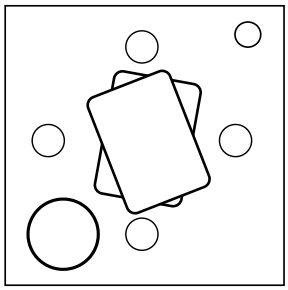
On the Subject of Boozlesnap



We'll take the Spruce Moose! Hop in!

- You are overseeing a four-person game of Boozlesnap, a card game played with a boozledeck (see Appendix D3CK for information). Play begins when the continue button is pressed. A card is then dropped onto the central pile from one of the four sides of the module. Play continues clockwise.
- On each of the four sides of the module is a small red button associated with the invisible player on that side. If a player drops an illegal card onto the pile, that player's button must be pressed at a certain time to eject them. On a successful ejection, play continues as normal.
- The module solves once three players have been ejected from the game.
- Pressing a player's button on a legal card will result in a strike. Pressing the continue button or a player's button at an incorrect time on an illegal card will also result in a strike.

The Rules of Boozlesnap:

The first card played is always legal. Afterwards, a card's legality is determined by the following conditions:

- If the played card is in the same family as the previous card, the two cards must have different glyph group parities.
- Otherwise, if the played card is in the same glyph group as the previous card, the difference between the counts must be exactly one.
- Otherwise, if the played card has the same count as the previous card, the two cards must be in adjacent numbered color families (consider the color families to be numbered in the order in which they are listed on page 3).
- Otherwise, the card is illegal.

If the card is illegal, the player who played it must be ejected. Upon ejection of a player, play continues considering the previous card to be the one just played, despite it being illegal.

Ejecting a Player:

Each number in the table below represents an index into the serial number, which is considered to consist of base-36 characters. Take the color of the illegal card along the side of the table and extend into the table of numbers N cells, where N is the count of the card. Take the sum of the acquired base-36 digits (in base-10) as the key number.

	Red	Jade	Magenta	Orange	Cyan	
Black	1	6	4	3	2	Rose
Violet	3	5	6	4	1	Yellow
Green	2	4	3	6	5	Azure
Grey	5	3	1	2	6	White
Blue	6	1	2	5	4	Lime

- If the glyph of the illegal card is the first in its group, press the eject button when the two seconds digits modulo 7 equals the key number modulo 7.
- Otherwise, if the glyph of the illegal card is the second in its group, press the eject button when the two seconds digits modulo 8 equals 7 - (the key number modulo 8).
- Otherwise, if the glyph of the illegal card is the third in its group, press the eject button when the two seconds digits modulo 9 equals the key number modulo 9.
- Otherwise, press the eject button when the last digit of the timer equals 9 - (the key number modulo 10).

Appendix: D3CK

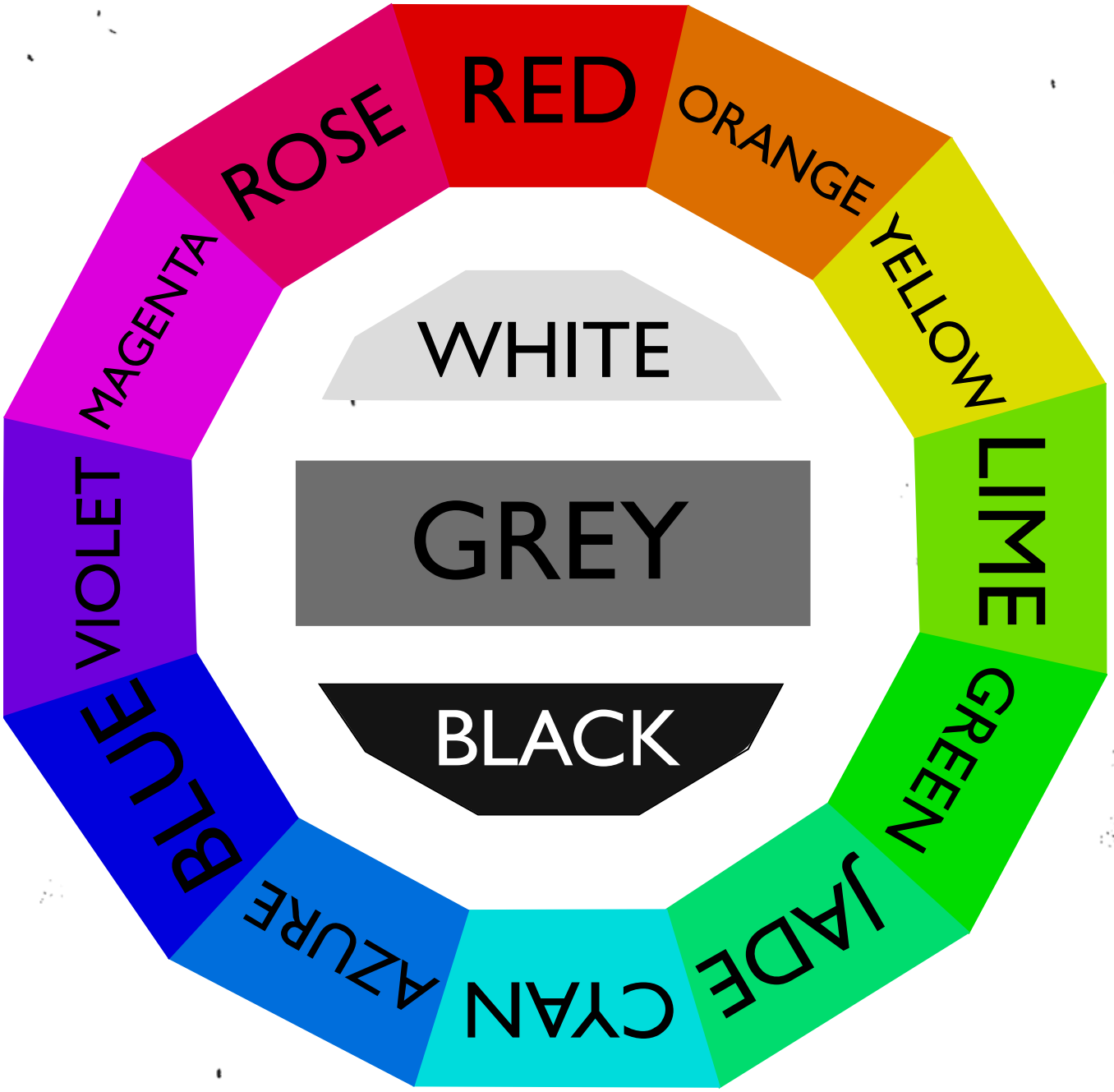
A boozledeck is comprised of 1200 unique cards. Each card has a glyph, count, and color.

The glyphs are the symbols that may appear on a card. There are 16 different glyphs, listed below with their literal translations and group numbers. The literal translations are not needed to solve the module, but may aid in communication if there is prior knowledge of the glyphs.

Group 1		Group 2		Group 3		Group 4	
A		G		L		Q	
B		H		M		S	
D		I		N		X	
E		K		O		Z	

The count is how many of the same glyph are printed on the card. There can be anywhere from 1 to 5 glyphs.

The color is the color of the glyphs. There are fifteen different colors, shown below. When the color is white, the card is matte black. These colors are grouped into five families: Red, Lime, Cyan, Violet, and Grey. Each family includes the color found in the name and the two colors adjacent to it in the diagram. This list of sets is cyclical; the red family is considered to be adjacent to the grey family.


RED
ORANGE
YELLOW
LIME
GREEN
JADE
CYAN
AZURE
BLUE
VIOLET
MAGENTA
ROSE
WHITE
GREY
BLACK