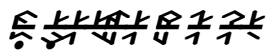
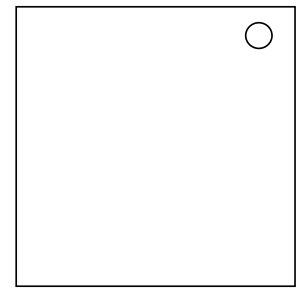


# On the Subject of Who's On Trunic

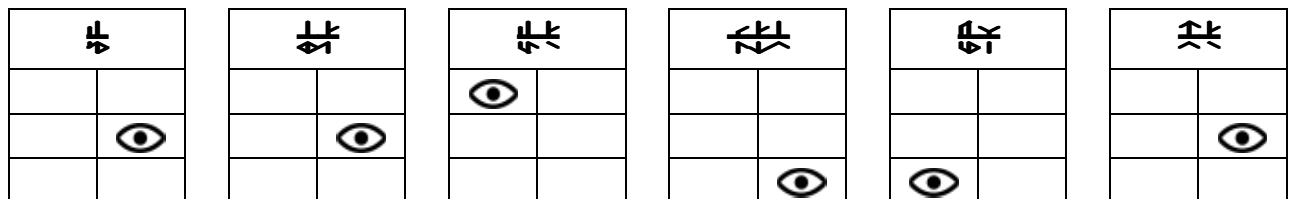
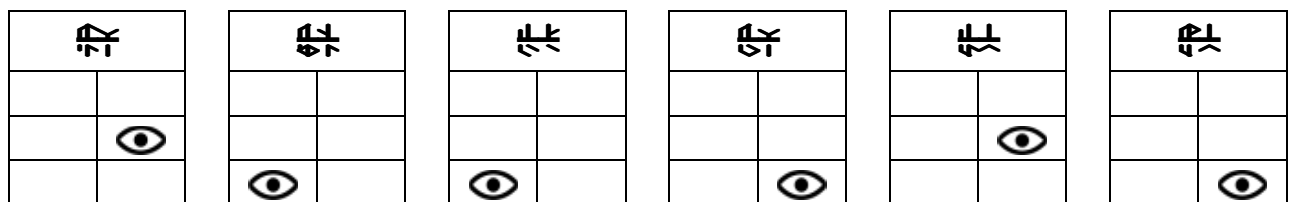
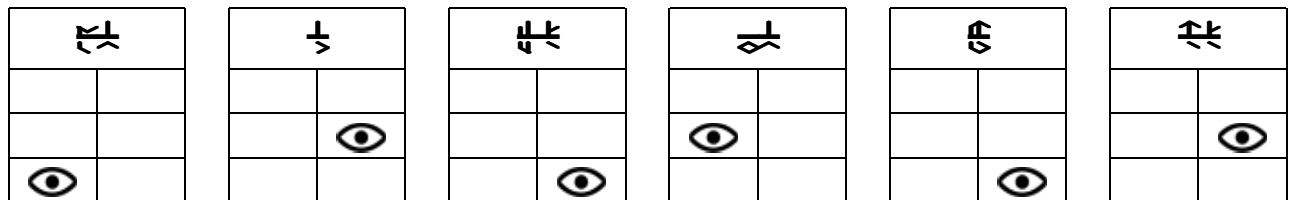
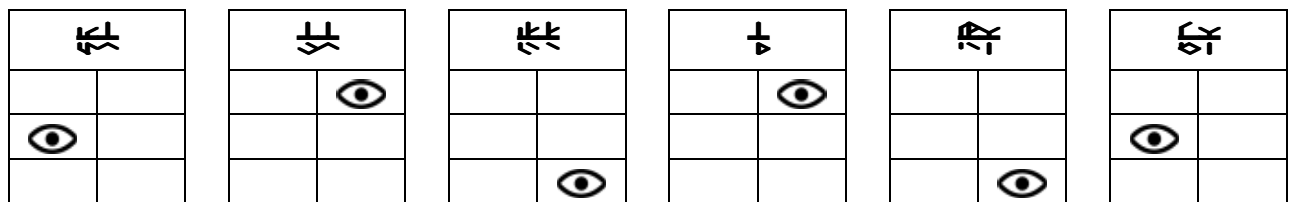


1. Read the display and use step 1 to determine which button label to read.
2. Using this button label, use step 2 determine which button to push.
3. Repeat until the module has been disarmed.



## Step 1:

Based on the display, read the label of a particular button and proceed to step 2:



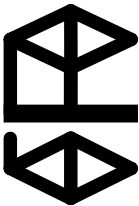
Step 2:

Using the label from step 1, push the first button that appears in its corresponding list:

"A":	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
"B":	21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
"C":	41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
"D":	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
"E":	81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
"F":	101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120
"G":	121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140
"H":	141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160
"I":	161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180
"J":	181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200
"K":	201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220
"L":	221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240
"M":	241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260
"N":	261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280
"O":	281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300
"P":	301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320
"Q":	321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340
"R":	341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360
"S":	361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380
"T":	381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400
"U":	401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420
"V":	421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440
"W":	441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460
"X":	461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480
"Y":	481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500
"Z":	501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520

Appendix Trunic:

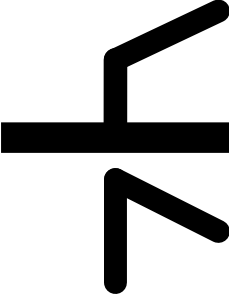
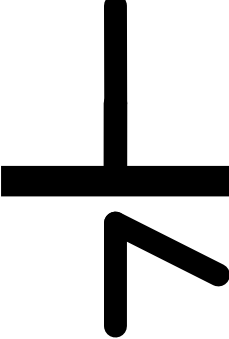
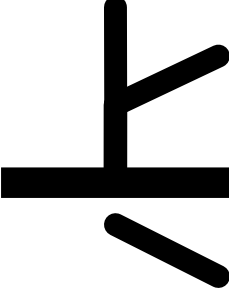
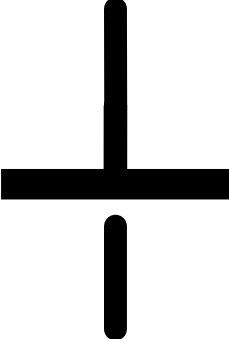
Trunic is a phonetic language based on English. The outer sides of the character represent a vowel sound, while the inner lines represent a consonant sound. The consonant sound is pronounced then the vowel, unless there is a circle underneath the character which then the reverse happens (unused in the module). Below is a table of all the consonants and vowels used in the module.

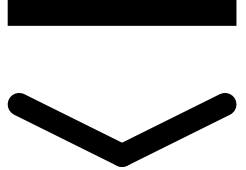
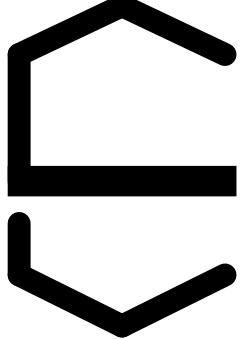
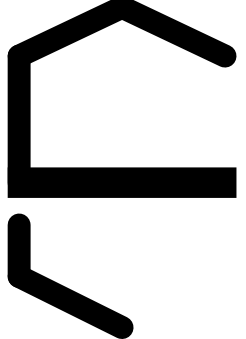
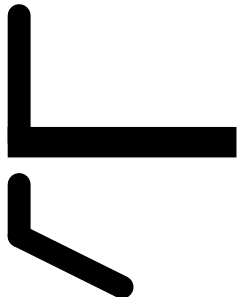


Consonants	
B as in Bravo	
D as in Delta	
F as in Foxtrot	


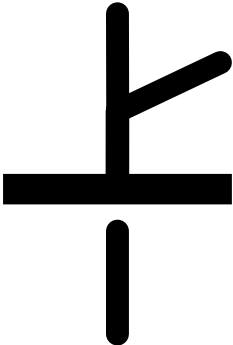
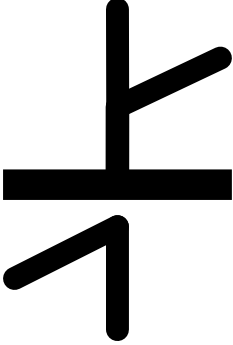
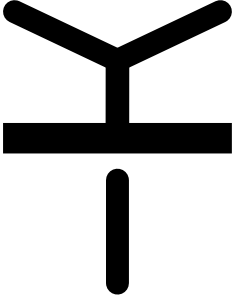
Vowels	
A as in Glass	
EH as in The	
ERE as in Air	


Appendix Trunic (Cont.):

G as in <u>G</u> olf	
H as in <u>H</u> otel	
K as in <u>C</u> at	
L as in <u>L</u> ima	

I as in <u>B</u> it	
OH as in <u>T</u> oe	
OO as in <u>T</u> oo	
OU as in <u>W</u> ood	

Appendix Trunic (Cont.):

M as in <u>M</u> ike	
R as in <u>R</u> omeo	
S as in <u>S</u> ierra <3	
T as in <u>T</u> ango	

OW as in <u>O</u> w	
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