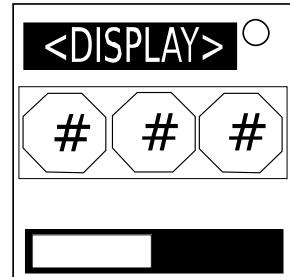


The Subject of Bamboozling Time Keeper

Screw Ticc tocc, here's the good stuff.

Remove decimals after every steps. **Mod 16** if the final value < 10.



Process for All Stages:

If B_2 is green or magenta, correct button $\rightarrow B_2$.

Otherwise, if all 3 buttons have same colors, correct button = $B_{\text{stage number}}$.

1. Subtract $(SN_1 + SN_2 + SN_3)$, add $[4 * (\text{Ports} + \text{Port Plates})]$.
2. Multiply abs ("Forget" - SE Mods). (min 1, FTAs/UStores = 5, FMWs/Stores = 2)
3. Multiply 1.5 if Simon Stops present, otherwise divide by 2.
4. D_2 is not red AND red button present, add starting value from other stage.
5. Add ("RT Controlled Modules" * \times batteries).
6. If within 10 of 1,176n, **END**.
7. Add DD that the bomb was started on, add/subtract 20 per lit/unlit vanilla.
8. Starting value $>/< 5000$, add/multiply 3 Stages Modules (1 minimum)†.
9. Subtract $(6 * \text{Modded Ports})$.

Process for Stage 1:

10. Use the table on the next page to do modifications. D_2 , D_3 , etc.
11. Starting phrase \rightarrow definable, add first letter on each unlit indicator.
12. "HUNDRED" present, divide by 100.
13. "Simon's Stages" not present AND "Übermodule" present, **END**.
14. Add (99 \times Needy Modules).
15. Starting phrase contains () or #, perform Step 13 with each buttons.
16. If < 0 , Multiply -6.
17. Add $(SN_4 + SN_5 + SN_6)$.

Process for Stage 2:

10. Starting phrase \rightarrow definable, take D_2 and refer to table. **HOWEVER:**
If the operator is "B#" / "STOP", multiply by (#+1) / divide by 17.
11. Starting phrase \rightarrow SOME NUMBER / THE NUMBER / NUMBER / ONE NUMBER / A NUMBER / 1 NUMBER,
perform step 12 but $D_{\text{Last}-1}$, multiply by 100 instead if it's "HUNDRED".
12. Starting phrase contains () or a #, perform the operation in cell: (Row, Column)
 $([D_{2S1}+D_{2S2}] \% 56, 7-[B_{2S2}])$ and $(\text{abs}[D_{2S1}-D_{2S2}], [B_{1S2}+B_{3S2}] \% 8)$.

If the B_1 and B_3 = D_2 color, but B_2 is a different color, correct button $\Rightarrow B_2$.

13. If green/magenta rule is applied to S1/S2/both/neither, +25/+150/+25/-250.
14. Subtract (10 \times Kritzy's Modules). Then if < 0 , multiply by -65 and **END**.
15. If sum of letters in color names from each button > 12 , divide by sum of letters in color names of non-white parts. If 0, double instead.
16. If 2FA present, add (50 \times number of Two Factors) and **END**.

Correct button \rightarrow button with the most letters, unless it's tie or RT sensitive module present.

17. If there are 7 parts, divide by 7.
18. Divide by 3, Add (10 \times Indicators that share with "SPEAKINGEVIL").

D_n refers to nth step on the display, while its subscript S_n refers to nth stage.
B_n refers to nth button color.

Color ⇒		RED	YELLOW	GREEN	CYAN	BLUE	MAGENTA	WHITE	BLACK	↓ Label ↓	
↓ Label	Id	0	1	2	3	4	5	6	7	Id	Label ↓
0	0	STOP	*5	+50	/2	-25	B3	B1	B2	0	0
1	1	+1	STOP	-1	B2	B1	*3	/3	B3	1	1
2	2	-10	+25	STOP	-25	+66	-512	+12	/5	2	2
3	3	B1	/2	*2	STOP	B2	/9	*6	B3	3	3
4	4	B3	B2	B1	B2	STOP	B3	B1	B2	4	4
5	5	+559	-58	+25	-48	+99	STOP	-454	*5	5	5
6	6	*3	/3	*6	/6	+9	-6	STOP	-3	6	6
7	7	B1	+158	B2	-264	*56	/7	B3	STOP	7	7
8	8	-65	+46	-415	+48	-56	-99	+284	-54	8	8
9	9	B1	B1	B1	B1	B1	B1	B1	B1	9	9
10	10	*10	/10	*10	/10	*10	/10	-100	-100	10	10
11	11	+84	-46	+94	+54	+49	+21	+86	*11	11	11
12	12	/4	*3	/3	*4	/2	*2	/6	*6	12	12
13	13	+485	+84	+95	+24	-48	-78	-459	-101	13	13
14	14	+459	-485	-458	+478	+0	-45	*5	/5	14	14
15	15	+45	-90	+30	+120	-150	+15	+15	+15	15	15
16	16	*2	+256	-32	+64	-64	+32	-256	/2	16	16
17	17	+456	-98	-485	+741	-46	+155	-45	+485	17	17
18	18	+45	*5	/9	+45	-5	+46	+78	-87	18	18
19	19	B3	B3	B3	B3	B3	B3	B3	B3	19	19
20	20	STOP	-59	/3	+55	-20	+23	+59	-41	20	20
30	21	+45	STOP	-89	*7	/5	+48	+89	-78	21	30
40	22	-512	+126	STOP	*2	/5	*5	/2	+155	22	40
50	23	*5	/5	*10	STOP	/10	+1	-151	+150	23	50
60	24	*5	*12	-120	-60	STOP	+180	/5	/12	24	60
70	25	*2	*5	*7	+21	/2	STOP	/5	/7	25	70
80	26	*2	/2	*2	/2	*2	/2	STOP	+40	26	80
90	27	B1	B2	B3	B3	B2	B3	B1	STOP	27	90
		0	1	2	3	4	5	6	7		
		RED	YELLOW	GREEN	CYAN	BLUE	MAGENTA	WHITE	BLACK		

Color ⇒		RED	YELLOW	GREEN	CYAN	BLUE	MAGENTA	WHITE	BLACK	↓ Label	
↓ Label	Id	0	1	2	3	4	5	6	7	Id	Label ↓
ZERO	28	/5	-50	*2	+25	B1	B2	B3	STOP	28	ZERO
ONE	29	-1	+1	B3	B2	/3	*3	STOP	B1	29	ONE
TWO	30	+10	-25	+25	-66	+512	STOP	-12	*5	30	TWO
THREE	31	B3	*2	/2	B1	STOP	*9	/6	B2	31	THREE
FOUR	32	*4	/4	+4	STOP	-4	*4	/4	+0	32	FOUR
FIVE	33	-559	+58	STOP	-25	+48	-99	+454	/5	33	FIVE
SIX	34	+3	STOP	/3	*3	/6	*6	-9	+6	34	SIX
SEVEN	35	STOP	B3	-158	B1	+264	/56	*7	B2	35	SEVEN
EIGHT	36	+65	-46	+415	-48	+56	+99	-284	+54	36	EIGHT
NINE	37	B2	B2	B2	B2	B2	B2	B2	B2	37	NINE
TEN	38	/10	*10	/10	*10	/10	*10	+100	+100	38	TEN
ELEVEN	39	-84	+46	-94	-54	-49	-21	-86	/11	39	ELEVEN
TWELVE	40	+4	-3	+3	-4	+2	-2	-6	+6	40	TWELVE
THIRTEEN	41	-485	-84	-95	-24	+48	+78	+459	+101	41	THIRTEEN
FOURTEEN	42	-459	+485	+458	-478	-0	+45	/5	*5	42	FOURTEEN
FIFTEEN	43	-45	+90	-30	-120	+150	-15	-15	-15	43	FIFTEEN
SIXTEEN	44	/2	-256	+32	-64	+64	-32	+256	*2	44	SIXTEEN
SEVENTEEN	45	-456	+98	+485	-741	+46	-155	+45	-485	45	SEVENTEEN
EIGHTEEN	46	-45	/5	*9	-45	+5	-46	-78	+87	46	EIGHTEEN
NINETEEN	47	+0	-25	+25	-25	+25	-25	+25	-0	47	NINETEEN
TWENTY	48	*2	/2	*5	/5	*10	/10	+20	STOP	48	TWENTY
THIRTY	49	+330	-330	+90	-90	/3	*3	STOP	/10	49	THIRTY
FOURTY	50	+512	-126	/2	*5	/5	STOP	*2	-155	50	FOURTY
FIFTY	51	/5	*5	/10	*10	STOP	-1	+151	-150	51	FIFTY
SIXTY	52	/5	/12	+120	STOP	+60	-180	*5	*12	52	SIXTY
SEVENTY	53	/2	/5	STOP	/7	-21	*2	*5	*7	53	SEVENTY
EIGHTY	54	/2	STOP	*2	/2	*2	/2	*2	-40	54	EIGHTY
NINETY	55	STOP	B1	B3	B2	B1	B3	B2	B1	55	NINETY
		0	1	2	3	4	5	6	7		
		RED	YELLOW	GREEN	CYAN	BLUE	MAGENTA	WHITE	BLACK		

The Scale Factor

After using the tables, set X to 2 if $X < 2$ or X to 5 if $X > 5$.

Lit BOB, Lit FRK, 4 batteries in 2 holders: =2			
Stage 1		Stage 2	
Batteries	-1/2batt	Battery Holders	-1/bh
FT is present	+1	FN is present	+1
4 or more SN Digits	+3	4 or more SN Letters	+3
TK is present	+2	TTK is present	+2
Starting Phrase is not definable	+2	Starting Phrase is definable	+2
FMN is present	+1	FIN is NOT present	+1
This stage's starting value < 5000: +1			
The bomb's starting time is 30:00 or greater: +2			
Exactly 3 SN Letters and 3 Digits: +2			
This stage's final value ≥ 10000: /2			

Determining the Correct Button

Refer to these for each stage if the correct button is not determined.

Use the first true row that apply.

1. Final value 0 – 9999 inclusive ⇒ left.
2. Parallel and 1 magenta button is present ⇒ that magenta button.
3. Stereo RCA and 1 white and 1 red button is present ⇒ neither.
4. % Grey and 1 black button is present ⇒ that button.
5. No shared colors between buttons and phrases (excluding white) ⇒ right.
6. All phrases are white, and exactly 1 button label is not present in numerical form or digit form ⇒ that button.
7. Buttons are RGB, in any order ⇒ Blue
8. Left and Right present ⇒ middle.
9. Otherwise take your final value and % 3, then + 1, count from left to right if you are on stage 1, right to left otherwise.

Determining the State of the Correct Button

Taps can substitute holds at a cost of a strike, if the bomb's timer is < 120s.

Error margin are ± 5s on the bomb's timer.

1. If TVAB present / ≥ 1 Needy Modules, tap.
2. Both of the other labels are present in the display, hold.
3. Correct button's label is present in the display, tap.
4. Button labels are sorted from greatest to least or least to greatest, hold.
5. Other button's labels' positive difference is within 2 of the correct button's label, tap.
6. Correct button label = LSD of the sum of the other 2 button's labels, hold.
7. Correct button label = LSD of the product of the other 2 button's labels, tap.
8. Otherwise, hold.

Holding The Button:

Keep going, and good luck!

Bomb timer will be abbreviated as BT, Display timer will be abbreviated as DT.

S in the middle refers to seconds timer (e.g. BST and DST).

If the current condition gives a value that is impossible to reach, skip to the next "Otherwise," when necessary.

1. 1/2 button(s) flashing 4 same color in a row.
2. 2FA Present.
3. 1/2 button(s) transmitting Morse.
4. Otherwise, count the number of flashes for each flashing button.

Module Response Upon Submission:

- **Left:** Correct Button
- **Middle:** Correct Time
- **Right:** Correct Action (correctly holding/tapping the button and releasing the button with the correct conditions)

Case Very Rare: 1/2 button(s) flashing 4 same color in a row.

Refer to the top table if both is flashing 4 in a row, otherwise the bottom table.

Leftmost	Rightmost	Release Condition
Red	Red	BT in minutes is even
	Green	DST shows a product of 2 consecutive numbers
	Blue	BST shows a product of 2 consecutive numbers
Green	Red	≥ 1 digit from the local time is shown from BT (not 0)
	Green	BST = 1, 3, 5, 9, 17, 31 or 57
	Blue	≥ 1 digit from the local time is shown from DT (not 0)
Blue	Red	04 or 40 on DST
	Green	04 or 40 on BST
	Blue	DST = 1, 3, 5, 9, 17, 31 or 57

Color	Position of Flashing Button			
	Left	Middle	Right	
Red	BST not in SN	DST shows 4/8/15/16/23/42	≥ 1 BST in SN	
	Sum of BST = prime	BST match	Sum of BST \neq prime	
	Sum of DST = prime	BST shows 4/8/15/16/23/42	DST not in SN	

Case Probably Never: 2FA is present.

- If 1 2FA, release when the DST contains ≥ 1 digit from LD in 2FA.
- If 2/3/4 2FAs, release when the BST contains ≥ 1 digit from the average of the 2FA, % 10, rounded down.
Unless the Two Factors are equal, go to the next "Otherwise."
- Otherwise, release when the BT and DT combined have ≥ 4 digits in the highest 2FA.
Unless the highest Two Factor on the bomb has 3 or fewer distant digits, go to the next "Otherwise."

Case Common: 1/2 button(s) transmitting Morse.

- Initial value = Alphabetical position of transmitted message.
- Modify that initial value based on Table Irregular Flashes, one at a time.

Color of the Given Flash	Position of the Flash			
	Flashed 1st	Flashed 2nd	Flashed 3rd	Flashed 4th
Red	+#Mods	+DR #Mods	-#Mods	-DR #Mods
Green	+MM (date)	-#PP	-MM (date)	+LSD in initial
Blue	+#Ports	+#PP	-#Ports	-LSD in initial

- Take the last digit of the absolute value and refer the table below.

Values Used	Release Condition
1	≥ 1 BST shows THAT value
2, 1 value is a 0	Non-zero not present on DST
2, identical and NOT 0	Value not present on BST
2, both values are 0	BST = sum of the base 36 digits flashed in Morse, % 60
2, 0 or 2 vowels	BST = product of the 2 values
2, Otherwise	DST = product of the 2 values

Otherwise:

Count the number of flashes for each flashing button and use the next table.

	Red	Green	Blue
Left Button is flashing	1	2	3
Middle Button is flashing	2	3	1
Right Button is flashing	3	1	2

Add all of these valued flashes up for each button and refer the next table:

Value % 5	0	1	2	3	4
Release Condition (BT): Total time =	2n	3n	5n	7n	11n

Both conditions must be satisfied from the calculated values on each of the flashing buttons. However, if the values after modulo 5 are the same, release the button when the total time remaining in seconds is a prime or < 5. You might need Prime Checker to assist you with this.

Appendix: Morse Code

When you can't condense this.

A • —
B — • • •
C — • — — •
D — — • •
E •
F • • — — •
G — — — •
H • • • • •
I • • •
J • — — — —
K — — • —
L • — — • •
M — —
N — •
O — — —
P • — — — •
Q — — — • —
R • — — •
S • • •
T —

U • • — —
V • • • — —
W • — — —
X — — • • —
Y — — • — —
Z — — — • •

1 • — — — —
2 • • — — —
3 • • • — —
4 • • • • —
5 • • • • •
6 — — • • •
7 — — — • •
8 — — — — •
9 — — — — — •
0 — — — — —

[Return to Case Common](#)