

On the Subject of Boozleage

Impending doom approa... okay, what the hell is this?!

There are 64 buttons in an 8×8 grid, each colored either red, yellow, green, blue, magenta, or white, and labeled with a boozleglyph from **Table A**.



Among all the buttons, there are three sets of four buttons that form the vertices of a square, in which the middle of the square is at the center of the module, and the four buttons all share the same letter, although they may not share the same boozleglyph set.

Press one of the buttons from each of the three different squares at a specific time to disarm the module. You may press any one of the four buttons within the square, as long as it is pressed at the correct time. You may not press buttons of a square that has already been satisfied.

Refer to **Table B** below, with value **A** being equal to the alphabetic position of the letter of the button. The table will tell you what the conditions of the seconds digits of the timer need to be when pressing the button.

Table A	Set 1	Set 2	Set 3
A	X	Q	Y
B	Q	X	Q
C	Q	Q	Q
D	Q	Q	Q
E	Q	Q	Q
F	Q	Q	Q
G	Q	Q	Q
H	Q	Q	Q
I	Q	Q	Q
J	Q	Q	Q
K	Q	Q	Q
L	Q	Q	Q
M	Q	Q	Q
N	Q	Q	Q
O	Q	Q	Q
P	Q	Q	Q
Q	Q	Q	Q
R	Q	Q	Q
S	Q	Q	Q
T	Q	Q	Q
U	Q	Q	Q
V	Q	Q	Q
W	Q	Q	Q
X	Q	Q	Q
Y	Q	Q	Q
Z	Q	Q	Q

Table B	Set 1	Set 2	Set 3
Red	Sum to (A mod 9) + 3	Sum to 11 - (A mod 9)	Last digit is A mod 10
Yellow	Last digit is 9 - (A mod 10)	Difference of A mod 5	Sum to (2A mod 9) + 3
Green	Sum to 11 - (2A mod 9)	Difference of 2A mod 5	Last digit is (A mod 8)
Blue	Sum to 11 - ((A + 3) mod 7)	Last digit is (A + 2) mod 10	Difference of 3A mod 5
Magenta	Last digit is (A mod 7) + 2	Sum to 12 - (A mod 10)	Sum to (2A mod 11) + 2
White	Sum to 12 - (A mod 11)	Last digit is A mod 9	Difference of (A mod 3) + 3