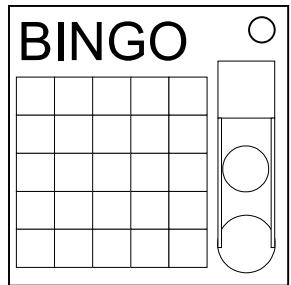


## On the Subject of Encryption Bingo

I reckon this module will go well with retirement.

When the bomb is initiated, and after every solve, a ball will roll out to the right of a 5 by 5 bingo card. The bingo ball will have encoded information written on it, referring to the position of a square on the card. Stamp said position, and the ball will roll away. The module is disarmed once there are 5 stamps in a row, column, or diagonal line. It is possible that multiple balls will appear per solved module, one after the other. Stamping the wrong square incurs a strike and gives you a new ball. Solving another module before all active balls have had their squares stamped also causes a strike, but does not give you a new ball.



E L W G N	O Q T K U	D G T A R
R O Z T B	N E V W I	M Y E S B
U D P V C	X L M A P	C I H U X
X Q Y F M	G H Y C Z	O J W Q N
H A J I S	S B F R D	P F V K L

Corresponds to...	Corresponds to...	Corresponds to...
<ul style="list-style-type: none"> <li>• <u>Morse Code</u></li> <li>• <u>Tap Code</u></li> <li>• <u>Maritime Flags</u></li> <li>• <u>Semaphore</u></li> <li>• <u>Pigpen</u> *</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Lombax</u></li> <li>• <u>Braille</u></li> <li>• <u>Wingdings</u></li> <li>• <u>Zoni</u></li> <li>• S.G.A. *</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Cube Symbols</u></li> <li>• <u>Runes</u> **</li> <li>• <u>Fontana</u></li> <li>• <u>ASCII Hex Codes</u></li> <li>• <u>New York Point</u></li> </ul>

Observe the method of encoding. Stamp the square in the same position as the square containing the encoded letter in the corresponding grid above.

\* J and L in Pigpen look similar to M and E in the Standard Galactic Alphabet. The S.G.A. has square dots, while Pigpen has circular dots.

\*\* Runes that correspond to more than one letter will never show up.

If the ball has a play button symbol on it, it is a listening ball. Tap the ball to play a sound, and stamp the square that's in the same position in the table below as that sound.

Campfire	Jaws theme	Camera	Dripping Water	Fire Truck
Footsteps	Paper Crumpling	Sugar Sifter	Clapperboard	Singing Bowl
Museum Tour	MTA Door Warning	Balloon Deflating	Egg Cracking	Timpani
See-Saw	Car Horn	Orchestra Tuning	Walking on Snow	Rain
Cicadas	Cat Purring	Scissors	Dishwasher	Clock Chiming

If a ball has an arrow on it, stamp the first unfilled square that is in that direction from the most recently stamped square, looping over if needed. Arrows can point both orthogonally and diagonally, and can take the form of shapes from Gridlock. Regular arrows are thick and red.

If a ball has a number between 1 and 24 on it, stamp the square that is that many squares in reading order from the most recently stamped square. Numbers can take the form of Arabic numerals, Roman numerals, binary, Zoni, or Maritime Flags.

If the ball has a Chinese number written on it, stamp that square in Chinese reading order. (Start at top right, up to down, then likewise with each column going left.)

Standard Galactic Alphabet:

A	B	C	D	E	F	G	H	I	J	K	L	M
Ϛ	ϗ	ϗ	=	Ӆ	=	Ӯ	ӻ	Ӆ	ӷ	Ӹ	ӹ	ӻ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Ӱ	Ӳ	Ӵ	ӵ	Ӷ	ӷ	Ӹ	ӹ	ӹ	ӷ	Ӹ	ӹ	ӻ

New York Points:

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				
••..•	•••••				

Fontana:

b	c	d	f	g	h	k	l	m
Ϙ	ߡ	ߕ	ߘ	ߐ	߱	߳	ߴ	ߵ
n	p	q	r	s	t	x	y	z
߱	߲	߳	ߴ	ߵ	߶	߷	߸	߹
a	e	i	o	u				
߱	߲	߳	ߵ	߶				
A	E	I	O	U				
߱	߲	߳	ߵ	߶				

ASCII Hex Codes:

A	B	C	D	E	F	G	H	I	J	K	L	M
041	042	043	044	045	046	047	048	049	04A	04B	04C	04D
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
04E	04F	050	051	052	053	054	055	056	057	058	059	05A