# On the Subject of Cruel Piano Keys
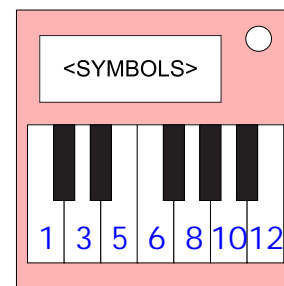
*The devil's interval approaches...*

*See Appendix A for indicator identification reference.*
*See Appendix B for battery identification reference.*
*See Appendix C for port identification reference.*
*See the third page for serialism & music terminology reference.*



- A cruel piano keys module will present with 4 musical symbols in the top indicator and a 12-note keyboard to input with.
- Each rule consists of one or more required symbol(s) and optional further requirements based on the bomb casing.
- Follow the list of rules down in **Table 2** until one matches the criteria for the module and bomb.
- Then use the lookup criteria to find the prime 12-tone row from **Table 1.**
- Then apply the according transformation from **Table 2** to the 12-tone row, and execute this final sequence.
- A failed attempt will require re-entry of the entire note sequence.

## Table 1.

| # | Prime 12-tone Sequence | # | Prime 12-tone Sequence |
|---|---|---|---|
| 0 | F D F♯ G♯ C B A♯ C♯ G E D♯ A | 5 | C D♯ F♯ D F C♯ B A G A♯ E G♯ |
| 1 | A♯ A C E C♯ D D♯ G B F♯ G♯ F | 6 | G♯ C A♯ C♯ E G B D♯ A D F F♯ |
| 2 | F♯ B A G♯ D C G C♯ F D♯ E A♯ | 7 | E A C♯ B G G♯ A♯ D♯ F♯ F C D |
| 3 | E D♯ D F♯ F A♯ G♯ C♯ C B G A | 8 | G♯ D♯ D E A♯ C♯ F♯ G F A C B |
| 4 | D E A A♯ C B C♯ G♯ F F♯ D♯ G | 9 | D♯ G♯ C B D C♯ F♯ A♯ F G A E |

*These are the inverses of the "tunes" above.*

0:  F  G#  E  D  A#  B  C  A  D#  F#  G  C#
1:  A#  B  G#  E  G  F#  F  C#  A  D  C  D#
2:  F#  C#  D#  E  A#  C  F  B  G  A  G#  D
3:  E  F  F#  D  D#  A#  C  G  G#  A  C#  B
4:  D  C  G  F#  E  F  D#  G#  B  A#  C#  A
5:  C  A  F#  A#  G  B  C#  D#  F  D  G#  E
6:  G#  E  F#  D#  C  A  F  C#  G  D  B  A#
7:  E  B  G  A  C#  C  A#  F  D  D#  G#  F#
8:  G#  C#  D  C  F#  D#  A#  A  B  G  E  F
9:  D#  A#  F#  G  E  F  C  G#  C#  B  A  D