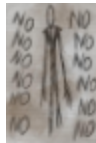
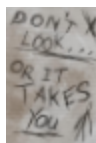


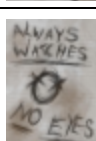

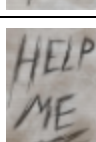



The module will show a page when it activates. Using the following table, figure out if the page is safe to pick up or if it's trapped by Slender Man.

Page:	Is trapped if:
	There is a "1", "2", "3", "4", "5", "6", "7" or "8" in the serial number
	There is a "SND" or "BOB" indicator on the bomb
	There are an even amount of modules (including needy modules) on the bomb
	The bomb was started on Monday, Wednesday, Friday or Sunday
	The bomb was started on Tuesday, Thursday or Saturday
	There isn't an empty port plate on the bomb
	The bomb has no strikes when this module activates
	There isn't a Hexamaze, Switches, The Jack-O'-Lantern, The Swan or Kanji module on the bomb*

**If one or more of these modules are present, this page is not trapped.*