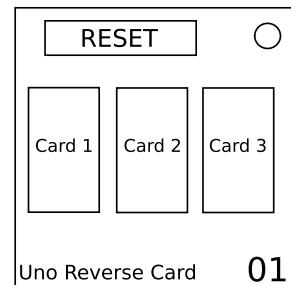


On the Subject of Deck Creating

"Why are you trying to make the latest meta deck? We're defusing a bomb!!"

- On the module, there will be 3 different cards from the same card game.
- In order to solve the module, figure out what deck is being created and select the correct cards from that deck. There is always 30 cards in each deck that will be needed.
- Pressing a wrong card will issue a strike and reset the module potentially with a different game.
- Pressing the reset button, will reset the module potentially with a different game.



One of the three games below will be the chosen game on the module:

- Hearthstone: [Example of the card](#)
- Magic The Gathering: [Example of the card](#)
- Pokémon: [Example of the card](#)

Step 1: Getting the values

Take a look at the rules related to the amount of indicators on the bomb until one matches the current indicators on the bomb, then follow all the rules in order. After following these rules, the result should be in **fractional form**.

If the bomb has more unlit indicators than lit indicators:

- Take the rightmost letter of the serial number and convert it to its alphanumeric value. (Ex. A -> 1, B -> 2... Z -> 26)
- Multiply this number by the amount of unlit indicators.
- If there is an RCA port, double the number BUT if you have a Serial port, ignore this rule.
- Add/Subtract 4 until in range of 1-4. This will be the numerator of the fraction.
- Convert every letter in the serial number to its respective alphanumeric value and add them up. Then, add this number to the sum of the numbers in the serial number.
- Add/Subtract 4 until in range of 1-4. This will be the denominator of the fraction.

If the bomb has more lit indicators than unlit indicators:

- Start by taking the amount of lit indicators + 6. Then, add the number of port plates.
- Add/Subtract 4 until in range of 1-4. This will be the numerator of the fraction.
- Take the number of indicators that share a letter with the name of the card game. Then, add the last digit of the serial number.
- Add (# of batteries * 3). Additionally, if there is a Monsplode Fight or Monsplode Trading Cards module on the bomb, add 13.
- Add/Subtract 4 until in range of 1-4. This will be the denominator of the fraction.

If the bomb has an equal amount of unlit indicators and lit indicators (or no indicators):

- Start with the (# of batteries * (# ports + # of port plates)) * $\sqrt{2}$. Take this all over $\sqrt{2}$.
- Reduce this fraction to its lowest form.
- Add/Subtract 4 from both sides until in range of 1-4. This will be the numerator and denominator of the fraction.

HOWEVER, if you have an equal amount of batteries and holders, as well an lit/unlit BOB indicator; the deck selected is going to be Exoida Mage.

Step 2: Getting the deck

Using the two tables below (Table V4LU35 and Table D3CK5), figure out with the information from the above steps to know what deck you are creating.

The fraction obtained from the above steps will be R/C which means that the numerator of the fraction will be the row and the denominator will be the column.

Table V4LU35

Values	1	2	3	4
1	13.5	14.2	14.2	2
2	14.2	102	2	102
3	2	13.5	102	2
4	14.2	2	102	13.5

Table D3CK5

Card Game/Value	13.5	14.2	2	102
Hearthstone	Aviana Druid	Face Hunter	Control Warrior	Miracle Rogue
MTG*	Blue	Red	Green	White
Pokémon**	Torchic Constructed	Mudkip Constructed	Flygon Constructed	Treecko Constructed

Step 3: Creating the deck

Out of the all the decks below, find the deck that is being created. Out of the three cards on the module, one of them will be from the current deck. Selecting that one will add it to the deck and generate a new set of cards. Be wary, a card from the same deck as the chosen one could potentially appear.

Aviana Druid		Face Hunter	
1 Aviana	1 Kun the Forgotten King	1 Leeroy Jenkins	2 Arcane Shot
1 Malfurion the Pestilent	1 Brann Bronzebeard	2 Dwarven Sharpshooter	1 Timber Wolf
1 Flobbidinous Floop	2 Biology Project	2 Toxic Reinforcements	2 Tracking
2 Lesser Jasper Spellstone	2 Wild Growth	2 Explosive Trap	1 Freezing Trap
2 Ferocious Howl	1 Ancient Brewmaster	2 Kobold Sandtrooper	2 Phase Stalker
2 Branching Paths	2 Juicy Psychmelon	1 Snake Trap	2 Animal Companion
2 Swipe	1 Witchwood Piper	2 Eaglehorn Bow	2 Kill Command
2 Nourish	2 Spreading Plague	2 Unleash The Hounds	2 Deadly Shot
2 Branching Paths	2 Juicy Psychmelon	1 Snake Trap	2 Animal Companion
2 Star Aligner	1 Grand Archivist	2 Lifedrinker	
2 Ultimate Infestation			

Control Warrior		Miracle Rogue	
1 Dr.Boom, Mad Genius	1 Archivist Elysiana	1 Bloodmage Thalnos	1 Patches the Pirate
1 SNLP-SN4P	1 Ziliax	1 Edwin VanCleef	2 Backstab
1 Siamat	1 Armegadillo	2 Counterfeit Coin	2 Preparation
2 Eternium Rover	2 Omega Assembly	2 Conceal	2 Swashburglar
2 Shield Slam	2 Town Crier	2 Eviscerate	2 Sap
2 Frightened Flunky	2 Warpath	2 Fan of Knives	2 Tomb Pillager
2 Shield Block	1 Omega Devastator	2 Vilespine Slayer	2 Questing Adventurer
2 Restless Mummy	2 Brawl	2 Azure Drake	2 Gadgetzan Auctioneer
1 Dyn-o-matic	1 Plague of Wrath	2 Arcane Giant	
1 Supercollider	2 Tomb Warden		

Blue		Red	
1 Mahamoti Djinn	2 Fugitive Wizard	1 Foundry Street Denizen	2 Goblin Roughrider
1 Welkin Tern	2 Frost Lynx	2 Thundering Giant	1 Shivan Dragon
2 Nimbus of the Isles	1 Research Assistant	1 Furnace Whelp	2 Borderland Marauder
1 Paragon of Gathering Mists	1 Divination	1 Paragon of Fierce Defiance	1 Lava Axe
1 Into the Void	1 Negate	1 Cone of Flame	1 Lightning Strike
1 Cancel	1 Jace's Ingenuity	2 Seismic Strike	2 Staff of the Flame Magus
1 Chronostutter	1 Staff of the Mind Magus	13 Mountain	
13 Island			

Green		White	
2 Elvish Mystic	1 Terra Stomper	1 Ajani's Pridemate	2 Oreskos Swiftclaw
1 Garruk's Packleader	1 Roaring Primadox	1 Serra Angel	2 Soulmender
1 Charging Rhino	1 Centaur Courser	1 Aegis Angel	1 Kinsbaile Skirmisher
2 Runeclaw Bear	1 Paragon of Eternal Wilds	1 Paragon of New Dawns	1 Midnight Guard
1 Shaman of Spring	1 Hunt the Weak	1 Tireless Missionaries	1 Inspired Charge
2 Titanic Growth	1 Plummet	2 Divine Verdict	1 Staff of the Sun Magus
1 Hunter's Ambush	1 Staff of the Wild Magus	1 Divine Favor	1 Marked by Honor
13 Forest		13 Plains	

Torchic Constructed		Mudkip Constructed	
1 Magmar Ex	2 Torchic	1 Lapras Ex	2 Mudkip
2 Cobusken	1 Blaziken	2 Marshtomp	1 Swampert
2 Electrike	1 Manetric	2 Ralts	1 Kirlia
2 Poochyena	1 Mightyena	2 Aron	1 Larion
1 Energy Restore	1 Potion	1 Energy Switch	1 Potion
1 Pokénav	1 Pokemon Reversal	1 Pokénav	2 Switch
1 Pokéball	1 Professor Birch	1 Pokéball	1 Professor Birch
1 Lum Berry	5 Fire Energy	1 Lum Berry	5 Water Energy
5 Lightning Energy	1 Darkness Energy	5 Psychic Energy	1 Metal Energy

Flygon Constructed		Treecko Constructed	
2 Nincada	1 Ninjask	1 Scyther Ex	2 Treecko
2 Magnemite	1 Magneton	2 Grovyle	2 Sceptile
2 Trapinch	2 Vibra	2 Makuhita	1 Hariyama
1 Flygon	1 Latios Ex	2 Skitty	1 Delcatty
1 Energy Recycle System	1 Potion	1 Energy Search	1 Energy Remove 2
1 Pokénav	1 Pokéball	1 Potion	1 Pokénav
1 TV Reporter	1 Balloon Berry	1 Pokéball	1 Professor Birch
1 Low Pressure System	5 Grass Energy	1 Lum Berry	5 Grass Energy
5 Lightning Energy	1 Rainbow Energy	5 Fighting Energy	1 Rainbow Energy

Exodia Mage			
1 Emperor Thaurissan	1 Archmage Antonidas	2 Arcane Artificer	2 Doomslayer
2 Mad Scientist	2 Novice Engineer	2 Research Project	2 Sorcerer's Apprentice
2 Arcane Intellect	2 Coldlight Oracle	2 Frost Nova	2 Ice Barrier
2 Ice Block	1 Simulacrum	1 Cone of Cold	2 Molten Reflections
2 Blizzard			