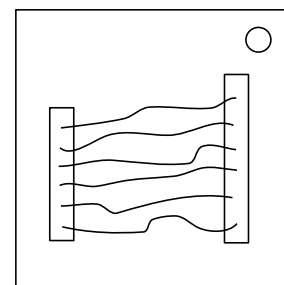


On the Subject of Not Wireswords

Wires are the main features of KTaN! Wait, no, Simon is the norm. Wires are more like the second or third. Morse? No matter...

A Not Wiresword module will always have 6 wires on it. Each wire represents a letter, and to disarm the module, you must cut each wire in a way in which the order of the wires that have been cut will spell a valid password. If two or more wires represent the same letter, always cut the one on top first.



Use the tables below to determine the letter for each wire.

If the serial number contains a vowel:

	Red	Orange	Yellow	Green	Blue	Purple	White	Gray	Black
First	A	K	I	O	T	J	H	V	X
Second	L	P	V	C	N	T	U	G	G
Third	E	O	B	D	Q	A	N	Y	K
Fourth	I	E	R	X	H	O	I	D	W
Fifth	S	P	M	C	J	B	L	U	M
Sixth	Q	Y	E	S	A	F	R	F	W

If the serial number does not contain a vowel:

	Red	Orange	Yellow	Green	Blue	Purple	White	Gray	Black
First	Q	K	C	X	L	B	O	F	H
Second	G	P	G	M	N	T	W	E	S
Third	A	U	N	R	T	D	V	E	Y
Fourth	S	D	A	H	I	E	X	O	I
Fifth	J	K	L	M	R	I	J	F	O
Sixth	U	B	V	W	Y	A	C	Q	P

Here is a list of all possible passwords.

almost	answer	around	assert	bother	bundle	cancel
choose	course	demand	easily	expert	facade	family
faulty	health	hollow	inform	inject	insert	inside
jacket	jockey	kindly	ladder	latent	magnet	manual
market	nickel	notice	number	occult	octave	paddle
parent	parsec	patent	person	policy	public	racket
random	search	second	should	tackle	tangle	topple
tricky	undone	unisex	verbal	victor	within	worded