On the Subject of Anomalous Terminal

Every copy of the operating system is personalized.

The module consists of a terminal (which has been possessed by an anomaly), and a motherboard that is underneath it.

To solve the module, access the motherboard by completing all four selected programs. Every time a program is completed, the module will rise by itself. Causing a strike won't reset the module. Keyboard input can be used when applicable.

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FATAL ERROR:666
THE DARKNESS IS HERE

◯
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Phase 1A: Completing the Programs

Four out of six programs will be selected. The programs can be done in any order. Hovering over the main menu when the terminal is online will show the names of the available programs.

Color Cycle

Use the first color of the sequence to determine the ruleset. The rule that applies first is the anomalous color. Press the square when it is in that sequence to complete the program. If the anomalous color with an unspecified position has multiple of that color, then any position with that color is fine to submit.

Red	Yellow
• If blue comes second or last in the sequence, the anomalous color is yellow. If yellow is not present in the sequence, the anomalous color is instead what comes fourth. • Otherwise, if red occurs three or more times, the anomalous color is what comes in the sequence after subtracting the number of reds from 6. • Otherwise, the anomalous color is blue. If blue is not present in the sequence, the anomalous color is instead what comes last.	• If green comes last in the sequence, the anomalous color is blue. If blue is not present in the sequence, the anomalous color is instead what comes third. • Otherwise, if the sum of all blues and yellows is exactly 4, the anomalous color is the second to last color in the sequence. • Otherwise, the anomalous color is red. If red is not present in the sequence, the anomalous color is instead what comes fifth.
Green	Blue
• If red comes third or fourth in the sequence, the anomalous color is blue. If blue is not present in the sequence, the anomalous color is instead what comes second. • Otherwise, if the absolute difference between the number of reds and yellows is odd, the anomalous color is what comes in the sequence after adding the number of yellows, modulo 6 + 1. • Otherwise, the anomalous color is the color itself.	• If yellow comes second in the sequence, the anomalous color is green. If green is not present in the sequence, the anomalous color is what comes fifth in the sequence. • Otherwise, if the absolute difference between the number of blues and yellows is even, the anomalous color is what comes fourth. • Otherwise, the anomalous color is yellow. If yellow is not present in the sequencee, the anomalous color is instead what comes third.

Hexadecimal Cycle

A call prompt will be provided upon opening the program. However, the text is encrypted from ASCII to hexadecimal. Once decrypted, find the phrase in the table below. The phrase below it is the phrase that should be entered from ASCII to hexadecimal.

FRIEND INSIDE ME	TIME RUNS OUT	NO TIME LEFT	AWAIT FOR ARRIVAL	RUN RUN RUN	LET ME OUT OF HERE
NO TIME LEFT	NIGHTMARE FUEL	HELP ME	GET ME OUT	HE'S GONE	RUN RUN RUN

NIGHTMARE FUEL	HE SEES ALL. DO YOU?	HE'S GONE	HELP ME	GET ME OUT	WE ARE HERE
HE SEES ALL. DO YOU?	WE ARE HERE	FRIEND INSIDE ME	AWAIT FOR ARRIVAL	LET ME OUT OF HERE	TIME RUNS OUT

Input can be cleared by pressing the ← key. Use the space bar at the bottom of the keypad to create a space in between hexadecimal values. When you're satisfied with your answer, press the ○ button to submit. Striking won't reset the encrypted message, but your input will be cleared.

Temperature Check

A temperature reading will be displayed, along with four buttons:

- Decrease (which decreases the temperature by cooling it down)
- Scan (which scans for anomalies)
- Check (checks to see if the temperature is valid)
- Increase (which increases the temperature by heating it up)

The average temperature for the terminal is in the range of 25-38°C. If that is not the case, an anomaly is manipulating the temperature of the terminal. Increase or decrease the temperature carefully. Overheating the terminal will cause a crash, resulting in a cooldown that lasts for 30 seconds. This will therefore result in a strike.
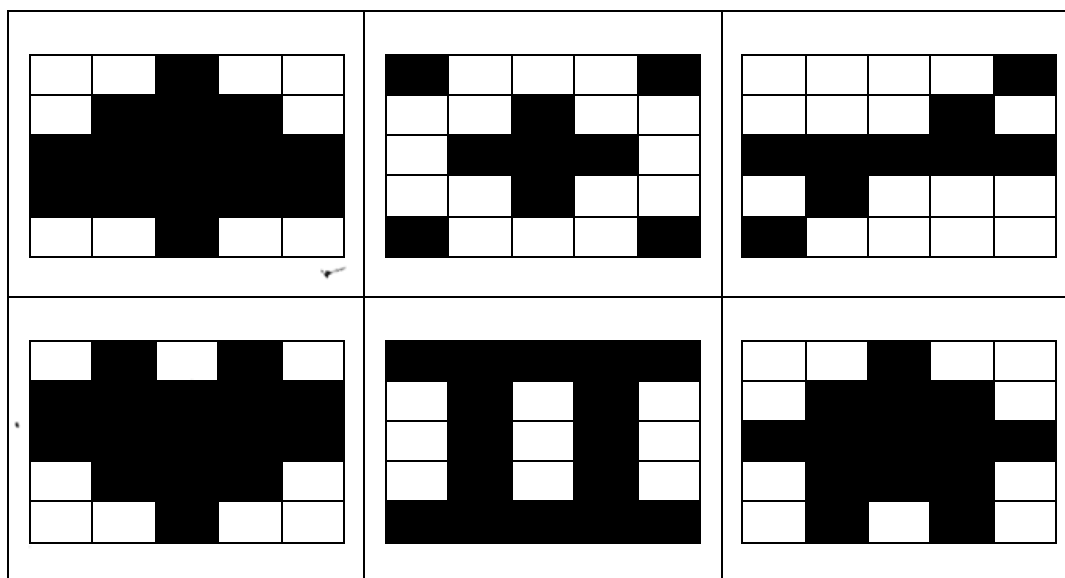
Always make sure no anomaly is present even if the temperature is normal. Failure to do so might result in the terminal crashing, resulting in a strike as well.

Pattern Integrity

Two windows will be shown, each with a 5×5 grid. On the left is one of the patterns that can be found in the table below, and on the right is a pattern that can either be matched or modified in some way.

If the pattern shown on the left doesn't match what's shown on the right, an anomaly has applied transformations that you must undo. To determine what transformations are applied, press the right window to create modifications. Four colors will flash in sequence before cycling back to the beginning. There will also be 4 additional buttons on the left, which will provide doing the transformations for you, as well as a reset button to go back to its original state.

- Red will indicate that an horizontal/vertical flip has been made. If that color flashed is in an even position, flip the grid horizontally, and vertically otherwise.
- Yellow will indicate that an row shift by N (where N is the position where the color has flashed) has been made. If that color flashed is in an even position, shift the rows down N times, and up N times otherwise.
- Blue will indicate that an column shift by N (where N is the position where the color has flashed) has been made. If that color flashed is in an even position, shift the columns right N times, and left N times otherwise.

Once done, press the check button to verify the patterns match. Submitting an unmatched pattern will result in a strike.

Sacrificial House

You are in an text-based roleplaying game. The objective is to collect items around the house to make a sacrifice. However, an anomaly is also in the house, hunting around for people that get in. Getting killed by the anomaly or sacrificing the wrong items will result in a strike and reset back to the beginning of the session.

Valid Syntax

go to [room]	To go into a room adjacent to the one you're currently in.
pickup [item]	Picks up the item that can be found in anywhere.
hide	Only use this if the anomaly is nearby and there is an applicable area or object you can hide in/under.
view items	Views the items you currently have.
drop [item]	Drops the item you want to drop.
view item list	Shows what items are needed for a sacrifice.
look	Finds the items that are currently in the room.
close	Closes the item list.
sacrifice	Only do this once three items are collected and you are in the circle.

Once all of the items are collected, head down to the basement where you will find the circle. Drop all of the items in there, and the sacrifice will be fulfilled.

I've been calling for hours, but no one has responded. I'm not sure what's really happening, but something is not right.
THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE DARKNESS IS COMING THE

Rooted Password

A 6-digit input window will be displayed along with a number pad. Take the bomb's serial number and convert all letters and take the least significant digit of their alphabetical positions (A1Z26).

Perform digit root on this now converted digit string and append the reult to the answer string. Remove the leftmost digit and repeat the process until all six solutions have been made. This is the answer to input.
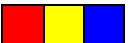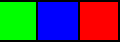
Once you're satisfied with your input, press the bottom-right key on the number pad to submit. Submitting an empty solution or an incorrect answer will result in a strike.

Phase 1B: Unlocking the Terminal

Once all four programs are complete, a message on top will appear, informing you that the terminal is ready to be unlocked. Pressing the status light will descend the module back into position before rising again, this time giving access to the motherboard. The module will be facing down during the next phase.

Phase 2: Resolving and Eliminating the Anomaly

The motherboard consists of an LED, and a grid of pins. Determine the pattern of three colors from the LED to determine which pin pairs to short.

LED (Red, Yellow, Green)	LED (Yellow, Red, Blue)	LED (Yellow, Green, Red)
1. 3-4 2. 2-5 3. 3-8	1. 3-6 2. 6-7 3. 8-1	1. 4-5 2. 2-4 3. 4-6
LED (Green, Blue, Yellow)	LED (Red, Yellow, Blue)	LED (Green, Blue, Red)
1. 6-2 2. 1-3 3. 3-5	1. 8-5 2. 3-7 3. 1-3	1. 1-5 2. 4-5 3. 7-6

Once the pin shorting starts, the pattern of three colors will no longer flash, and instead will be replaced by a green flash. The amount of green flashes represent how many pin pairs have been shorted so far. After all three pin pairs have been shorted, the module will lock back into place and attempt to reboot. If all three pin pairs have been shorted correctly, the module will solve. Otherwise, an fatal error will occur and will go back to its original state with all the programs completed, resulting in a strike.

I WILL COME BACK I