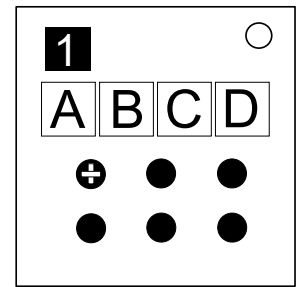


On the Subject of The Screw

You know what? Screw this module...

- The Screw module has 4 buttons with labels A, B, C, and D.
- 6 holes with colored outlines are located below the buttons.
- The buttons' functions change based on which hole the screw is in.
- Pressing an incorrect button will incur a strike. However, screwing a screw into the wrong hole will not immediately incur a strike, you can change the screw position safely before you press a button.
- Buttons neither advance towards solving the module nor give a strike if a screw is not inserted into any of the holes.
- At the start of the bomb, the screw is always in the top left hole.
- To complete a stage, you must remove the screw from the current hole, screw it the next correct hole, then press the correct button.
- The screen at the top left corner of the module shows the current stage of the module.
- Once three stages have been solved, the module will disarm.



Firstly, determine which color hole the screw must go into.

- The colored outlines are numbered in reading order from 1-6.
- The first stage's hole position is determined by the number of batteries plus amount of unlit indicators.
- The second stage's hole position is determined by the rightmost digit in the serial number plus amount of lit indicators.
- The third stage's hole position is determined by the number of ports plus amount of battery holders.
- If the correct hole was already taken up by the screw in the previous stage, the correct hole is actually the next hole in numeric order. This also applies to stage one, where you must move the screw out of the first hole.
- If a value is 7 or greater, subtract 6 until the value is between 1-6. If a value is 0, the actual value is 1.

Secondly, determine which button must be pressed to progress using the following tables:

Outline color is red, yellow, or green:

If the hole is in the top row:

- If the hole's position in the row is equal to the number of battery holders, press the button in the fourth position.
- Otherwise, if the letter A is in the first or third position, press the button labeled C.
- Otherwise, if the bomb has indicators CLR, FRK, or TRN, press the button in the third position.
- Otherwise, if the hole shares the same row as the blue hole, press the button in the first position.
- Otherwise, press the button labeled B.

If the hole is in the bottom row:

- If the hole's position in the row is equal to the number of port types, press the button in the second position.
- Otherwise, if the hole's position in the row is equal to the number of batteries, press the button labeled D.
- Otherwise, if the hole is not vertically opposite to the white hole, press the button labeled A.
- Otherwise, if the hole is horizontally adjacent to the magenta hole, press the button labeled C.
- Otherwise, press the button in the first position.

Outline color is blue, magenta, or white:

If the hole is in the top row:

- If the hole's position in the row is equal to the number of port types, press the button labeled D.
- Otherwise, if the letter C is in the second or fourth position, press the button labeled B.
- Otherwise, if the bomb has indicators CAR, FRQ, or SND, press the button in the fourth position.
- Otherwise, if the hole shares the same row as the red hole, press the button in the second position.
- Otherwise, press the button labeled A.

If the hole is in the bottom row:

- If the hole's position in the row is equal to the number of port plates, press the button in the second position.
- Otherwise, if the hole's position in the row is equal to the total number of indicators, press the button labeled A.
- Otherwise, if the hole is horizontally adjacent to the yellow hole, press the button labeled C.
- Otherwise, if the hole is not vertically opposite to the green hole, press the button labeled D.
- Otherwise, press the button in the fourth position.