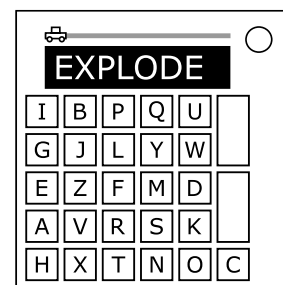


## On the Subject of Type Racer

*Increase your typing speed while racing against others... or in this case, racing against the bomb.*



The defuser will see a keyboard, a screen, a timer, a green and a red button. The defuser must read out the keys on the keyboard to the expert, who then must deduce which seven-letter word the defuser has to input. Then, the defuser must press the green button to start racing the car to type the word. The defuser may press the red button to delete the last letter. The timer will slowly decrease, and the defuser must input the correct word before the timer runs out.

Every time a letter is typed, the letters on the keys will randomly shuffle.

- If the defuser types in the wrong word, the timer will reset and a strike will be earned.
- If the defuser fails to type the word within the timer, the timer will reset and a strike will be earned.

If a strike is earned, a new word must be found.

First, the defuser must find the letter 'A', and tell the expert which row it is in: first, second, third, fourth, or fifth.

Then, the defuser must go through one of the five tables and decipher which word the defuser must type by checking each letter.

If the 'A' is in the first row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
< 5	> 5	< 5	> 5	< 5	> 5	< 5	> 5	< 5	> 5	< 5	> 5	< 5	> 5	< 5	> 5
F1	A8	C1	E0	D6	G7	B5	F8	H4	G8	B0	H8	E4	G9	C9	B3

If the 'A' is in the second row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
A6	H2	B4	C8	F7	E3	C3	F2	A3	D7	E5	A7	G6	C2	H3	D5

If the 'A' is in the third row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
B2	D2	G5	C7	A4	H5	E2	H1	C6	G0	F9	B1	D4	F6	E6	B6

If the 'A' is in the fourth row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
D0	F5	E1	D3	E7	A5	D8	G1	A0	F0	B8	H7	A2	H0	H6	C4

If the 'A' is in the fifth row: (The sixth button is irrelevant)															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
B7	D1	G2	C5	G4	A1	E8	F3	F4	B9	D9	G3	H9	A9	E9	C0

Now, with the given letter-number code, find your word in this table. This word is what the defuser must type.

	A	B	C	D	E	F	G	H
1	equator	grounds	nursery	confine	rainbow	fantasy	assault	payment
2	nervous	distort	concern	academy	loyalty	compact	impound	tourist
3	inflate	funeral	breathe	project	storage	primary	attract	horizon
4	sweater	passive	capture	graphic	forward	holiday	descent	section
5	ceiling	install	mislead	retired	provoke	thirsty	freedom	abandon
6	confuse	kitchen	recruit	related	exploit	scatter	battery	wrestle
7	musical	elegant	extract	tension	serious	perfect	laundry	illness
8	benefit	peasant	welfare	strange	history	thought	harvest	teacher
9	harmful	reptile	impress	wording	soldier	highway	contain	brother
0	alcohol	healthy	lecture	venture	startup	miracle	virtual	caramel