

On the Subject of Smash, Marry, Kill

It's smashing with hammers, get your mind out of the gutter.

Before any non-ignored modules have been solved, this module will randomly select three of the modules present at a time, and have the word "SMASH", "MARRY" or "KILL" below. Clicking on a module's name will categorize it as the word at the bottom. After every group of three, three other modules will be selected, and the process repeats.

If the number of non-ignored modules modulo 3 is 2, only the categories of "SMASH" and "MARRY" will appear; if it's 1, the last remaining module can only be categorized as "SMASH". **If any module is solved before categorization is finished, this module will strike.** The probability of any given word appearing is based on the number of *unsolved* modules in each category when categorization is complete.

Once all non-ignored modules have been categorized, this module will display one of the three words at random. At this point, only a module that has been categorized under that word can be solved without this module striking. After all non-ignored modules have been solved, this module will display the word "SOLVE"; at this point, it can be solved by clicking the word.

Alongside Organization

If Organization is present as well, this module will cooperate with it and display the category corresponding to the module presented on Organization, effectively making this module redundant. If Organization gives a strike, Smash, Marry, Kill will not. **Note that the categorization is still required before solving any non-ignored modules.**

Alongside Mystery Module

The module hidden by Mystery Module will not appear as a candidate at all, and can be solved without striking Smash, Marry, Kill. If there is more than one of the module hidden by Mystery Module, it will still appear as a candidate, but the last instance to be solved will be ignored by Smash, Marry, Kill.

Alongside Other Smash, Marry, Kills

All instances of Smash, Marry, Kill will act identically; all input and output of the modules will be synchronized. Only one instance of Smash, Marry, Kill will give a strike if an incorrect module is solved.

Alongside Access Codes

Until Access Codes is solved, this module will only display its category. If Access Codes gives a strike, Smash, Marry, Kill will not.

