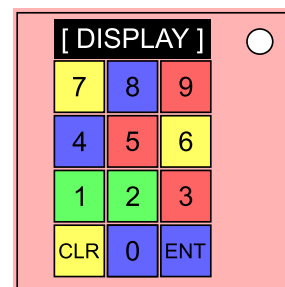# On the Subject of Not Number Pad

Try putting in 0000. Oh crap, I don't think it liked that. It's beeping at me.

- Each button will be colored. Initially the number buttons will not do anything. Press the enter button to begin the module.
- Afterwards, the numbered buttons will begin to flash. Multiple buttons may flash at once. From these buttons and their colors, determine another number to submit. For each stage, submit the answers from the previous stages before submitting the current stage. There will be 3 stages.
- To determine the displayed number, take the color of the **enter** button in the table to the right and move down a number of rows equal to the current stage. This is the priority order for this stage. Order the flashing numbers according to this order to get a number. Call this number *V*.

Red	2180397465
Yellow	9251378460
Green	4805736219
Blue	8502341697

- For each stage, Start with the rule in the stage's rule list whose number is the digital root of *V* and continue downwards (wrapping around if necessary) until a true statement is reached.
- If no true statement is ever reached, use the number of the starting row.
- Once a true statement is reached, reference its position in the table below in conjunction with the color of the **clear** button to obtain a number.
- Multiply this number by *V* to determine the number to submit for that stage. If the answer is more than four digits, submit the rightmost four.

		Rule Number								
		1	2	3	4	5	6	7	8	9
CLR Color	Red	41	15	6	43	7	30	47	14	32
	Yellow	20	25	23	31	21	22	19	34	12
	Green	35	6	11	18	9	42	36	8	46
	Blue	10	13	17	4	45	2	27	26	3

N.B.: Submitting the incorrect number will cause a strike and reset all inputs for the stage.

Colorblind Helper: Hold the CLR button.

Stage 1

1. The lowest-numbered key that is flashing is red.
2. The sum of the flashing keys is a multiple of 6.
3. Exactly two red keys are flashing.
4. The lowest-numbered key that is flashing is green.
5. A flashing button has the same color as the enter button.
6. The lowest-numbered key that is flashing is blue.
7. There are exactly 4 keys flashing.
8. The sum of the flashing keys is a multiple of 5.
9. The lowest-numbered key that is flashing is yellow.

Stage 2

1. Exactly three different colors are flashing.
2. Each row has a maximum of one flashing key.
3. A flashing button has the same color as the clear button.
4. Every flashing number has the same parity.
5. The sum of the flashing keys does not contain any number that is currently flashing.
6. At least two of the flashing keys have prime numbers.
7. Red and green are both flashing.
8. There are at least 2 red keys on the module and at least 1 of them is flashing.
9. There are 2 or 4 keys flashing.

Stage 3

1. A number in a previous stage's answer is currently flashing.
2. All three stages share at least 1 flashing key.
3. A flashing button has the same color as the row used for determining the priority.
4. The sum of all three stages' flashing keys is a multiple of 4 or 5.
5. Stage 1 and Stage 3 share at least 2 flashing keys.
6. The parity of the sum of the flashing keys does not match the previous stage's sum's parity.
7. There have been at most 2 flashing yellow keys in all of the stages.
8. Green is flashing in all three stages.
9. There have been at least 6 flashing red keys in all of the stages.