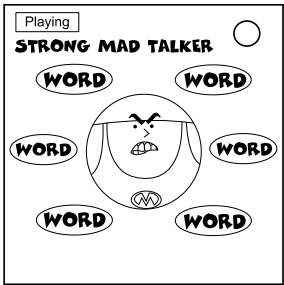


On the Subject of Strong Mad Talker

*SOLVE THE BOMB!!!! SOLVE THE BOMB!!!!!!*

This module will appear with six words, a Playing/Solving toggle and Strong Mad in the center. When in Playing mode, all buttons are free to be pressed without consequence. When in Solving mode, they must be pressed in a specific order that includes only four of the six buttons. A star will appear along the bottom of the module for each correct word, being cleared if an incorrect word is pressed or the module is changed to Playing mode.



One of the words will have only one syllable, and another will be a decoy excluded from the correct sequence. The decoy serves to determine the order in which the other four words should be pressed. The word with one syllable determines the order in which to check each word, given by Table 1. Use Table 2 to check the condition for the word in the position labeled 1, then in the position labeled 2, and continue until a true condition is reached that declares the decoy. Skip over the one-syllable word during this process. If the word declared as the decoy is the one-syllable word, or if none of the conditions are true, the decoy is the word horizontally adjacent to the one-syllable word. Once the decoy has been found, use its corresponding entry in Table 3 to determine the order to press the remaining words.

Reading order is left to right, top to bottom. Geometric reading order is right to left, bottom to top. Chinese reading order is top to bottom, right to left.

Table 1

CURLS		NIGHT		JUICE		CHARM	
2	1	1	2	1	3	3	6
5	6	4	5	2	5	2	4
4	3	3	6	4	6	5	1

**Table 2**

If a position relative to "this word" is mentioned, looping around is allowed unless stated otherwise. The "previous word checked" can be the one-syllable word. The words that have "been checked" will not include the word currently being checked.

<b>MOTORCYCLES</b> If the top right word is in the left column of this table, the word to the left of this word on the module is the decoy.	<b>DIAPER</b> If there are at least 2 lit indicators, the previous word checked (or, if this is the first word being checked and the condition applies, this word) is the decoy.
<b>WORKING</b> If word 6 of the checking sequence comes after the word above this word on the module in alphabetical order, the word in position (sum of the serial number's digits, modulo 6) + 1 of the checking order is the decoy.	<b>MOVIE</b> If word 1 of the checking sequence has not yet been checked, the word in position (number of lit indicators, modulo 6) + 1 of the checking order is the decoy.
<b>AROUND</b> If the word above this word on the module is word 4 in the checking sequence, the word in position (number of lit indicators, modulo 6) + 1 of the checking order is the decoy.	<b>CASSEROLE</b> If word 2 of the checking sequence is orthogonally or diagonally adjacent to the one-syllable word not looping around, the word in position (number of lit indicators, modulo 6) + 1 of the checking order is the decoy.
<b>HORSES</b> If the serial number shares any letters with the top right word, the word in position (sum of the serial number's digits, modulo 6) + 1 of the checking order is the decoy.	<b>SWEETCAKES</b> If any word on the module is at least 6 letters long, the first word in Chinese reading order on the table that has been checked (or, if this is the first word being checked and the condition applies, this word) is the decoy.
<b>DOUGLAS</b> If word 2 of the checking sequence is the same length as the word below this word on the module, the word to the right of this word on the module is the decoy.	<b>CHEDDAR</b> If there is an empty port plate, the previous word checked (or, if this is the first word being checked and the condition applies, this word) is the decoy.
<b>PROXIMITY</b> If the module contains the word "AROUND", this word is the decoy.	<b>GARBLEDINA</b> If the word above this word on the module is in the middle row of the module, the word in position (number of lit indicators, modulo 6) + 1 of the checking order is the decoy.

**Table 3**

<b>MOTORCYCLES</b> Order by decreasing word length (for ties, use alphabetical ordering).	<b>DIAPER</b> Use the order from the word that determined the decoy. If none of the conditions were true, or the word declared itself the decoy, use normal reading order. <b>Note that this word is still considered the decoy.</b>						
<b>WORKING</b> Use alphabetical order.	<b>MOVIE</b> Use reverse reading order on the module.						
<b>AROUND</b> Order by decreasing word length (for ties, use alphabetical ordering).	<b>CASSEROLE</b> <table border="1"> <tr> <td>4</td><td>2</td></tr> <tr> <td>1</td><td>6</td></tr> <tr> <td>3</td><td>5</td></tr> </table>	4	2	1	6	3	5
4	2						
1	6						
3	5						
<b>HORSES</b> Use Chinese reading order on the module.	<b>SWEETCAKES</b> Use reverse alphabetical order.						
<b>DOUGLAS</b> Use reverse alphabetical order.	<b>CHEDDAR</b> Order by increasing word length (for ties, use alphabetical ordering).						
<b>PROXIMITY</b> Order by decreasing word length (for ties, use alphabetical ordering).	<b>GARBLEDINA</b> Use reverse Chinese reading order in the table.						