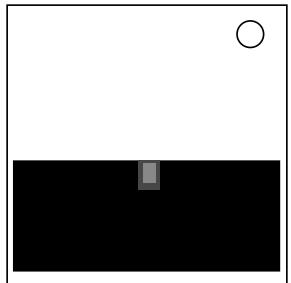


On the Subject of Mystery Box

Fetch me their souls!!!!

This module contains a box which can be opened, cycling quickly through weapons, until coming to a halt. The weapon that you got will show up at the end. *Due to budgeting constraints, this isn't the latest model of the Mystery Box so the weapons may look a bit different to what you may have seen before.*



Clicking the box after it stops will cause it to close, allowing it to be opened again. Clicking the weapon that was found from the rules below will solve the module. Clicking an incorrect weapon will cause the module to strike, and reset entirely with new weapons. Additionally, hovering over a weapon will display its name. If the player waits for too long, the weapon will go back into the box by itself, closing it in the process.

In order to solve the module, you must predict the weapon you will pick up. To do so, start with the number of batteries and the number of ports. Use the number of batteries modulo 10 as the row and the number of ports modulo 10 as the column in the grid on the next page. **HOWEVER, if the last digit of the serial number is even, REVERSE the configuration (i.e. ports become rows and batteries become columns).** If batteries = ports, use battery holders vs. port plates in the same way. If holders = plates, use lit vs. unlit indicators in the same way. **If all rules have an outcome of being equal, use 6 as the row and 9 as the column.**

Note: If the defuser is shown a Wonder Weapon, they can pick it up without any consequence and solve the module. (Why wouldn't you pick it up anyways?)

Wonder Weapons				

	0	1	2	3	4	5	6	7	8	9
0	X	1	83	63	52	78	27	17	58	44
1	64	X	47	71	21	12	28	85	7	25
2	91	57	X	76	34	62	3	38	15	66
3	26	92	72	X	33	84	65	79	32	39
4	95	22	43	93	X	41	53	23	5	9
5	6	96	14	73	31	X	42	86	35	59
6	97	4	68	36	67	29	X	51	18	69
7	48	49	45	19	54	89	74	X	81	13
8	37	99	11	94	55	16	87	56	X	46
9	75	24	98	61	2	88	83	8	82	X

Call the resulting number "x".

Finally, take the **glow color** of the box as the column and the range that "x" is in as the row in the table on the next page to get the weapon that you must pick up.

	Red	Blue	Yellow	Purple	Orange
1-10					
11-20					
21-30					
31-40					
41-50					
51-60					
61-70					
71-80					
81-90					
91-100					

Table continued on the next page...

	Green	Cyan	Magenta	Black	White
1-10					
11-20					
21-30					
31-40					
41-50					
51-60					
61-70					
71-80					
81-90					
91-100					