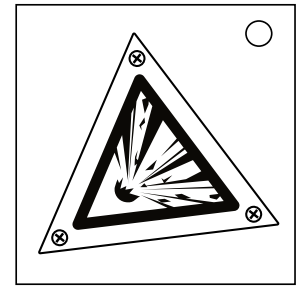


On the Subject of Warning Signs

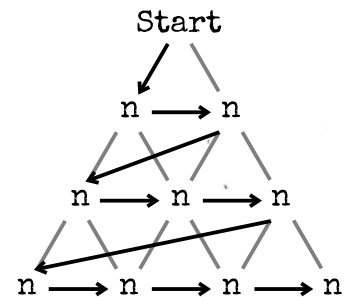
It's much easier to not screw up if you haven't screwed up already.

DANGER! This module shows a large sign to warn you about a specific hazard. To disarm the module, detach the sign by unscrewing its screws, one at a time, when the last digit of the countdown timer is a valid digit.



Get three valid timer digits by following these steps:

1. Construct a triangle as shown in the diagram by filling in the digits 0 to 9. Start with the first digit of the serial number at the top and continue in reading order, increasing each subsequent digit by 1. Wrap back to 0 if you exceed 9.



2. Recieve a number from Table SGN by using the hazard shown on the sign and the correct column following these rules:
 - If the number of unsolved modules is a mulitple of 4 use column D.
 - Otherwise, if the number of unsolved modules is a mulitple of 3 use column A.
 - Otherwise, if the number of unsolved modules is a mulitple of 2 use column N.
 - Otherwise, use column G.
3. In the triangle, find all possible equilateral triangles in which the recieved number appears in a corner position. Then, locate the three numbers that don't appear in corner positions of these triangles.

Unscrewing a screw is valid if the last digit of the countdown timer matches one of these three numbers.

NOTE: Make sure to unscrew one screw for every valid timer digit. Moreover, the whole process cannot exceed 9 timer ticks from the first unscrew. Taking too long or unscrewing on an invalid timer digit will result in a strike.

Table SGN: Warning Sign Reference

Hazards	D	A	N	G
General warning (!)	1	8	3	7
Flammable material	6	7	2	8
Radioactive material	3	0	7	6
Toxic material	7	2	5	3
High temperature	9	5	4	0
Low temperature	2	5	3	4
Mind your head	3	4	9	5
High voltage	0	1	9	7
Irritant (X)	7	8	1	3
Explosive substance	6	4	7	2
Biohazard	6	8	1	5
Optical radiation	2	7	4	0
Hazardous to the environment	0	2	3	6
Corrosive substance	8	6	9	2
Rotating parts	0	4	8	5
Deep water	1	4	0	8
Risk of falling	9	1	5	6
Cameras	1	5	9	4
Falling objects	8	9	2	3
Slippery floor	8	6	1	9