KTaNE MANUAL

An aptly named program
by ProtzerMotzer

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On the topic of Simple Wires

- There will be a number of 3 to 6 coloured wires.
- Only one, when cut, will be the correct wire.
- Input the chosen wire as it's nth place.

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3 wires:
If there are no red wires, cut the second wire.
Otherwise, if the last wire is white, cut the last wire.
Otherwise, if there is more than one blue wire, cut the last blue wire.
Otherwise, cut the last wire.

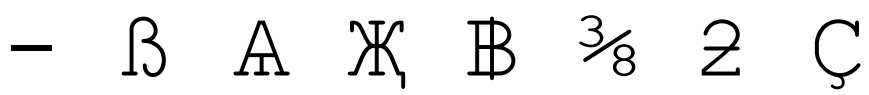
4 wires:
If there is more than one red wire and the last digit of the serial number is odd, cut the last red wire.
Otherwise, if the last wire is yellow and there are no red wires, cut the first wire.
Otherwise, if there is exactly one blue wire, cut the first wire.
Otherwise, if there is more than one yellow wire, cut the last wire.
Otherwise, cut the second wire.

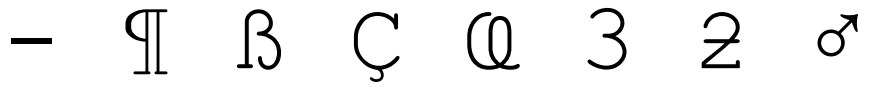
5 wires:
If the last wire is black and the last digit of the serial number is odd, cut the fourth wire.
Otherwise, if there is exactly one red wire and there is more than one yellow wire, cut the first wire.
Otherwise, if there are no black wires, cut the second wire.
Otherwise, cut the first wire.

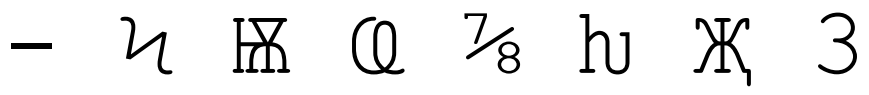
6 wires:
If there are no yellow wires and the last digit of the serial number is odd, cut the third wire.
Otherwise, if there is exactly one yellow wire and there is more than one white wire, cut the fourth wire.
Otherwise, if there are no red wires, cut the last wire.
Otherwise, cut the fourth wire.

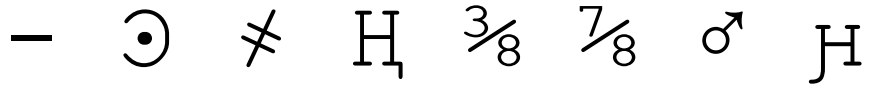
On the topic of Keypad

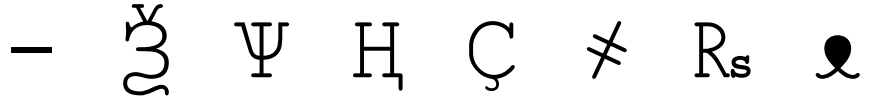
- There will be four buttons on a keypad
- Each button has it's own symbol on it.
- All four of the symbols can be found in one line only in the lines below.
- Type in the positions of the symbols in the order they appear in said line.

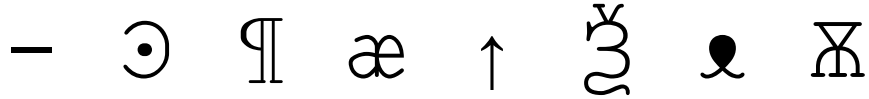












On the topic of Clock

- A time will be displayed in a certain format.
- Use this format to input a specific time in 24h format: hh:mm.
- Please note, there may be an issue where leading 0s will be omitted, and thus may result in times appearing in strange ways. (e.g. 7:6)

To find the hours, start from zero.

Is the hour represented in:
- *Arabic numerals? Add 0.*
- *Roman numerals? Add 4.*
- *Alphabetic numerals? Add 8.*

Is the symbol between the hours and minutes:
- *A colon? Add 0.*
- *A dash? Add 2.*

Is the time:
- *Surrounded with brackets? Add 0.*
- *Not surrounded with brackets? Add 1.*

Is the preface text:
- *Capitalized? Make PM.*
- *Lowercase? Make AM.*

To find the minutes, start from zero.

Does the preface text have the word:
- *'now'? Add 40.*
- *if not, 'is'? Add 20.*
- *if not, add 0.*

Add 4 for every pair of hashes surrounding the time.

Is the time in:
- *12 hour format? Add 0.*
- *24 hour format? Add 2.*

Is there a seconds 'hand'? Add 1.

On the topic of Who's On First

- A main word will appear on the left of a primary list of words.
- This word will correspond with a number. The word in this position on the primary list must be taken to Step 2.
- This word leads to a secondary list of words. The first word that is in the primary list that is given in the beginning is the correct word.
- The position of the correct word should be inputted.

Step 1:

YEAH: 5	YES: 3	YE: 4	MHMM: 2
ERM: 4	HM: 5	NO: 6	NAH: 3
READ: 5	RED: 6	SEEN: 5	SCENE: 3
YOU: 2	YOU ARE: 3	U R: 3	YOURE: 4
THEYRE: 5	THEY: 6	THERE: 2	THEIR: 1
THEY ARE: 2	THEY R: 5	_____: 5	NOTHING: 3

Step 2:

UHHH: READY, MIDDLE, U, WHAT?, NO, OKAY, YES, FIRST, LEFT, NOTHING, PRESS, LIKE, WAIT, WHAT, UHHH, RIGHT, BLANK

WHAT: BLANK, WAIT, NOTHING, MIDDLE, LEFT, RIGHT, WHAT, NO, UHHH, FIRST, OKAY, LIKE, YES, READY, WHAT?, U, PRESS

WHAT?: PRESS, WHAT, U, WHAT?, YES, FIRST, NO, LEFT, LIKE, WAIT, UHHH, READY, BLANK, MIDDLE, RIGHT, OKAY, NOTHING

LEFT: LEFT, LIKE, U, WHAT?, YES, RIGHT, WHAT, MIDDLE, NO, PRESS, BLANK, NOTHING, UHHH, OKAY, READY, WAIT, FIRST

NOTHING: OKAY, NOTHING, U, LEFT, FIRST, WHAT, PRESS, NO, MIDDLE, RIGHT, LIKE, UHHH, WHAT?, READY, WAIT, BLANK, YES

READY: U, WHAT, YES, LIKE, UHHH, NOTHING, WAIT, NO, OKAY, BLANK, LEFT, PRESS, READY, FIRST, MIDDLE, WHAT?, RIGHT

BLANK: UHHH, YES, WAIT, LEFT, READY, NO, WHAT, BLANK, U, WHAT?, FIRST, MIDDLE, OKAY, PRESS, LIKE, NOTHING, RIGHT

MIDDLE: FIRST, WHAT, OKAY, UHHH, U, LEFT, YES, READY, NOTHING, NO, WHAT?, LIKE, WAIT, PRESS, RIGHT, BLANK, MIDDLE

NO: PRESS, OKAY, MIDDLE, BLANK, WAIT, NOTHING, FIRST, WHAT, UHHH, NO, LEFT, U, LIKE, WHAT?, YES, RIGHT, READY

OKAY: NO, FIRST, NOTHING, U, BLANK, OKAY, WHAT?, MIDDLE, WHAT, LEFT, UHHH, READY, YES, PRESS, WAIT, LIKE, RIGHT

FIRST: LIKE, RIGHT, MIDDLE, U, BLANK, READY, NOTHING, UHHH, YES, NO, PRESS, WHAT?, WAIT, LEFT, FIRST, OKAY, WHAT

WAIT: BLANK, MIDDLE, OKAY, YES, LIKE, LEFT, WHAT, PRESS, U, WHAT?, FIRST, READY, RIGHT, UHHH, NOTHING, WAIT, NO

YES: WAIT, RIGHT, PRESS, NOTHING, LEFT, BLANK, WHAT?, WHAT, YES, U, FIRST, LIKE, NO, MIDDLE, READY, OKAY, UHHH

PRESS: READY, OKAY, RIGHT, BLANK, WAIT, LIKE, NOTHING, YES, WHAT, U, NO, FIRST, MIDDLE, UHHH, LEFT, WHAT?, PRESS

RIGHT: UHHH, NOTHING, LIKE, LEFT, YES, OKAY, RIGHT, FIRST, WHAT?, NO, READY, U, PRESS, BLANK, WHAT, WAIT, MIDDLE

U: YES, BLANK, PRESS, WHAT, RIGHT, OKAY, NOTHING, WAIT, UHHH, LEFT, READY, MIDDLE, FIRST, LIKE, U, WHAT?, NO

LIKE: OKAY, WAIT, U, READY, MIDDLE, NO, YES, WHAT, WHAT?, PRESS, RIGHT, FIRST, LIKE, NOTHING, BLANK, LEFT, UHHH

On the topic of Crazy Talk

- A phrase will appear.
- The phrase will link to a pair of numbers below.
- These numbers should go through a process as described in Step 2, and the resulting word should be inputted.

Step 1:

← ← → ← → →	5/4
1 3 2 4	3/2
LEFT ARROW LEFT WORD RIGHT ARROW LEFT WORD RIGHT ARROW RIGHT WORD	5/8
BLANK	1/3
LITERALLY BLANK	1/5
FOR THE LOVE OF ALL THAT IS GOOD AND HOLY PLEASE FULLSTOP FULLSTOP.	9/0
AN ACTUAL LEFT ARROW LITERAL PHRASE	5/3
FOR THE LOVE OF - THE DISPLAY JUST CHANGED, I DIDN'T KNOW THIS MOD COULD DO THAT. DOES IT MENTION THAT IN THE MANUAL?	8/7
ALL WORDS ONE THREE TO FOR FOR AS IN THIS IS FOR YOU	4/0
LITERALLY NOTHING	1/4
NO, LITERALLY NOTHING	2/5
THE WORD LEFT	7/0
HOLD ON IT'S BLANK	1/9
SEVEN WORDS FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP	0/5
THE PHRASE THE WORD STOP TWICE	9/1
THE FOLLOWING SENTENCE THE WORD NOTHING	2/7
ONE THREE TO FOR	3/9
THREE WORDS THE WORD STOP	7/3
DISREGARD WHAT I JUST SAID. FOUR WORDS, NO PUNCTUATION. ONE THREE 2 4.	3/1
1 3 2 FOR	1/0
DISREGARD WHAT I JUST SAID. TWO WORDS THEN TWO DIGITS. ONE THREE 2 4.	0/8
WE JUST BLEW UP	4/2
NO REALLY.	5/2
← LEFT → LEFT → RIGHT	5/6
ONE AND THEN 3 TO 4	4/7
STOP TWICE	7/6
LEFT	6/9
..	8/5
PERIOD PERIOD	8/2

THERE ARE THREE WORDS NO PUNCTUATION READY? STOP DOT PERIOD	5/0
NOVEBMER OSCAR SPACE, LIMA INDIGO TANGO ECHO ROMEO ALPHA LIMA LIMA YANKEE SPACE NOVEMBER OSCAR TANGO HOTEL INDEGO NOVEMBER GOLF	2/9
FIVE WORDS THREE WORDS THE PUNCTUATION FULLSTOP	1/9
THE PHRASE: THE PUNCTUATION FULLSTOP	9/3
EMPTY SPACE	1/6
ONE THREE TWO FOUR	3/7
IT'S SHOWING NOTHING	2/3
LIMA ECHO FOXTROT TANGO SPACE ALPHA ROMEO ROMEO OSCAR RISKY SPACE SIERRA YANKEE MIKE BRAVO OSCAR LIMA	1/2
ONE 3 2 4	3/4
STOP.	7/4
.PERIOD	8/1
NO REALLY STOP	5/1
1 3 TOO 4	2/0
PERIOD TWICE	8/3

Step 2:

- Take Serial Code as: **AA.BBB.C-DE.**
Take the pair of numbers from Step 1 as: **F/G.**

- Convert **(AA * F) + (BBB * G)** to text with the conversion system below.

- The resulting word should be inputted in all caps.

0123456789

↓

ABCDEFGHIJ

On the topic of Color Math

- A sequence of numbers will appear with a different color behind it.
- The colors will either be Red, Yellow, Blue, or Green.
- There will only be one correct like for a module
- Each colour represents a different operation according to the table below.
- The result of the final equation should be submitted.

Step 1:

	R	Y	B	G
Last digit of serial odd?	+	−	×	÷
Otherwise, Is the second group of digits in the serial number larger than 500?	−	+	÷	×
Otherwise, serial has vowel?	÷	×	−	+
Otherwise:	+	−	×	÷

Step 2:

- Append each number with the symbol that corresponds to it as in the table above.
- Add the final digit of the serial number to

the end of the equation

- With BODMAS in mind, evaluate the equation.
- If the result is negative, take the number as positive.
- If the result is a decimal, round to the nearest number.

On the topic of Text Adventure

- A DOS-esque prompt will appear.
- There will be two characters mentioned, the first being the attacker, and the second your character.
- You will have to submit a sentence including the correct action of your character.

Use the table overleaf to create the correct sentence.

Prerequisites:

- Move up one position in the table for every instance of the character's species (o.e.) appearing in their name.
- Move down one position in the table for every instance of a quality of the animal appearing in their name. (e.g. Barking, Sqeak, Leap)
- Move left one position in the table if the attacker is described as 'wild'.
- Move right one position for every instance of the food the species of the character eats appearing in their name.

Please note:

- L, F, C, and M refer to the species of the characters mentioned. They are Leporidine, Feline, Canine, and Murine respectively.

ANSWER TABLE:

(VERTICAL COLUMN: ATTACKER)

(HORIZONTAL COLUMN: YOU)

	L	***F***	***C***	***M***
L	*FIGHTS*	*CONSUMES*	*NOTICES*	*BITES*
F	*JUDGES*	*FIGHTS*	*CHASES*	*AVOIDS*
C	*IGNORES*	*RUNS FROM*	*FIGHTS*	*BEFRIENDS*
M	*RUNS FROM*	*CHASES*	*BEFRIENDS*	*FIGHTS*

Submit the answer in the format:
‘(CHARACTER1) (VERB) (CHARACTER2)’

On the topic of Colorblindness

- A 5x5 grid of various colors will appear with various symbols upon each color.
- Above this, there will be a target color.
- The Expert must identify which of the 9 grids the Defuser is being shown, and find out in what pixels the target color is in.
- The Defuser must then input the symbols that shows up in these positions (They'll all be the same).

Please Note:

- See https://ktane.timwi.de/HTML/Visual%20Impairment.html for the original source images.