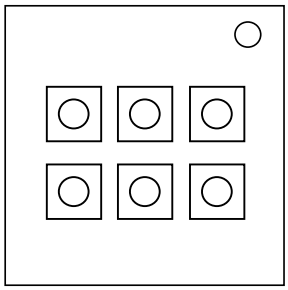
On the Subject of Morse Buttons



Oh, yes... More buttons and blinking lights... How original...

See Appendix C for port identification reference.

- The module consists of 6 buttons, each containing a colored LED flashing a single Morse character.
- In order to disarm the module, press all the buttons that correspond to a valid rule. Pressing a button with an invalid rule will cause a strike.
- In this manual, if a button is referred to by an ordinal number, it refers to the buttons in reading order (i.e., starts at the top-left button, moves right across the row, and then continues likewise in the second row, ending with the bottom-right button).

Determining Button Rule Number

Determining Button Initial Value

For each button, find the corresponding character in the serial number (meaning, match the first serial number character to the first button, and so on). Then,

- if the character is a digit, the button's initial value is equal to that digit's value.
- if the character is a letter, convert the letter into a number (A=1, B=2, ..., Z=26) and use that number as the button's initial value.

Adding Morse Encryption

For each button, interpret the flashing Morse character by referring to "Interpreting Morse". Then,

- if the interpreted character is a digit, add to the button's initial value that digit's value.
- if the interpreted character is a letter, convert the letter into a number (A=1, B=2, ..., Z=26) and add that number to the button's initial value.

If any button value is more than 30 or less than 1, add or subtract 30 to/from that value until it is between 1 and 30.

Pressing Buttons

For each button, use its value and the following table to determine whether you should press it.

Press the button if...

№	Condition
1	The flashed Morse character is "M", "O", "R", "S" or "E".
2	The button shares its flashed color with another button.
3	The flashed Morse character is a digit.
4	The bomb has at least 4 ports.
5	The flashed color is yellow, orange or purple.
6	The bomb has an empty port plate.
7	Three or more buttons share their flashing color.
8	The flashed color's name has the flashed Morse character.
9	Two or more of the serial number's characters are equal.
10	The bomb has a Serial port.
11	The flashed Morse character is "F", "L", "A", "S" or "H".

№	Condition
16	The flashed color is red, green or blue.
17	The button is in the first, third or fifth position.
18	The bomb has a DVI-D port.
19	The flashed Morse character is a vowel.
20	The flashed Morse character is "B", "U", "T", "O" or "N".
21	The button is in the second, fourth or sixth position.
22	The bomb has a Stereo RCA port.
23	Any two buttons share their flashed Morse character.
24	The flashed Morse character is "P", "R", "E", or "S".
25	The bomb has duplicate ports.
26	The flashed Morse character has more dots than dashes.

12	The bomb has a PS/2 port.
13	The flashed Morse character has more dashes than dots.
14	The button is in the bottom row.
15	The bomb has no ports.

27	The button is in the top row.
28	The serial number contains the flashed Morse character.
29	The bomb has a RJ-45 port.
30	The button's flashed color is unique.

However, if no button has a corresponding valid rule, disregard the table above and press the button(s) flashing the letter that comes first alphabetically. If none of the buttons is flashing a letter, instead press the button(s) flashing the smallest digit.

Interpreting Morse