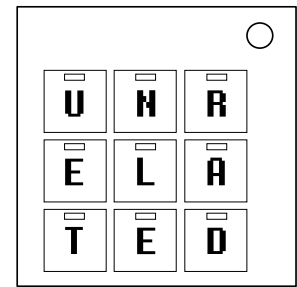# On the Subject of Unrelated Anagrams

By barking with text-to-speech on, the dog accidentally programmed a module.

- Input the correct letter sequence determined using the following instructions.
- An incorrect input resets the module and gives a strike.

Step 1: Figuring the starting sequence

- Follow these rules in the order they are listed. Select the first sequence that applies:

  1. If there are at least 3 lit indicators on the bomb, the starting sequence is "UNDERTALE".
  2. Otherwise, if there are at least 3 unlit indicators on the bomb, the starting sequence is "DELTARUNE".
  3. Otherwise, if there are exactly 8 solved modules, the starting sequence is "NUDE ALERT".
  4. Otherwise, if there are less than 6 modules on the bomb, the starting sequence is "ANT DUELER".
  5. Otherwise, if there is 1 minute left or less, or if there is more than 1 needy module on the bomb, the starting sequence is "ULTRA NEED".
  6. Otherwise, if the initial time on the bomb was 10 minutes or more, the starting sequence is "ELDER AUNT".
  7. Otherwise, if there are at least 3 circular ports (with RCA counting as 2 ports), the starting sequence is "NUT LEADER".
  8. Otherwise, if the serial number has an E or a D, the starting sequence is "NEUTRAL ED".
  9. If none of the above apply, the starting sequence is "UNRELATED".

Step 2: Permuting the sequence

- For each AA battery on the bomb, put the last letter of the sequence before the others.
- For each D battery on the bomb, put the first letter of the sequence after the others.
- If the total number of ports is odd (with RCA counting as 1 port), reverse the sequence.
- Enter the resulting sequence on the keypad.

However, if there is an unlit indicator with label BOB and the serial number has 2 letters that are present on the module, skip the steps 1 and 2 altogether and input "UNRELATED" instead.