On the Subject of Three Cryptic Steps

When solving modules isn't as easy as 1, 2, 3.

This module presents three different steps that must be completed to solve the module.

Step 1:

The module has two colored buttons on the module, a left button and a right button. Press the correct colored button at the correct time to complete the step.

Each colored button is only valid on specific times.

- All times consider the total seconds remaining on the bomb's timer modulo 10 minutes.
- All times on even seconds are invalid.
- All valid times for the right button are prime.
- All valid times for the left button are composite.
- All valid times must share the same prime/composite status as the same time 4 seconds lower (negative numbers count as invalid).
- All valid times are irrelevant when the bomb's minutes display is 32 minutes. Just press the right button anytime.

Step 2:

The module now displays a 5x5 grid of colored buttons. Pressing the buttons will change the colors of other buttons.

The colors on the buttons always cycle in this order:
Red -> Yellow -> Green -> Cyan -> Blue -> Magenta -> Red

- Red changes all buttons orthogonally adjacent to the button.
- Yellow changes all buttons diagonally adjacent to the button.
- Green changes all adjacent buttons above and below the button.
- Cyan changes all adjacent buttons to the left and right of the button.
- Blue changes all adjacent buttons to the button.
- Magenta changes the buttons of the four corners of the grid.

Use the buttons to form the shapes of numbers. A number is registered when all squares that make up the number's pattern are the same color. The color used to form the number is stored for that number. Do not store the same color for different numbers.
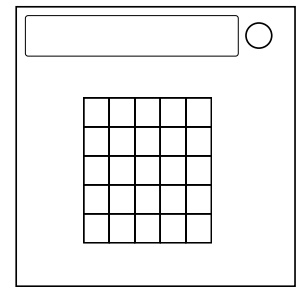
The ten numbers that can be formed are separated into two groups – easy numbers and hard numbers.

The easy numbers are: 0, 1, 4, 7. The hard numbers are: 2, 3, 5, 6, 8, 9.

To complete the step, form all valid easy numbers, or form a valid hard number.

Take the sum of the digits in the serial number, modulo 4, then add 1. Out of the digits 0, 1, 4, and 7, in that order, the Nth number that was just calculated is the only invalid easy number. A hard number is valid if it is present in the serial number.

Here are all the configuations for the ten digit patterns.
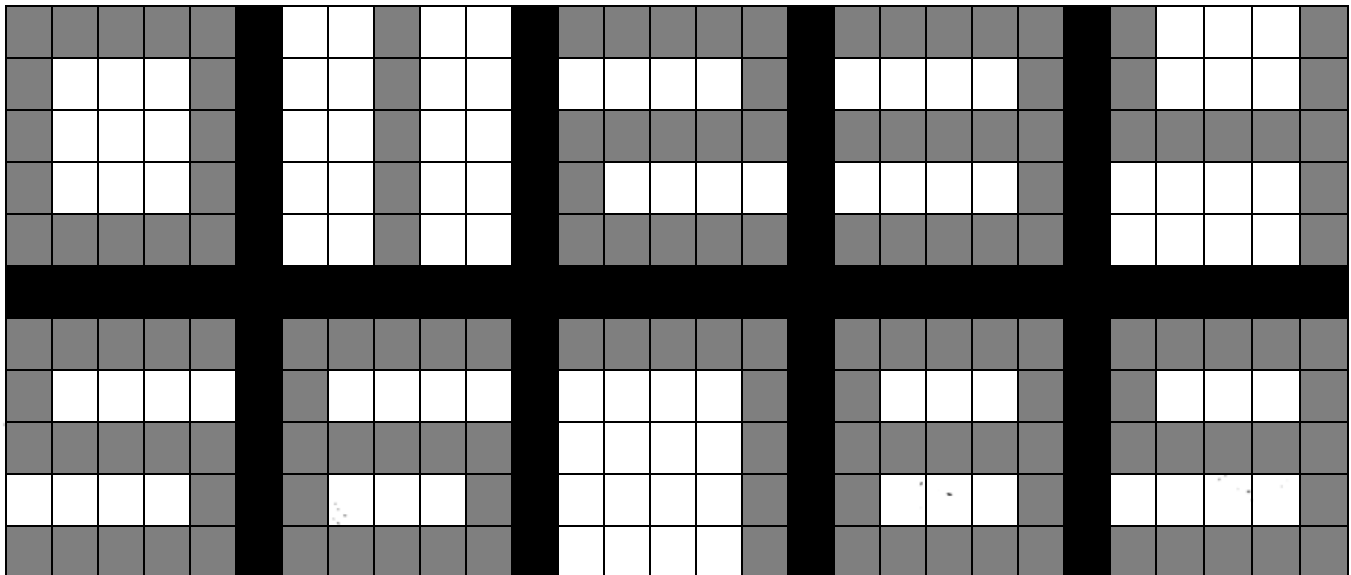
Step 3:

The module now displays a keypad with 23 letters, as well as a delete button (-) and a submit button (*). To complete the step and solve the module, enter the correct password.

- Take the name of the solved module on the bomb that comes last in alphabetical order. If there are no solved modules, use "Undefined" instead.
- Remove all spaces and all characters that are not Latin letters from the name.
- If the name now has more than ten letters, use only the first ten letters.
- Take each letter's alphabetic position and multiply it by the sum of the digits in the bomb's serial number then modulo 23.
- Change each number back into a letter using the table on the next page.
- Reverse this string of letters and enter it into the module.

You'll probably need this table:

A	B	C	D	E	F	G	H	I	K	L	M
0	1	2	3	4	5	6	7	8	9	10	11
N	O	P	Q	R	S	T	U	V	W	Y	
12	13	14	15	16	17	18	19	20	21	22	