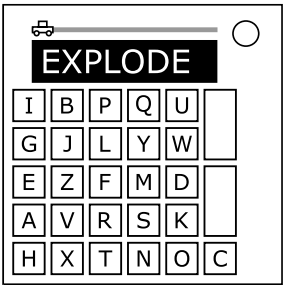


On the Subject of Type Racer

Increase your typing speed while racing against others... or in this case, racing against the bomb.

You will see a keyboard, a screen, a timer, a green and a red button. Based on the keys on the keyboard, determine which seven-letter word to input.



Press the green button to start the timer, then type your word.

Every time a letter is typed, the letters on the keys will randomly shuffle.

Typing the wrong word will not incur a strike, but failing to type the correct word before running out of time will incur a strike.

If a strike is earned, a new word must be found.

First, find which row the letter 'A' is in.

Go through one of the five tables and decipher which word to type by checking each letter in that row.

If the 'A' is in the first row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
F1	A8	C1	E0	D6	G7	B5	F8	H4	G8	B0	H8	E4	G9	C9	B3

If the 'A' is in the second row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
A6	H2	B4	C8	F7	E3	C3	F2	A3	D7	E5	A7	G6	C2	H3	D5

If the 'A' is in the third row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
B2	D2	G5	C7	A4	H5	E2	H1	C6	G0	F9	B1	D4	F6	E6	B6

If the 'A' is in the fourth row:															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
D0	F5	E1	D3	E7	A5	D8	G1	A0	F0	B8	H7	A2	H0	H6	C4

If the 'A' is in the fifth row: (The sixth button is irrelevant)															
If Button 1 in this row comes earlier in the alphabet than Button 2:								If Button 1 in this row comes later in the alphabet than Button 2:							
If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:				If Button 2 comes earlier than Button 3:				If Button 2 comes later than Button 3:			
Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4		Btn 3 < Btn 4		Btn 3 > Btn 4	
4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5	4 < 5	4 > 5
B7	D1	G2	C5	G4	A1	E8	F3	F4	B9	D9	G3	H9	A9	E9	C0

Now, with the given letter-number code, find your word in this table. This is the word you must input.

	A	B	C	D	E	F	G	H
1	equator	grounds	nursery	confine	rainbow	fantasy	assault	payment
2	nervous	distort	concern	academy	loyalty	compact	impound	tourist
3	inflate	funeral	breathe	project	storage	primary	attract	horizon
4	sweater	passive	capture	graphic	forward	holiday	descent	section
5	ceiling	install	mislead	retired	provoke	thirsty	freedom	abandon
6	confuse	kitchen	recruit	related	exploit	scatter	battery	wrestle
7	musical	elegant	extract	tension	serious	perfect	laundry	illness
8	benefit	peasant	welfare	strange	history	thought	harvest	teacher
9	harmful	reptile	impress	wording	soldier	highway	contain	brother
0	alcohol	healthy	lecture	venture	startup	miracle	virtual	caramel