# On the Subject of Blind Arrows

Coffee!

- The module will consist of a 5 by 5 grid of buttons. One button will have a arrow pointed in a specific direction.
- Using the position and the rotation of the arrow in the tables below, will give you a number to follow a certain rule to find a button to press
- After pressing a correct button the arrow will move to that position and generate another set of LEDs and a new arrow direction.
- In order to solve the module, do the following below 5 times.
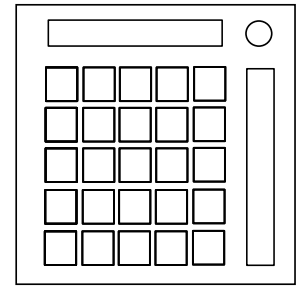
Step 1: Finding the initial button

The module will have a top and right side LED that will have 2 colors in the table below. Take the top LED as the column and right LED as the row. This will apply to the number on the next table.

* DONT –> Down On the Next Table from the number, UONT –> Up On the Next Table from the number

Colors	Black	Red	Orange	Yellow	Green	Cyan	Magenta	White
Black	# is 0	+5	+10	+15	+20	+25	+30	+35
Red	−5	N/A	5 Spaces DONT*	Swap positions of the #s	+25	Swap positions of the #s	5 Space UONT*	+40
Orange	−10	5 Spaces UONT*	N/A	5 Spaces DONT*	+30	+35	+40	+45
Yellow	−15	Swap positions of the #s	5 Spaces UONT*	N/A	5 Spaces DONT*	Swap positions of the #s	+45	+50
Green	−20	−25	−30	5 Spaces UONT*	N/A	5 Spaces DONT*	+50	+55
Cyan	−25	Swap positions of the #s	−35	Swap positions of the #s	5 Spaces UONT*	N/A	5 Spaces DONT*	+60
Magenta	−30	5 Spaces DONT*	−40	−45	−50	5 Spaces UONT*	N/A	+65
White	−35	−40	−45	−50	−55	−60	−65	# is 99

Direction → Position	N	NW	W	SW	S	SE	E	NE
A1	33	38	61	89	62	19	02	63
B1	81	77	53	08	45	12	05	89
C1	54	92	73	12	28	14	65	93
D1	58	38	41	32	16	22	13	59
E1	48	95	83	36	22	69	98	92
A2	72	27	16	03	35	00	71	67
B2	97	47	40	43	66	18	80	23
C2	49	34	84	88	98	84	06	30
D2	65	30	25	37	71	26	76	72
E2	46	27	76	68	11	43	75	61
A3	78	70	34	03	51	00	13	20
B3	09	51	39	46	29	91	56	04
C3	19	57	04	99	42	54	58	60
D3	68	86	82	44	40	10	57	10
E3	33	24	86	31	74	66	01	97
A4	88	69	44	07	62	96	94	96
B4	49	24	28	93	99	35	17	50
C4	36	95	08	83	14	59	55	47
D4	79	21	80	64	02	63	94	90
E4	77	82	87	42	05	15	15	52
A5	56	85	41	31	25	85	74	64
B5	45	18	06	26	07	17	52	01
C5	39	50	55	21	11	37	29	48
D5	91	90	60	73	78	75	70	53
E5	32	09	20	23	81	67	87	79

After doing the modification to the number in the table and the number ends up being greater than 99, modulo by 100. If the number ends up being 0 after this modulo, add up the serial number digits for the number instead.

Step 2: Finding the correct button

Using the modified number gained from the number above, look at the list of rules below and find which one matches your number. If the direction will bring you off the table, wrap around to the opposite side of the table.

# in between	Movement	BUT...
1-20	Two spaces in the direction of the arrow.	If the bomb has more batteries than indicators, move in the **opposite** direction of the arrow.
21-40	Three spaces in the direction of the arrow.	If the bomb has a lit IND, FRQ or NSA indicator, rotate the arrow 45 degrees and go that direction instead.
41-60	One space **OPPOSITE** of the arrow direction.	N/A
61-80	Five spaces in the direction of the arrow.	If more than half of the modules on the bomb have been solved at the generation of the stage, move in the opposite direction of the arrow instead.
81-99	Rotate the arrow 90 degrees counter-clockwise and move 4 spaces in that direction	N/A
SPECIAL	If a lit/unlit BOB is present	Press the arrow until the module is solved.