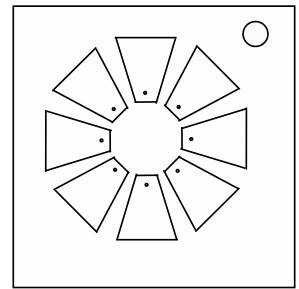


On the Subject of Round Keypads

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



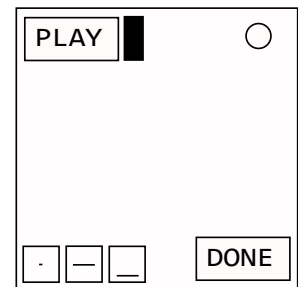
- The circular keypad contains 8 symbols from the columns below.
- Find the column below that contains the most symbols from the keypad.
- If two or more columns have the most symbols, use the right-most column.
- Press all buttons that have a symbol not present on the correct column.

Q	Э	©	б	Ψ	б
A	Q	ٲ	¶	ٲ	Э
λ	☉	Q	Ђ	Ђ	✕
ㄣ	Q	Ж	ИЖ	©	æ
ИЖ	☆	Ꞥ	Ж	¶	Ψ
Ꞥ	Ꞥ	λ	¿	Ꞥ	Й
☉	¿	☆	ٲ	★	Ω

On the Subject of Morsematics

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

- Interpret the signal from the flashing light using the Morse Code chart.
- The signal will play once upon pressing "Play".
- If the message is a statement, respond with either "YES" or "NO".
- If the message is a maths question, respond with the correct answer.
- Do not agitate the bomb, it will beat you in a fight.



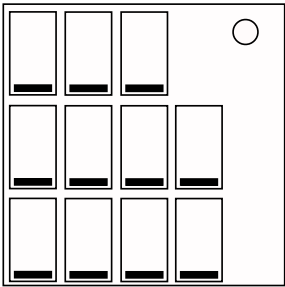
How to Interpret

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.

A	● ■■■	U	● ● ■■■
B	■■■ ● ● ●	V	● ● ● ■■■
C	■■■ ● ■■■ ●	W	● ■■■ ■■■
D	■■■ ● ●	X	■■■ ● ● ■■■
E	●	Y	■■■ ● ■■■ ■■■
F	● ● ■■■ ●	Z	■■■ ■■■ ● ●
G	■■■ ■■■ ●		
H	● ● ● ●		
I	● ●		
J	● ■■■ ■■■ ■■■		
K	■■■ ● ■■■	1	● ■■■ ■■■ ■■■ ■■■
L	● ■■■ ● ●	2	● ● ■■■ ■■■ ■■■
M	■■■ ■■■	3	● ● ● ■■■ ■■■
N	■■■ ●	4	● ● ● ● ■■■
O	■■■ ■■■ ■■■	5	● ● ● ● ●
P	● ■■■ ■■■ ●	6	■■■ ● ● ● ●
Q	■■■ ■■■ ● ■■■	7	■■■ ■■■ ● ● ●
R	● ■■■ ●	8	■■■ ■■■ ■■■ ● ●
S	● ● ●	9	■■■ ■■■ ■■■ ■■■ ●
T	■■■	0	■■■ ■■■ ■■■ ■■■ ■■■

On the Subject of Password Sequences

The latest and greatest in security from the old days; 11 buttons, and no limit or delay on retries.



- The 11-button lock must be solved by trying random combinations.
- If the button is correct, it will light up.
- Pressing an incorrect button will not cause a strike, but will reset all lit buttons.
- Creating a combination shown below will cause a strike, unless that combination is part of the correct sequence.
- To solve the module, enter the correct 11-button sequence so that all buttons are lit.

000 0000 0110	000 0001 1001	000 0101 0000	000 0111 0000
000 1000 1011	001 1001 0010	001 1101 1111	010 0000 1110
010 0011 0010	011 0000 0000	011 0111 1111	011 1011 1110
100 0000 0000	100 0010 0010	100 1111 1110	101 0001 0001
101 0100 0000	101 1101 1111	110 1110 1111	111 0101 1101
111 0111 0011	111 1011 0111	111 1101 1111	111 1111 1001

On the Subject of Forget Me Not

This one likes attention, but not too much attention.

- The display will update on each solved module.
- 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.

1	2	3	<input type="radio"/>
4	5	6	
7	8	9	0
6			

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.

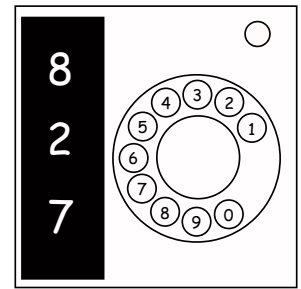
All other numbers:

- 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 Rotary Phones

Hello, this is emergency services, please hold...

- The display will show 3 numbers, top to bottom, representing a single 3-digit number.
- Whenever the module activates, these numbers will change.
- Add the new number to the old one, take the 3 least significant digits, and enter the resulting number. This number is now your old number.
- If you gain a strike from this module, your old number is replaced with the currently displayed number.



On the Subject of Answering Questions

I hope you studied, it's quiz night!

- Respond to the computer prompts by pressing "Y" for "Yes" or "N" for "No".

