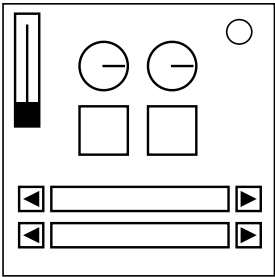


On the Subject of Not Laundry

"Your Laundry read is yellow, 3 o'clock, 3 o'clock, iron and bleach"

If the coin slot is yellow, the displays say "IRON" and "BLEACH", and the arrow buttons change the display text, you are looking at a different module.



- The module will initially display the left and right dials at a random rotation, and the bottom displays to a random Laundry setting.
- Both of the dials have a value from 0 to 11 that corresponds to its orientation. Rotation values start with 0 being exactly up and increasing by 1 each step going clockwise.
- Use the displays on the module to determine which letter rule to use with Table 1 below.

Table 1

	Iron	Do Not Iron	110°C	300°F	200°C	No Steam
Bleach	Y	N	L	Y	T	Z
Don't Bleach	B	U	I	S	C	O
No Chlorine	B	L	V	S	Z	S
Dryclean	G	J	C	M	E	L
Any Solvent	N	F	R	A	T	J
No Tetrachlore	W	N	X	D	A	V
Petroleum Only	I	U	K	I	M	Y
Wet Cleaning	W	D	G	J	K	F
Don't Dryclean	R	P	O	H	O	G
Short Cycle	Q	P	C	A	E	X
Reduced Moist	B	V	R	K	M	E
Low Heat	H	Z	F	T	Q	H
No Steam Finish	W	Q	D	X	P	U













- Using the letter obtained from the first table, use the rule corresponding to the row of the letter and the column of the current press in the second table.
- If the colour of the coin slot is green, press the left dial if the rule is true or the right dial if the rule is false.
- Otherwise if the coin slot is red, press the right dial if the rule is true or the left dial if the rule is false.
- After a dial has been pressed, it will continue to rotate and may change the answer of the following presses.
- The dials must be pressed 3 times total to solve the module.
- If an incorrect dial is pressed, a strike will be issued and the dial will still rotate.













Substitute the words obtained from the table cell on the following page with the variables listed in parenthesis at the top of the column into the rules listed below.

1. If the value of (a) plus the number of (b) on the bomb is even.
2. If the value of (c) plus the number of (d) on the bomb is even.
3. If the value of the left dial plus the value of the right dial is (e).

Letter	Press 1 (a, b)	Press 2 (c, d)	Press 3 (e)
A	Right, Modules	Left, Indicators	Odd
B	Right, SN Last Digit	Left, Batteries	Odd
C	Right, Modules	Left, Indicators	Even
D	Left, SN Last Digit	Right, Batteries	Odd
E	Right, Indicators	Left, Modules	Even
F	Left, Batteries	Right, Ports	Even
G	Right, Batteries	Left, Battery Holders	Even
H	Left, Batteries	Right, Battery Holders	Even
I	Right, Indicators	Left, Ports	Odd
J	Right, SN Last Digit	Left, Batteries	Even
K	Left, SN Last Digit	Right, Batteries	Even
L	Right, Indicators	Left, Ports	Even
M	Right, Indicators	Left, Modules	Odd
N	Left, Modules	Right, Indicators	Even
O	Left, Modules	Right, Batteries	Even
P	Right, Batteries	Left, Battery Holders	Odd
Q	Left, Modules	Right, Indicators	Odd
R	Left, SN Last Digit	Right, Ports	Odd
S	Left, Modules	Right, Batteries	Odd
T	Right, Batteries	Left, Ports	Even
U	Left, Batteries	Right, Ports	Odd
V	Left, SN Last Digit	Right, Ports	Even
W	Right, Batteries	Left, Ports	Odd
X	Left, Indicators	Right, Batteries	Odd
Y	Left, Batteries	Right, Battery Holders	Odd
Z	Left, Indicators	Right, Batteries	Even

The dials will stay consistent with their displayed image depending on orientation. This table may help determining the values of the dials:

 Left #0	 Left #1	 Left #2	 Left #3
 Left #4	 Left #5	 Left #6	 Left #7
 Left #8	 Left #9	 Left #10	 Left #11

 Right #0	 Right #1	 Right #2	 Right #3
 Right #4	 Right #5	 Right #6	 Right #7
 Right #8	 Right #9	 Right #10	 Right #11