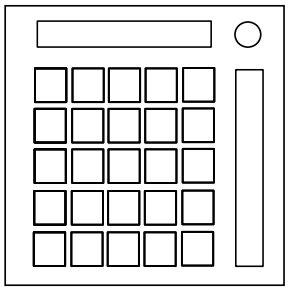
On the Subject of Blind Arrows



Coffee!

- This module consists of a 5 by 5 grid of buttons. One of these buttons will have a arrow pointed in a specific direction.
- Using the position and the rotation of the arrow in the tables below will give you a number to follow a certain rule to find a button to press.
- After pressing the correct button, the arrow will move to that position and generate another set of LEDs and a new arrow direction.
- In order to solve the module, do the following 3 times.

Step 1: Finding the initial button

The module will have 2 LEDs, one at the top of the module and one to the right. Use the top LED's color as the column and the right LED's as the row. This will give you a rule to apply to the number on the next table.

** DONT -> Down On the Next Table from the number, UONT -> Up On the Next Table from the number*

Colors	Red	Black	Orange	Yellow	Green	Cyan	Magenta	White
Red	# is 0	+5	+10	+15	+20	+25	+30	+35
Black	-5	N/A	5 Spaces DONT*	Swap positions of the #s	+25	Swap positions of the #s	5 Space UONT*	+40
Orange	-10	5 Spaces UONT*	N/A	5 Spaces DONT*	+30	+35	+40	+45
Yellow	-15	Swap positions of the #s	5 Spaces UONT*	N/A	5 Spaces DONT*	Swap positions of the #s	+45	+50
Green	-20	-25	-30	5 Spaces UONT*	N/A	5 Spaces DONT*	+50	+55
Cyan	-25	Swap positions of the #s	-35	Swap positions of the #s	5 Spaces UONT*	N/A	5 Spaces DONT*	+60
Magenta	-30	5 Spaces DONT*	-40	-45	-50	5 Spaces UONT*	N/A	+65
White	-35	-40	-45	-50	-55	-60	-65	# is 99

Direction → Position	N	NW	W	SW	S	SE	E	NE
A1	33	38	61	89	62	19	02	63
B1	81	77	53	08	45	12	05	89
C1	54	92	73	12	28	14	65	93
D1	58	38	41	32	16	22	13	59
E1	48	95	83	36	22	69	98	92
A2	72	27	16	03	35	00	71	67
B2	97	47	40	43	66	18	80	23
C2	49	34	84	88	98	84	06	30
D2	65	30	25	37	71	26	76	72
E2	46	27	76	68	11	43	75	61
A3	78	70	34	03	51	00	13	20
B3	09	51	39	46	29	91	56	04
C3	19	57	04	99	42	54	58	60
D3	68	86	82	44	40	10	57	10
E3	33	24	86	31	74	66	01	97
A4	88	69	44	07	62	96	94	96
B4	49	24	28	93	99	35	17	50
C4	36	95	08	83	14	59	55	47
D4	79	21	80	64	02	63	94	90
E4	77	82	87	42	05	15	15	52
A5	56	85	41	31	25	85	74	64
B5	45	18	06	26	07	17	52	01
C5	39	50	55	21	11	37	29	48
D5	91	90	60	73	78	75	70	53
E5	32	09	20	23	81	67	87	79

After doing the modification to the number in the table, modulo it by 100. If the number ends up being 0 after this, add up the serial number digits for the number instead.

Step 2: Finding the correct button

Using the modified number gained from the tables above, look at the list of rules below and find which one applies for your number. If any movements land outside of the grid, wrap around to the opposite side of the grid.

# in between	Movement	BUT...
1-20	Two spaces in the direction of the arrow.	If the bomb has more batteries than indicators, move in the **opposite** direction of the arrow.
21-40	Three spaces in the direction of the arrow.	If the bomb has a lit IND, FRQ or NSA indicator, rotate the arrow 45 degrees clockwise and go that direction instead.
41-60	One space **opposite** of the arrow direction.	N/A
61-80	Five spaces in the direction of the arrow.	If more than half of the modules on the bomb have been solved at the generation of this stage, move in the opposite direction of the arrow instead.
81-99	Rotate the arrow 90 degrees counter-clockwise and move 4 spaces in that direction.	N/A
SPECIAL	If a lit/unlit BOB is present, press the arrow until the module is solved.	