

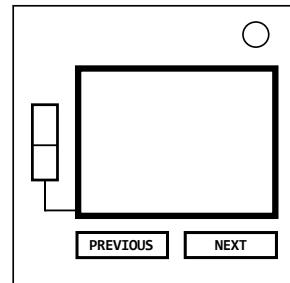
## On the Subject of Double Expert

*Experience the feeling of both side of the team!*

*See Appendix A for indicator identification reference.*

*See Appendix B for battery identification reference.*

*See Appendix C for port identification reference.*



You are not the only one with the manual now. The module contains a big screen, two buttons, saying "Previous" and "Next", and a switch. To disarm the module, use both of your manuals to work together and determine what to do next.

We advise you to check the section "Weird Quirks" before starting to solve the module.

Follow the instructions on the module's screen. You may press the "Previous" button to check previous sets of instructions. However, the display may partially or totally glitch out in those sets.

The screen may instruct you to apply certain rules. Refer to the section "Rules" when this happens.

### Rules

A : "If the Serial Number contains a vowel, take the sum of all the digits in the Serial Number with the number of batteries. Subtract that number from the current Key Number."

B : "If there are more than 3 batteries on the bomb, subtract the last digit of the Serial Number from your current Key Number."

C : "If there is a Parallel port on the bomb, add the number of battery holders to your current Key Number."

D : "If there are more than 2 port plates on the bomb, add the number of ports present on the bomb to your current Key Number."

E : "If the Serial Number contains a prime digit, subtract 5 plus the amount of unlit indicators on the bomb from your current Key Number."

F : "If there is a Stereo RCA port on the bomb, multiply your current Key Number by the number of lit indicators on the bomb."

G : "If the last applied rule was a vowel (and there is a last rule applied), divide your current Key Number in half, rounding down to the nearest integer."

H : "If your current Key Number exceeds 11, subtract from it the number of minutes remaining on the bomb."

I : "If there is a lit BOB indicator on the bomb, your new Key Number is 0."

J : "If the bomb was generated on a Wednesday, add 10 to your current Key Number."

K : "If there are currently less than 6 solved modules on the bomb, add the number of currently unsolved modules to your current Key Number."

L : "If your current Key Number is even, apply the effects of last applied rule (if there is one and it is not rule L)."

M : "If there are no empty port plates on the bomb, subtract the number of ports from your current Key Number."

N : "If there are currently less than 5 unsolved modules on the bomb, add the total number of currently solved modules to your current Key Number."

O : "If the Serial Number contains any letters from the word 'DOUBLE', double your current Key Number."

P : "If there is an DVI-D port present on the bomb, take the number of ports on the bomb, subtract the number of DVI-D ports, then add that number to your current Key Number."

Q : "If there are more letters than numbers in the Serial Numbers, take the sum of all the Serial Number letters' alphabetical position, then subtract that number from your current Key Number."

R : "If the Serial Number contains at least 2 unique odd digits, take the sum of all digits in the Serial Number, then subtract that number from your current Key Number."

S : "If there are no duplicate ports on the bomb, add the number of port plates on the bomb to your current Key Number."

T : "If the last applied rule was any of the letters from the word 'PREVIOUS' (and there is a last rule applied), take the numbers of vowels in the Serial Number, multiply it by the last digit of the Serial Number, then add that number to your current Key Number."

U : "If there are currently an even number of minutes remaining on the bomb, your new Key Number is now the digital root of your current Key Number."

V : "If there are currently exactly 5 solved modules, take the number of Needy modules on the bomb (or 9 if none exists), multiply it by 2, then add that number to your current Key Number."

W : "If your current Key Number is equals to the amount of batteries on the bomb, subtract the number of batteries holder from your current Key Number."

X : "If your current Key Number is below 12, multiply it by -1."

Y : "If your current Key Number is below 65, add the total number of ports, batteries and indicators to it."

Z : "If your current Key Number is below 0, multiply by -1, then add the number of currently unsolved modules to the Key Number."

**NOTE:** Number of solved/unsolved modules, number of strikes and minutes remaining are calculated when you leave the screen displaying the corresponding set of instructions for the first time.

## Weird Quirks

Check all of these conditions to confirm your weird quirks. You might regret not reading this later.

1. If there are at least 3 indicators on the bomb, and all of them are lit, W and Y are considered vowels for this module. Otherwise, they're not.
2. If the bomb was generated between 8AM-10AM, all conditions that relate **only** to ports or port types will return false no matter what. Port plates is a different category, and therefore will remain unaffected.
3. If the Serial Number contains either an X or a Z, the words "odd" and "even" must be switched around in all sections.
4. If the bomb has more than 30 solvable modules, the words "add" and "subtract" must be switched around in all sections. ("Plus" and "minus" will remain unchanged.)
5. If the bomb was generated between 00:10AM-11:49PM of April 1st, **DO NOT flip the switch**. Instead, use the "Next" button to submit your answer instead. ("Next" button works as the switch only after the screen instructs you to flip the switch.)

6. If the bomb was generated on May 9th, effects of the rules A, B, D, H, I, R, T, and Y must be performed even if their respective conditions in this manual return false.

7. If the bomb was generated on April 9th, then Congratulations! Today is *National Unicorn Day!* Just simply ignore everything and flip the switch down to disarm the module. Pressing "Next" will register a strike.

## Flipping the Switch

Once you have gone through each set of instructions, the module will tell you to flip the switch down. Once you do that, the display will cycle through a set of keywords. Flip the switch back up when a valid keyword is on the screen to disarm the module. Flipping the switch down before the module tells you to will skip right to the keyword submission phase, but will not register a strike. However, like when the "Previous" button is pressed, keywords may appear partially or totally glitched.

Flipping the switch back up when an invalid keyword is showing, however, will register a strike and return to the first set of instructions. A strike may or may not change the sets of instructions previously displayed.

Use the table below to identify which keywords are valid:

Latest Key Number before the switch was flipped							
< 0	1-15	16-30	31-45	46-60	61-75	76-90	91+
Apple	Alpha	Banana	Beta	Cherry	Charlie	Back	Cabin
Delta	Diamond	Echo	Emerald	Foxtrot	Fluorite	Define	FedEx
Greek	Golf	Hawaii	Hotel	Indigo	India	High	Gothi
Juliett	Jenga	Kilo	Kenya	Lima	Lingerie	Jackal	Kojima
Maniac	Mike	Nutmeg	November	Otto	Oscar	Monsplode	Nominate
Papa	Pope	Quebec	Quiet	Romeo	Rodeo	Quiper	Prequire
Single	Sierra	Triple	Tango	Ultimate	Uniform	Stunt	Tuesday
Victor	Vow	Violet	Vent Gas	Whiskey	Wires	Words	Wii
X-ray	Xbox	X-file	Xcitebike	X-men	X-mas	Xenoblade	X01
YMCA	Yo-Yo	Igor	Yeet	Yippy	Yes	YoVile	Yankee
Zulu	Zebra	Zapra	Zebstrika	Zenoblade	Zelda	Zen Mode	Zoo