On the Subject of LED Encryption

Ooooh, shiny lights and buttons. Touchy touchy!

- Two to five LEDs are installed at the top of the module, representing stages. To disarm the module, these stages must be solved in order.

- Four buttons with four different letters are shown. The letters change at each stage.

- The current stage is indicated by a number in the top left of the module.

- The current stage's multiplier is indicated by that stage's LED according to the following table:

Red	Green	Blue	Yellow	Purple	Orange
2	3	4	5	6	7

- Assign each letter of the alphabet to the numbers 0-25 (A = 0, B = 1, C = 2, etc.).

- A button is correct if its letter value, multiplied by the current stage's multiplier, modulo 26, is equal to the value of the letter on its diagonally opposite button.

- At each stage, press a correct button. There may be more than one possible answer.