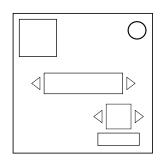
On the Subject of Placement Roulettes

Let's hope you don't get Mario Karted.

• You are presented with a box of text. You can use the arrows to go through all the information given. You must use this information, and edgework on the bomb, to determine the item the racer will get.



- To submit an item, simply press the arrows in the bottom right of the module to cycle through the items. Then, press submit when you're done.
- Each piece of information will convert to a number which you add to your offset. Some pieces of information will require you to use a look-up table to convert it to the information in Table 3. The offset will always start at 0.
- To find the weight class, use Table 1.
- To find the vehicle type, use Table 2.
- To determine whether a track is Nitro or Retro, you must look for the following codes: SNES, N64, GBA, GCN, DS. If a track has any of these codes, it is a Retro track. Else, it is a Nitro track.
- Add up all the occurrences in Table 3 to get your offset. Then use Table 4 to figure out the item the player will get. This item is the answer.

Table 1

Lightweight	Mediumweight	Heavyweight			
Baby Mario	Mario	Wario			
Baby Luigi	Luigi	Waluigi			
Baby Peach	Peach	Donkey Kong			
Baby Daisy	Daisy	Bowser			
Toad	Yoshi	King Boo			
Toadette	Birdo	Rosalina			
Koopa Troopa	_ Diddy Kong	Funky Kong			
Dry Bones	Bowser Jr.	Dry Bowser			

Table 2

Kart	Bike
Standard Kart S	Standard Bike S
Baby Booster	Bullet Bike
Concerto	Nanobike
Cheep Charger	Quacker
Rally Romper	Magikruiser
Blue Falcon	Bubble Bike
Standard Kart M	Standard Bike M
Nostalgia 1	Mach Bike
Wild Wing	Bon Bon
Turbo Blooper	Rapide
Royal Racer	Nitrocycle
B Dasher Mk. 2	Dolphin Dasher
Standard Kart L	Standard Bike L
Offroader	Bowser Bike
Flame Flyer	Wario Bike
Piranha Prowler	Twinkle Star
Jetsetter	Torpedo
Honeycoupe	Phantom

Table 3

+1.	+2	+3
Heavyweight	Mediumweight	Lightweight
Manual	Kart	Automatic
Bike	Retro	Nitro
≤3 Batteries	>3 Batteries	CAR Indicator

Table 4

	lst	2nd	3rd	4th	5 t h	6 t h	7th	8 t h	9 t h	10 t h	llth	12 t h
6												♦
7	13		13	To the state of th								
8	A					E						
9		*								♦		
10								\(\)	2			♦
11	13											
12	*							\(\)	\(\frac{1}{2}\)			
13	A		***									
14	***				***							♦
15	A	₩.		*				** .			7	
16	₩.	₩.		*	*				*		^	