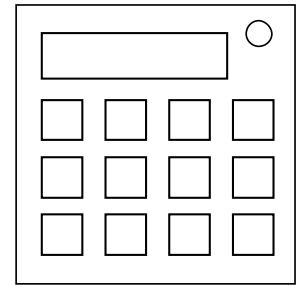


On the Subject of Successfully Patronizing a Bakery

Even in the face of disaster, we are willing to sacrifice our own elders... for cookies.



- This module is the inventory of a local bakery, which specializes in cookies. There are 12 plates, each containing a menu item.
- To solve the module, purchase every valid cookie by clicking its plate.
- The validity of every cookie that can be found in a 2x2 grid below is determined with the following rules. Every other cookie is part of a special set, each one having their own rules detailed below the 2x2 grids.
 - Create two boolean values. The first one is true if there are any cookies in this cookie's square also present on the module besides this cookie.
 - If this cookie is in the top-left or bottom-right of its square, the second value is true if there are any cookies in the square above or below this cookie's square present on the module. If it's in either of the other two positions, the second value is true if there are any cookies in the square to the left or right of this cookie's square present on the module.
 - Run these two values through an XOR gate (returns true if exactly one input is true). If the result is true, this cookie is valid.
 - Note that squares at the bottom of one page are considered adjacent to squares at the top of the next page and vice versa, but the set of squares does not loop around in any other way.
- Highlighting a cookie's plate will write the name of it on the chalkboard above the plates. Hover over an image of a cookie in this manual to view its name.
- A selected cookie will gain a purple plate. The plate can be clicked again to unselect the cookie. Press the chalkboard to submit, and if every valid cookie is selected and no invalid cookies are selected, the module will solve.






Chocolate Butter Biscuits:

























- A milk chocolate butter biscuit will always be valid. Every other chocolate butter biscuit is only valid if every cookie to the left of it in the table below is present.



	Everybutter biscuits, however, are valid if they are the only chocolate butter biscuit on the module.
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Branded Cookies:

- The validity of a branded cookie is based on that of another cookie on the module.
- Each of the 8 ordinal directions is associated with two branded cookies, according to the table below.
- A branded cookie looks at the cookie on the module in this direction. Looping around is never needed.
- If the branded cookie is the one out of the two corresponding to its direction that's on the left, the branded cookie's validity is equal to the "pointed at" cookie. If it's on the right, the validity is the inverse.

Danish Butter Cookies:

- A Danish butter cookie is valid if it can be found on the module in the area corresponding to it in the table below.

	Row 1		Row 2
	Row 3		Column 1 or 3
	Column 2 or 4		

Macarons:

- A macaron is valid if the digit corresponding to it in the table below is the last digit of the serial number. If the last digit of the serial number is 0, every macaron is always valid.

1	2	3	4	5	6	7	8	9
								

Not-Cookies:

- A menu item that is not a cookie is valid if it is the only item in this category with its position within its square on the module.






















	
	







Seasonal Cookies:

- A seasonal cookie is valid if the bomb was started on the day of the week which can be found in the same column as it.
- However, if the bomb was started in the month containing the relevant holiday, a seasonal cookie is valid if the bomb was not started on that day of the week.

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
December							
October							
February							

Tea Biscuits:

- Tea biscuits toggle the validity of every cookie they are orthogonally adjacent to on the module.
- Tea biscuits are valid themselves if the edgework condition corresponding to them is true.

	There is an indicator that shares a letter with the serial number.
	There is a port plate containing a parallel and serial port, or an empty port plate.
	There is an equal number of lit and unlit indicators.
	There are either only AA batteries or only D batteries.
	The number of modules on the bomb is prime.
	There are no RJ-45 or DVI-D ports.