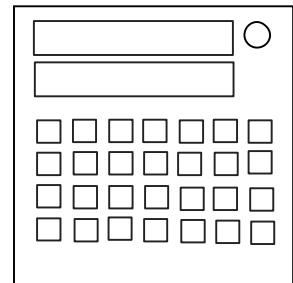


On the Subject of Minecraft Cipher

Creeper? AWW MAN! So we back in the mine...

- This module consist of 2 textboxs, which contains the message and your input, along with a keyboard, the clear button (the letter C), and the submit button (the letter S).
- The upper textbox gives you the encrypted word in Standard Galactic Alphabet (View appendix GSA). To decrypt the word, translate the word into english and follow the steps in section A.
- Next, look for the word that you need to respond in Section B.
- Finally, encrypt the word obtained from the last step with reference to section C, translate it back into Standard Galactic Alphabet and submit the encrypted word.
- If you submit the wrong word, you will get a strike. Upon incurring a strike, the module will regenerate a new encrypted message.
- **ALL CALCULATIONS IN THIS MODULE LOOPS OVER IF THE NUMBER IS OUT OF A RANGE OF 1-26**



Section A: Forget Letter Not

- Change all letters into their alphanumeric positions.
- Add the number to the corresponding number gained from the chart below, and record the total. This is the calculated number for that letter position (not alphanumeric position).
- Finally, change the calculated number of each letter position back into letters with reference to their alphanumeric position.

First Letter:

- If the bomb has a lit IND indicator, -3.
- Otherwise, if the bomb has no batteries, -2.
- Otherwise, if the bomb has no indicators, +3.
- Otherwise, if the bomb has The Crafting Table module, +2.
- Otherwise, +number of ports.

Second Letter:

- If the bomb has a parallel port and 4 battery holders, +4.
- Otherwise, if the last calculated number is a multiple of 3, +2.
- otherwise, -smallest digit of serial number.

For each remaining letters in reading order:

- If either of the previous two obtained numbers (not calculated numbers) are 0, +absolute value of sum of last two obtained numbers-10.
- Otherwise, if both of the previous obtained number are negative, +absolute value of difference of last 2 numbers.
- Otherwise, if both of the previous calculated number are odd, +largest digit of serial number -second last calculated number.
- Otherwise, if both of the previous calculated number are even, +sum of last 2 obtained numbers.
- Otherwise, +last calculated number.

Section B: The table

Sparklez	Creeper	Diamond	Pickaxe	Obsidian	Nether
Slayer	Sharpness	Sniper	Power	Miner	Efficiency
Engineer	Redstone	Repeater	Autoclick	Sugar	Speed
Lapis	Experience	Wart	Awkward	Gunpowder	Splash
Dragon	Breath	Melon	Health	Spider	Poison
Magma	Fire	Carrot	Vision	Blaze	Strength
Cobblestone	Compactor	Farmer	Unbreaking	Rabbit	Jump
Breath	Lingering	Pufferfish	Breathing	Tear	Regeneration
Armor	Resistance	Phantom	Slowfall	Million	Midas
Hypixel	Fighting	Tournament	Monday	Crafting	Module
Ending	Egg	Pearl	Teleport	Crops	Bread
Drowned	Trident	Library	Silverfish	Netherite	Uninstall

Section C: Forget Every Letter

- Take the alphanumeric position of each letter in the word found in part 2.
- Take the first letter as a valid letter.

For every other letter, use the following rules to determine if the letter is valid.

- If the previous two letters were both valid, this letter is not valid.
- If the previous two letters were both not valid, this letter is valid.
- If neither of the above apply, or if there are not two previous letters, this letter is valid if the digital root of the letter's alphanumeric position is in common with a digit (tens or unit) in the alphanumeric position of the letter.

For each valid letter, modify the letter's alphanumeric position by applying the corresponding rule with reference to the digital root of the letter's alphanumeric position.

Digital Root	Operation
1	+number of digits in the serial number.
2	+number of letters in the serial number.
3	+number of modules on the bomb.
4	27-alphanumeric position.
5	-number of indicators.
6	+digital root of that letter.
7	-number of ports.
8	-strikes. (only count the strikes when the message is generated)
9	+number of battery holders.

Finally, change the number back into letters with reference to the respective alphanumeric position.

Appendix SGA: