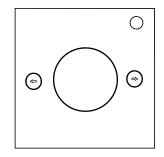
On the Subject of Color-Cycled Button

That's all there is to it. Just a color-cycled button.

- This module has a button, two selectors, and a SUBMIT button.
- Clicking these selectors will cycle through 8 different colors; Red, Green, Blue, Cyan, Yellow, Magenta, White, and Black.



- To defuse this module, figure out what color the button should be, and when you should press SUBMIT.
- Using the list below, you will find out the correct color of the button, and the correct time to submit it.

If the button is set to the wrong color, submitted at the wrong time, or both, a strike will incur.

Defusing The Module

Follow the instructions below, in Top to Bottom order, and submit the first TRUE condition.

- 1. If there are AT LEAST two indicators and a Serial port, set the button to BLUE, and submit when the timer displays a 5.
- 2. Otherwise, if there are NO batteries, set the button to GREEN, and submit when the timer displays a 2.
- 3. Otherwise, if there are exactly 5 batteries, and an empty port plate, set the button to RED, and submit when the timer displays a 6.
- 4. Otherwise, if there are NO ports, set the button to WHITE, and submit when the timer displays a 4.
- 5. Otherwise, if the serial number has a 7 or an E, set the button to YELLOW, and submit when the timer displays a 1.
- 6. Otherwise, if there is an FRK indicator, set the button to BLACK, and submit when the timer displays a 3.
- 7. Otherwise, if there is a MSA indicator, set the button to CYAN, and submit when the timer displays a 5.
- 8. Otherwise, if there are NO indicators, set the button to MAGENTA, and submit when the timer displays a 4.
- 9. Otherwise, if there are EXACTLY 4 batteries in TWO holders AND a Parallel port, set the button to RÉD, and submit when the timer displays a 9.
- 10. Otherwise, if there are EXACTLY 2 batteries in ONE holder, set the button to CYAN, and submit when the timer displays a 6.
- 11. Otherwise, set the button to GREEN, and submit when the timer displays a 6.