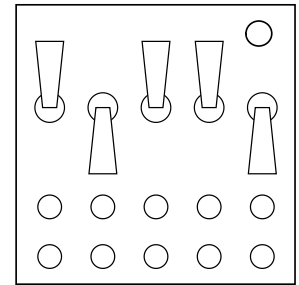


## On the Subject of Not Colored Switches

*Bringing the cold.*

A Not Colored Switches module will start with all five switches toggled down, as well as all of the bottom LEDs lit up white.



Upon flipping a single switch upwards, the bottom LEDs will turn orange, and the top LEDs will start flashing Morse Code. However, the letters being flashed have been encrypted based on the color of the switch that has been flipped.

- **Red:** Atbash cipher (AOZ25, subtract from 25)
- **Green:** Rot13 cipher (add 13, modulo 26)
- **Blue:** Caesar shifted forwards based on switch position (modulo 26)
- **Orange:** Caesar shifted backwards based on switch position (modulo 26)
- **Purple:** Affine  $\times 5$  cipher (AOZ25, multiply by 5, modulo 26)
- **Turquoise:** No change

To view the Morse Code of another switch, flip the first switch down, then the next switch up.

Each of the letters of each switch, after decrypting, will total to 25 different letters. The missing letter must be submitted.

To enter submission phase, toggle the switches so that more than one switch is flipped up. At this point, the bottom LEDs will turn red.

Then, convert the missing letter's alphabetic position (AOZ25) to binary. Toggle the switches so that a switch flipped up represents a 1 and a switch flipped down represents a 0.

To submit your binary, toggle the same switch twice consecutively. The set of switches after toggling the switch twice will be your submission. (The most recent switch will have an orange LED underneath it for your convenience.

Submitting the incorrect binary will incur a strike and flip all the switches down, but the module will not reset. Submitting the correct binary will disarm the module.