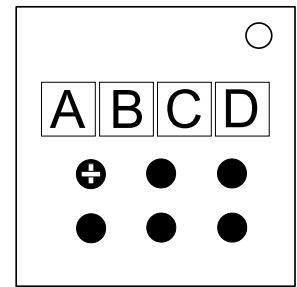


On the Subject of Screw

You know what? Screw this module...



- A Screws module has 4 buttons with labels A, B, C, and D.
- 6 holes with colored outlines are located below the buttons.
- The buttons' functions change based on which hole the screw is in.
- Pressing an incorrect button will incur a strike. However, screwing a screw into the wrong hole will not incur a strike.
- Buttons neither advance towards solving the module nor give a strike if a screw is not inserted into any of the holes.
- At the start of the bomb, the screw is always in the top left hole.
- To complete a stage, you must remove the screw from the current hole, screw it the next correct hole, then press the correct button.
- Once five stages have been solved, the module will disarm.

Firstly, determine which color hole the screw must go into.

- The colored outlines are numbered in reading order from 1-6.
- The first hole's position is determined by the number of batteries.
- The second hole's position is determined by the rightmost digit in the serial number.
- The third hole's position is determined by the number of ports.
- The fourth hole's position is determined by the number of lit indicators.
- The fifth hole's position is determined by the number of unlit indicators.
- If a hole is already taken up by the screw, move to the next hole in the numeric order. If a value is 7 or greater, subtract with 6 until the value is between 1-6. If a value is 0, the actual value is 1.

Secondly, determine which button must be pressed to progress using the following tables:

Outline color is red, yellow, or green:

If the hole is in the top row:

- If the hole's position in the row is equal to the number of battery holders, press the button in the fourth position.
- Otherwise, if the letter A is in the first or third position, press the button labeled C.
- Otherwise, if the bomb has indicators CLR, FRK, or TRN, press the button in the third position.
- Otherwise, if the hole shares the same row as the blue hole, press the button in the first position.
- Otherwise, press the button labeled B.

If the hole is in the bottom row:

- If the hole's position in the row is equal to the number of port types, press the button in the second position.
- Otherwise, if the hole's position in the row is equal to the number of batteries, press the button labeled D.
- Otherwise, if the hole is not opposite to the white hole, press the button labeled A.
- Otherwise, if the hole is adjacent to the magenta hole, press the button labeled C.
- Otherwise, press the button in the first position.

Outline color is blue, magenta, or white:

If the hole is in the top row:

- If the hole's position in the row is equal to the number of port types, press the button labeled D.
- Otherwise, if the letter C is in the second or fourth position, press the button labeled B.
- Otherwise, if the bomb has indicators CAR, FRQ, or SND, press the button in the fourth position.
- Otherwise, if the hole shares the same row as the red hole, press the button in the second position.
- Otherwise, press the button labeled A.

If the hole is in the bottom row:

- If the hole's position in the row is equal to the number of port plates, press the button in the second position.
- Otherwise, if the hole's position in the row is equal to the total number of indicators, press the button labeled A.
- Otherwise, if the hole is adjacent to the yellow hole, press the button labeled C.
- Otherwise, if the hole is not opposite to the green hole, press the button labeled D.
- Otherwise, press the button in the fourth position.