## On the Subject of Valves

Um... Where do I blow the air?

- 1.
- 2.
- 3. 00
- 4.000
- 5. O O
- 6:000
- 7. 00
- 8. 🔾 🗨 🗨
- 9. 0 0
- 10.
- 11. 0
- 12.
- 13. 00
- 14.  $\bigcirc$
- 15.
- 16.000
- 17.
- 18. 19.  $\bigcirc$
- 20.
- 21.
- 22. 0 0
- 23.
- 24. 0001
- 25. 0
- 26. 🔾 🗨 🗨
- 27. 0 0
- 28. ● ○
- 29. 00
- **30. ●**
- 31. 000
- 32. 00
- 33. ● ●
- **34.** ● ○
- 35. ○ ●
- 36. ● ○

- There are 3 valves on the module. To solve the module, sumbit the target combination.
- Start by adding up the digits in the serial number.
- If this sum is 0, the target combination is  $\bigcirc\bigcirc$ .
- Otherwise, find the current combination in that position in the list on the left.
- · Examine the 1st character of the serial number.
  - o If it is a number, move that many places backwards through the list.
  - If it is a letter, take its alphabetic position (A = 1, B = 2, etc.) modulo 10 and move that many places down the list.
  - Wrap around to the beginning or end of the table when needed.
- If none of the valves in the combination you land on match the same valve in the current combination, keep moving in the same direction until at least 1 valve does.
- If exactly 1 of the valves matches the same valve in the current combination, invert that valve.
- Otherwise, if exactly 2 of the valves matches the same valve in the current combination, invert the remaining valve.
- Otherwise, if the valves match the current combination exactly, this is the target combination.
- · Repeat these steps with all of the serial number characters, using the new combination as the new current combination.
- · After processing all six serial number characters, the combination obtained at the end is the target combination.
- If a valve is black on the top, then the answer for that valve is the opposite of what it is in the target combination.
- If the material of the valves is silver, the answer for all of the valves is the opposite of the target combination. (Black top and silver material cancel each other out.)
- · A shaded circle in the list represents a pushed down valve, and an open circle is up.
- The module will submit its state 3 seconds after any valve is pushed down.

