On the Subject of Metapuzzles

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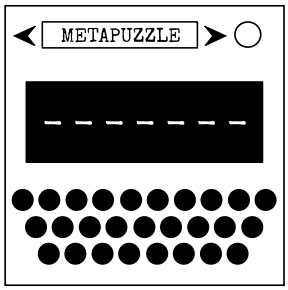

To solve the module, press the button at the top to enter submission mode and enter the answer to the metapuzzle.

Once you enter submission mode, you can exit it by pressing the button at the top again.

A metapuzzle is a puzzle that uses the answers to other puzzles. The metapuzzle on the module has seven different puzzles that feed into it. After solving any of these puzzles, the module will give you an English word for its "answer".

See Pages 3 and 4 for instructions on how to solve the metapuzzle once you have enough sub-puzzle answers.

Sub-puzzles:

Press the left and right arrows next to the top button to cycle through the seven sub-puzzles.

You do not need to solve every sub-puzzle to solve the module. You can usually get most of the letters in the metapuzzle answer and then fill in the blanks to get the full answer.

- Encoding Quiz
  - A 5-letter word will be displayed in Morse Code, Braille, or Semaphore from **left to right.**
  - Enter the word that is shown by clicking on the lettered buttons to cycle through the options, then press the submit button.
- Hangman
  - The name of a module on the bomb will be given as a Hangman puzzle.
  - The module can only have letters and spaces. It can be a solvable or a needy module.
  - You can make a total of 10 incorrect guesses. Once you go past 10, every incorrect guess will strike you. Guess every letter in the module name.

- Mental Math
  - A starting number and seven mathematical operations will be shown.
  - Do all of the operations in reading order.
  - Type in the **absolute value** of the final result as a 2-digit number. If the answer is 1 digit, add a 0 to the front.
  - Moving to a different puzzle will reset what you entered.
- Nonogram
  - There will be a 6×6 nonogram to solve.
  - Each numbered clue tells you what squares are in their row/column.
  - Each digit represents a set of adjacent squares that must be filled in that row/column.
  - When there are multiple digits in one clue, there need to be multiple sets of squares that have unfilled squares between them.
  - You can switch between Fill mode (entering in squares) and Mark mode (flagging where the non-squares are).
- Sorting
  - There will be four module icons.
  - Press them in alphabetical order by name.
- Spelling Bee
  - There will be seven buttons in the shape of a hexagon, each with letters.
  - Enter a valid word and press the bottom-left button to score points.
  - You get points based on the length of the word. Reach 30 points to solve the puzzle.
  - A "valid word" is an English word that is at least four letters, contains the center letter, and uses only the letters in the grid.
  - Entering an incorrect word will not strike you.
- Spot the Difference
  - There will be two mostly identical 5×5 grids, each with colored symbols and backgrounds.
  - You will have 30 seconds to press the three cells (on either side) whose cells differ between the two tables before it resets.

To solve the metapuzzle, you need to know two things: the extraction method and the sorting method.

- **Extraction methods** will tell you what letter you need to get from the answers.
- **Sorting methods** will tell you what order to put those letters.

The extracted letters, in the correct order, will spell out the answer to the metapuzzle.

To find the extraction method and sorting method, make a 3-digit binary number, where the true conditions are 1s and the false conditions are 0s:

#	Extraction	Sorting
1st	First character of the serial number is a letter	Second character of the serial number is a letter
2nd	Third character of the serial number is even	Fourth character of the serial number is in the first half of the alphabet
3rd	Fifth character of the serial number is in the first half of the alphabet	Sixth character of the serial number is even

Then, look them up in the table below.

If the extraction and sorting method have the same number of asterisks next to them (not including 0 asterisks), **invert the first digit of the sorting method.**

#	Extraction	Sorting
000	Extract the first letter. *	Sort by first letters in alphabetical order. *
001	Extract the letter that appears twice in a row.	Sort by last letters in alphabetical order. **
010	Extract the letter that appears three times.	Sort by first letters in reverse alphabetical order. *
011	Extract the last letter. **	Sort by last letters in reverse alphabetical order. **

#	Extraction	Sorting
100	After sorting, take the first letter of the first answer, the second letter of the second answer, etc.***	Sort the answers in the puzzle order on the module (left to right).*** †
101	After sorting, take the last letter of the first answer, the second-last letter of the second answer, etc.***	Sort the answers in the reverse puzzle order on the module (right to left).*** †
110	There will be one letter surrounded by two of the same letter (ABA, for example). Take the letter in the center of this pattern (the B, in this case).	Sort the answers in ascending order by length.
111	There will be one letter surrounded by two of the same letter (ABA, for example). Take the letter on the outside of this pattern (the A, in this case).	Sort the answers in descending order by length.

† This may be ambiguous depending on which letter you start reading from (for example, SHOTGUN and GUNSHOT). If there are multiple valid words that can be formed, the module will accept any of them.