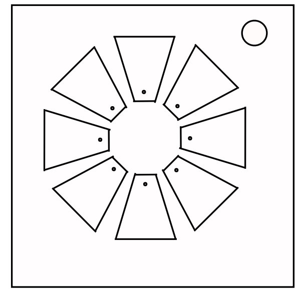
On the Subject of Round Keypads

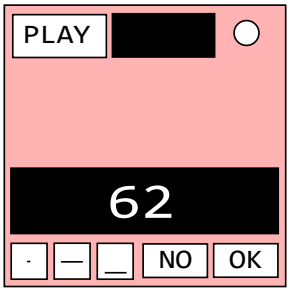


I think someone tried to make this module look really cool, but failed.

- The circular keypad contains 8 symbols from the columns below.
- Find the column below that contains the most symbols from the keypad.
- If two or more columns have the most symbols, use the right-most column.
- Press all buttons that have a symbol not present on the correct column.

Ϙ	Ӭ	©	б	Ψ	б
Ѧ	Ϙ	Ѽ	¶	ټ	Ӭ
ƛ	Ͽ	Ҩ	Ѣ	Ѣ	҂
Ϟ	Ҩ	Җ	Ѭ	Ͼ	æ
Ѭ	☆	Ԇ	Җ	¶	Ψ
ϗ	ϗ	ƛ	¿	Ѯ	Ҋ
Ͽ	¿	☆	ټ	★	Ω

On the Subject of Morsematics



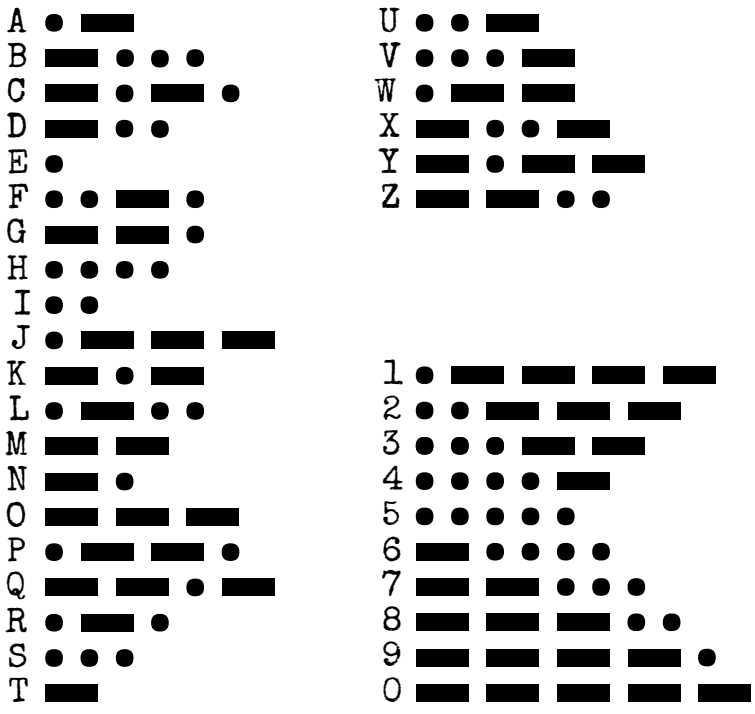
Get it? Because it uses morse and maths! I'll see myself out...

See Appendix MorseOP for mathematical operation reference.

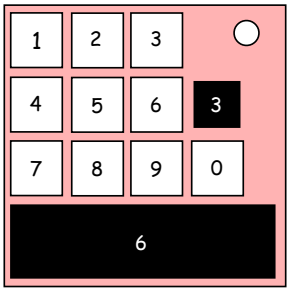
- Interpret the signal from the flashing light using the Morse Code chart.
- The signal will play once upon pressing "Play".
- The signal will be a maths question, encoded in the format <a> <op> <b>.
- A response to the signal is entered using the dot, dash, and space buttons. The answer is sumbitted by pressing "OK".
- Your response is shown in the display. If you make a mistake, press "NO" to clear it.
- Warning: "NO" can only be pressed when the correct answer has a matching number in the time remaining, or when less than 30 seconds remain.

How to Interpret

1. A short flash represents a dot.
2. A long flash represents a dash.
3. There is a long gap between letters.
4. There is a very long gap before the word repeats.



On the Subject of Forget Me Not



This one likes attention, but not too much attention.

- The main display will update on each solved module. The current display stage is shown on the smaller display.
- Add the displayed number to the corresponding number gained from the chart below, and record the least significant digit from the total.
- When all other modules have been completed, the display will turn blank.
- Press the recorded numbers on the keypad in the order they were obtained.

First number:

- If the bomb has an unlit CAR indicator, the number is 2.
- Otherwise, if the bomb has more unlit indicators than lit indicators, the number is 7.
- Otherwise, if the bomb has no unlit indicators, the number is the amount of lit indicators.
- Otherwise, the number is the last digit of the serial.

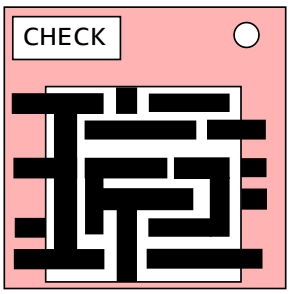
Second number:

- If the bomb has a serial port and 3 or more digits in the serial, the number is 3.
- Otherwise, if the previous recorded number was even, the number is the previous recorded number plus 1.
- Otherwise, the number is the previous recorded number minus 1.

All other numbers:

- If either of the previous two recorded numbers were 0, the number is the largest digit in the serial.
- Otherwise, if both of the previous two recorded numbers were even, the number is the smallest odd digit in the serial, or 9 if no such digit exists.
- Otherwise, the number is the most significant digit of the sum of the previous two recorded numbers.

On the Subject of Plumbing

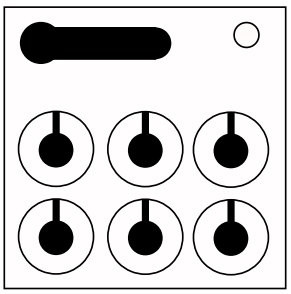


I'd wash your hands after this one...

- The module has 4 input pipes (left) and 4 output pipes (right). At least one input pipe and one output pipe will be active.
- The defuser must connect all active input pipes to all active output pipes, whilst taking care not to connect inactive pipes, using the 6 by 6 grid of pipes. Clicking on a pipe in the 6 by 6 grid will rotate it.
- All pipes connected to an active pipe must also correctly connect to other pipes. Any pipe with a connection not going into another pipe (or going into an inactive in/out pipe) will cause a strike upon checking the solution.
- Once the solution has been entered, press "CHECK" to verify the solution. An incorrect solution will cause a strike.
- Active input and output pipes are determined using the table below. If the pipe has more points for it than against, it is active.

Red Input • For: Serial contains a '1' • For: Exactly 1 RJ45 port • Against: Any duplicate ports • Against: Any duplicate serial characters	Yellow Input • For: Serial contains a '2' • For: One or more Stereo RCA ports • Against: No duplicate ports • Against: Serial contains a '1' or 'L'
Green Input • For: Serial contains 3 or more numbers • For: One or more DVI-D ports • Against: Red Input is inactive • Against: Yellow Input is inactive	Blue Input • Note: Always active if all other inputs are inactive • For: At least 4 unique ports • For: At least 4 batteries • Against: No ports • Against: No batteries
Red Output • For: One or more Serial ports • For: Exactly one battery • Against: Serial contains more than 2 numbers • Against: More than 2 inputs are active	Yellow Output • For: Any duplicate ports • For: Serial contains a '4' or '8' • Against: Serial doesn't contain a '2' • Against: Green Input is active
Green Output • For: Exactly 3 inputs are active • For: Exactly 3 ports are present • Against: Less than 3 ports are present • Against: Serial contains more than 3 numbers	Blue Output • Note: Always active if all other outputs are inactive • For: All inputs are active • For: Any other output is inactive • Against: Less than 2 batteries • Against: No Parallel port

On the Subject of the Safety Safe



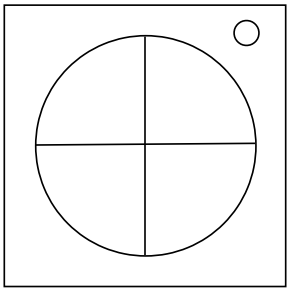
This safe either contains immense riches, or is empty.

- All 6 dials must be oriented correctly to solve the module.
- Each dial has a tell, where it clicks louder. This is the starting location for each dial.
- Follow the rules below to determine how far to rotate each dial after the starting location.
- Turn the lever to check the solution. Any correct dials are indicated with a green light, and any incorrect dials are indicated with a red light.

- Starting at 0, add the number of unique ports on the bomb, multiplied by 7.
- Add the number of lit indicators with a matching letter in the serial, multiplied by 5.
- Add the number of unlit indicators with a matching letter in the serial.
- Add the number(s) obtained from the table on the next page, using both the position of the dial and the serial number as reference.
- Note: A full rotation takes 12 turns.

Dial	Top			Bottom		
	Left	Middle	Right	Left	Middle	Right
Serial	First	Second	Third	Fourth	Fifth	All
A	8	3	4	8	9	0
B	10	1	3	7	3	8
C	2	1	1	5	3	6
D	11	6	11	11	7	7
E	0	5	5	8	2	1
F	4	2	7	7	1	5
G	7	4	4	2	10	5
H	8	3	6	6	6	5
I	0	11	0	0	9	10
J	2	11	8	0	5	6
K	5	2	5	1	0	4
L	1	9	8	11	11	11
M	1	7	9	5	6	2
N	9	5	1	4	4	9
O	5	9	8	10	2	8
P	3	10	9	1	9	7
Q	4	10	6	1	4	8
R	8	0	4	0	6	11
S	9	4	0	6	3	10
T	7	6	7	11	5	3
U	11	9	6	3	11	1
V	11	11	2	8	1	0
W	6	0	11	6	11	2
X	4	2	7	2	8	10
Y	10	7	10	10	8	9
Z	3	7	1	10	0	4
0	7	0	3	5	8	6
1	9	10	10	9	1	2
2	2	5	11	7	7	3
3	10	8	10	4	10	4
4	6	8	0	3	5	0
5	6	3	3	3	0	11
6	1	1	5	2	7	3
7	0	6	2	4	2	1
8	5	4	9	9	10	7
9	3	8	2	9	4	9

On the Subject of Simon States



I'm not sure this even qualifies as Simon Says...

- One or more colours will flash per stage.
- Each stage will also show the colours of previous stages.
- The current sequence will repeat after a short delay.
- When the sequence repeats, your input is not reset.
- If you press an incorrect button, your input is reset.
- Using the table on the next page, press the correct colour for each stage to advance.
- When a rule asks for colour priorities, use the table below to determine the correct colour.

Priority	Top-Left Button Colour			
	Red	Yellow	Green	Blue
Highest	Red	Blue	Green	Yellow
High	Blue	Yellow	Red	Green
Low	Green	Red	Yellow	Blue
Lowest	Yellow	Green	Blue	Red

Stage 1

- If one colour flashed, press that colour.
- Otherwise, if two colours flashed and one was blue, press the highest priority colour that flashed.
- Otherwise, if two colours flashed, press blue.
- Otherwise, if three colours flashed including red, press the lowest priority colour that flashed.
- Otherwise, if three colours flashed, press red.
- Otherwise, press the second highest priority colour.

Stage 2

- If only red and blue flashed, press the highest priority colour that didn't flash.
- Otherwise, if two colours flashed, press the lowest priority colour that didn't flash.
- Otherwise, if one colour flashed and it was not blue, press blue.
- Otherwise, if one colour flashed, press yellow.
- Otherwise, if all colours flashed, press the same colour as stage 1.
- Otherwise, press the colour that didn't flash.

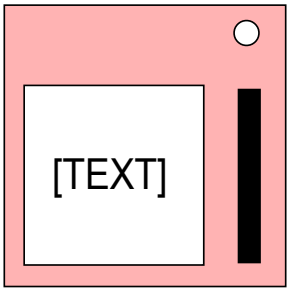
Stage 3

- If three colours flashed and at least one was pressed in a previous stage, press the highest priority colour that flashed and hasn't been pressed.
- Otherwise, if three colours flashed, press the highest priority colour that flashed.
- Otherwise, if two colours flashed and both have been pressed, press the lowest priority colour that didn't flash.
- Otherwise, if two colours flashed, press the same colour as stage 1.
- Otherwise, if one colour flashed, press that colour.
- Otherwise, press the second lowest priority colour.

Stage 4

- If three unique colours have been pressed, press the fourth colour.
- Otherwise, if three colours flashed and exactly one hasn't been pressed, press that colour.
- Otherwise, if at least three colours flashed, press the lowest priority colour.
- Otherwise, if one colour flashed, press that colour.
- Otherwise, press green.

On the Subject of The Square Button



This may look like the button you know and love, but don't be fooled! It's a brilliantly disguised imposter foiled only by a single mistake: It's the wrong shape.

Follow these rules in the order they are listed. Perform the first action that applies:

1. If the button is blue and the number of AA batteries is larger than the number of D batteries, hold the button and refer to "Releasing a Held Button".
2. If the button is yellow or blue and has as at least as many letters on the label as the highest number in the serial, press and immediately release.
3. If the button is yellow or blue and the label states a colour, hold the button and refer to "Releasing a Held Button".
4. If the button has no label, press and immediately release when the two seconds digits on the timer match.
5. If the button is not dark grey and the number of letters on the label is larger than the number of lit indicators, press and immediately release.
6. If there are at least 2 unlit indicators and the serial contains a vowel, press and immediately release.
7. If no other rule applies, hold the button and refer to "Releasing a Held Button".

Releasing a Held Button

If you start holding the button down, a coloured strip will light up on the right side of the module. Based on its colour, follow the rules below:

- Cyan: Release when the two seconds digits add up to 7.
- Orange: Release when the two seconds digits add up to 3 or 13.
- Other: Release when the two seconds digits add up to 5.

If the strip is flashing, follow these rules instead:

- Cyan: Release when the number of seconds remaining is a multiple of 7.
- Orange: Release when the number of seconds displayed is either prime or 0.
- Other: Release one second after the two seconds digits add up to a multiple of 4.