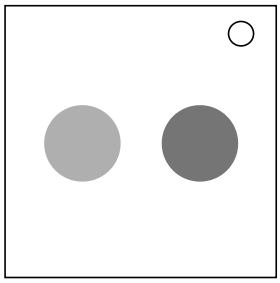
On the Subject of Left and Right



Right is there where the thumb is left...

A green button and a blue button. Left and Right. All you have to do is press those 2 buttons in the correct sequence.

Determining the correct sequence

To determine the correct sequence, construct a number consisting of several digits using the following rules:

- The first digit is the last digit of the serial number cubed % 8
- If there are more or fewer ports than there are port plates, the next digit is the number of ports plus the number of port plates, power 4 % 4
- Otherwise the next digits are the number of AA Batteries, followed by the number of letters in the Serial Number
- If there are the same amount of batteries as there are battery holders, the next digit is the number of lit indicators minus the number of unlit indicators, squared % 6
- Otherwise the next digits are the number of batteries, followed by the number of battery holders

After you determined your number you have to convert it to base 2. This new number is your sequence, where every 1 represents the right button and every 0 represents the left button.

The plot twist

After each button has been pressed a number of times, left and right switch, but the buttons stay physically the same. So you need to reorganize your found sequence according to the switch.

Determining the switch

Look through the following list to find out the number of presses it takes on a given button to perform a switch. The first found correct statement determines the switch for the blue button, the second found correct statement for the green button.

- More lit than unlit indicators: 3
- A vowel in the serial number: 2
- Battery holders + port plates + indicators <= 5: 4
- At least 5 modules on the bomb: 1
- Numbers in S# equal to letters in S#: 2
- None of the above: 3
- Special rule - Lit FRK, unlit NSA, P/S2 port, parallel port, serial port, RJ-45 port, DVI-D port present and RCA port not present: No switches occur