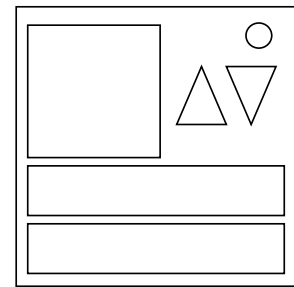


On the Subject of Synonyms

A thesaurus would really help here.



- This module presents you with two buttons, one indicating a related form of “Okay”, and another indicating a related form of “Cancel,” up and down arrows, and a display showing a number 0–9.
- The module is solved once the correct button is pressed.
- Pressing an incorrect button will warrant a strike. If a strike is incurred, the display and buttons will remain the same.
- Use the two current button faces in Table 1 to extract a number. If that number is the number on the display, press the “Okay” button if the number is even. Otherwise, press the “Cancel” button.
- If not, scroll down to the next button pair, and follow the same procedure. If none of them fit, press the button that says “Execute”.

Table 1

	OK	OKAY	CONFIRM	ENTER	EXECUTE	VERIFY	SEND**	APPROVE	SUBMIT	SELECT	YES
CANCEL	1	2	3	4	5	6	7	8	9	0	0
ANNUL*	0	0	9	8	7	6	5	4	3	2	1
ERASE	2	3	5	7	9	1	4	6	8	0	4
DELETE	4	2	1	8	6	5	9	3	0	7	2
STOP	5	1	2	4	9	0	6	9	3	8	7
OPPOSE	8	4	2	1	9	3	1	6	5	7	0
DISCARD*	6	7	8	9	0	1	2	3	4	5	0
REJECT	5	6	7	5	1	3	9	0	2	4	8
DECLINE	7	1	2	3	7	5	6	4	8	9	0
REFUSE	3	7	0	2	8	0	1	4	6	9	5
NO	1	3	2	4	7	5	6	0	8	9	3

*If there is a lit IND indicator, and the last digit of the serial number is a 5, swap the rows marked with one asterisk (if this rule applies, and Annul is the button face, use the row for Discard instead, and vice versa).

**If there are 2 empty port plates, double the number you get if it is from this column. If it is above 9, use the least significant digit.