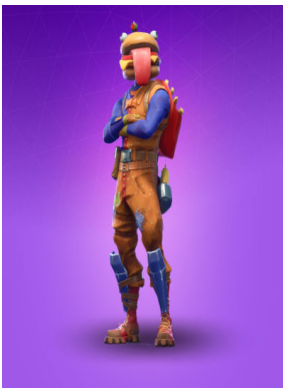|	Location	Special Condition
1	Rubbish Intersection	Only if there is "Waste Management" present.
2	Expensive Establishment	none
3	Area 52	Only if the 20. September 2019 has already passed.
4	HTML is a programming language	Only if there is a lit indicator labelled "BOB" present.
5	"Mountain"	Only if the serial number has an "I" in it.
6	Retirement Hell	Only if there is a "Retirement" present.
7	Scary Place (dont go ther)	If you go there, the bomb will become really scared so it will strike.
8	"Lemon Snow"	none

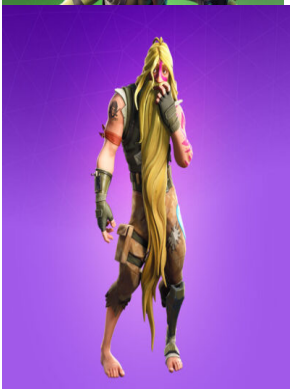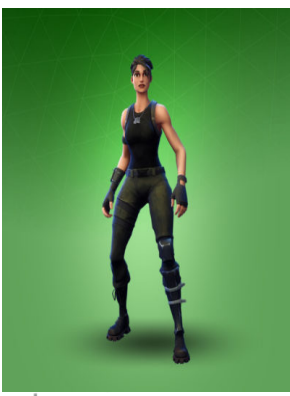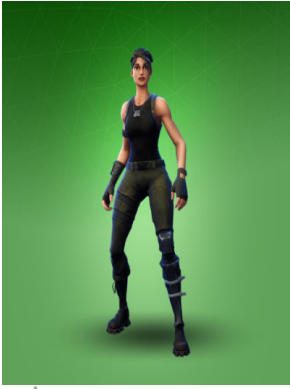| 9 | Wall'z Mart | Only if there is a "Cheap Checkout" present. |
10	Pillage Pond	Only if there is a "Splitting the Loot" present.
11	Ktane headeights	none
12	Ok	Only if there's an indicator with the letter "K".
13	Despacito Dancefloor	If the number of AA batteries is bigger than the number of D batteries.
14	Ligma Landing	Only if there is an "Air Traffic Controller" module present.
15	No	Just don't go there, okay?
16	Yes	none
17	Australia	Don't go there.s
18	No Friends Notch	Only if there is "Bomb Diffusal" present.
19	Atomic Explosion	Only if there is "3D Maze" present.
20	Rainy Racecar	none
21	Ligma Lake	Only if there is "Battleship" present.

- In stage two you identify your weapon, your opponent and your opponent's strength.
- First identify your weapon. Every weapon has rarity, attack damage and reload time assigned to it.

Image	Name	Rarity	Attack Dmg.	Reload Time
	Cut	Legendary	75	2.1 seconds

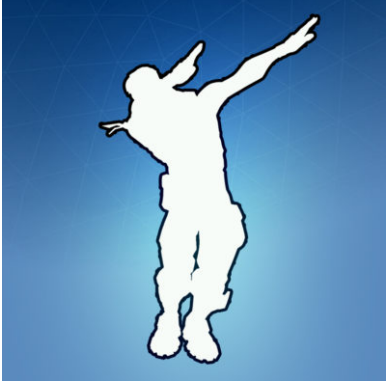|				
	Hugging Machine	Rare	69	4.2 seconds
	Ballpoint Pen	Common	42	6.3 Seconds
	Sharknado	Uncommon	52	3.5 seconds
	Green Apple Yeeter	Legendary	302	10.32 seconds
	Hunting	Rare	99	2.4 seconds
	Shoot thing	Uncommon	22	1.2 seconds
	AR-15	Rare	20	3.5 seconds

- Secondly, identify your enemy, the enemy's strength and their health.

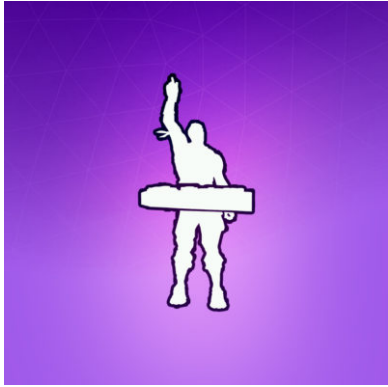| Image	Name	Strength	Health
	Balloon	Solved Modules / Unsolved Modules * 100, drop any decimals then subtract 100 until the number is equal to or smaller than 100	The number of batteries * 10
	Noskin	10	65
	Ucinorn	1	1
	Macca's	Sum of the serial number numbers * 100 modulo 15	Sum of the alphanumerical positions of all the letters in the serial number

	Zombey	100	90
	Yes	10	30
	default	20	80

- If your weapon's attack power is bigger than the health of your opponent, choose "Shoot and Heal" as your strategy.
- Otherwise, if your weapon's attack power is higher than three quarters of your opponent's health, choose "Kamikaze" as your strategy.
- Otherwise, if your weapon's attack power is higher than half of your opponent's health, choose "Jump and Shoot" as your strategy.
- Otherwise, if your weapon's attack power is higher than a quarter of your opponent's health, choose "Dab on'em" as your strategy.
- Otherwise, if your weapon's attack power is lower than a quarter of your opponent's health, choose "Hide" as your strategy. You will get a new opponent.

- In stage three you have to choose the correct emote to execute so you can get the epic victory royale (*dab*)

- By using your opponent, your weapon and some bomb edgework you can calculate your emote. Execute the first emote which fullfills all the conditions.

Image	Only if weapon	Only if opponent
	Had a reload time of under 2.2 seconds	existed
	Had an attack damage of over 60	Had health bigger than 80
	was Ucinorn	existed
	was legendary	Had health lower than the weapons attack power

	existed	was an AR—15
	was rare	was stronger than 40
	was common	was stronger than 80

- If you submitted the correct emote, you will get the most epic Victory Royale and you deserve to dab on all the haters!