

On the Subject of Rubik's Cube

Remember this impossible thing? Now it's on a bomb. Have fun.

The bomb presents an unsolved Rubik's cube. To disarm the module, solve the Rubik's cube. The following steps can be used to determine the sequence of moves necessary to solve it. If you get lost, press the Reset button to return the cube to its original state.

This module has a Rubik's Cube on it.

- Start with the table on the right. Notice the three columns labeled A, B and C.
- For each of the following ports, cycle the specified column down the specified number of rows:

Port	Column	Cycle
PS/2	A	1
Parallel	B	1
DVI	C	1
Serial	A	2
Stereo RCA	B	2
RJ45	C	2

- Now, for each character of the serial number, look up the correct row in the table. You will find two moves that can be performed on the cube, giving a total of 12 moves.
- If there is an empty port plate on the bomb, perform the first move for each serial number character, then the second move for each serial number character.
- Otherwise, perform both moves in order for each serial number character.
- If there are at least as many lit as there are unlit indicators, perform the opposite of the first six moves.

A	B	C	Moves	
0	1	2	L'	F'
3	4	5	D'	U'
6	7	8	U	B'
9	A	B	F	B
C	D	E	L	D
F	G	H	R'	U
I	J	K	U'	F
L	M	N	B'	L'
O	P	Q	B	R
R	S	T	D	L
U	V	W	R	D'
X	Y	Z	F'	R'