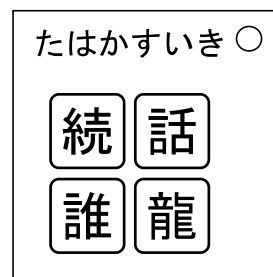


On the Subject of Not Kanji

やなかんじ

You are presented with a four-button module and a display screen. Each button has a unique symbol written in kanji, and the screen shows 6 letters of hiragana. If the hiragana in the display has less than 6 letters, you are looking at the wrong module.



To defuse this module, you must decipher the hiragana shown in the screen, then press the 4 buttons in correct order according to the deciphered message.

Step 1: Hiragana Cipher

Each hiragana in the encrypted message corresponds to an alphabet or #. Use the following table to translate from the hiragana to an alphabet. Grayed-out hiragana will not show up in this module.

w わ	r ら	y や	m ま	p は	な	t た	さ	g か	a あ
	l り		み	b ひ	に	ち	c し	q き	i い
を	る	ゆ	む	f ふ	n ぬ	つ	s す	v く	u う
	れ		め	h へ	ね	d て	j せ	k け	e え
# ん	ろ	よ	も	ほ	の	と	z そ	x こ	o お

Step 2: Cube Cipher

Step 2.1: Creating Cubes

You need to create 2 3x3x3 matrix of alphabets and #, named Cube A and Cube B.

- For Cube A, if the sum of digits in the serial number is odd, use the kanji on the top left button. Otherwise, use the kanji on the top right button.
- For Cube B, if the sum of A1Z26 values of all letters in the serial number is even, use the kanji on the bottom left button. Otherwise, use the kanji on the bottom right button.
- Find out the English translation of the kanji using the table in the next page. This will be the keyword.
- Remove all spaces and duplicates from the keyword.
- Take the entire alphabet appended by # and remove any letters included in the keyword.

- For each cube, if the kanji horizontally adjacent of the used kanji has more than 7 strokes, append the alphabet after the keyword. Otherwise, prepend the alphabet before the keyword.
 - The number of strokes are written in the top right of each cell in the table.
- The 1st layer of Cube A consists of the first 9 letters filled in 3x3 grid in reading order. The 2nd layer consists of the next 9 letters and the 3rd layer consist of the last 9 letters.
 - The row numbers are counted 1-3 from top to bottom. The column numbers are counted 1-3 from left to right.

ひだり(5) 左 Left	みぎ(5) 右 Right	きた(5) 北 North	ひがし(8) 東 East	にし(6) 西 West
みなみ(9) 南 South	そと(5) 外 Outside	ちいさい(3) 小 Small	なか(4) 中 Inside	ながい(8) 長 Long
きん(8) 金 Money	しろい(5) 白 White	あめ(8) 雨 Rain	あき(9) 秋 Autumn	あさ(12) 朝 Morning
さむらい(8) 侍 Samurai	こころ(4) 心 Heart	あい(13) 愛 Love	うま(10) 馬 Horse	まつり(11) 祭 Festival
いえ(10) 家 House	なに(7) 何 What	はな(10) 花 Flower	かわ(3) 川 River	りゅう(16) 龍 Dragon
やま(3) 山 Mountain	つぎ(6) 次 Next	ひ(4) 火 Fire	ひと(2) 人 Person	みず(4) 水 Water

Step 2.2: Decrypting

Determine the decrypted message using the encrypted word from Step 1 and Cube A and B. The letters in the decrypted message can be found in Cube B using the following conditions:

- The 1st letter of decrypted word:
 - shares the same row number as the 1st letter of encrypted word in Cube A.
 - shares the same column number as the 2nd letter of encrypted word in Cube A.
 - shares the same layer number as the 3rd letter of encrypted word in Cube A.
- The 2nd letter of decrypted word:
 - shares the same layer number as the 1st letter of encrypted word in Cube A.
 - shares the same row number as the 2nd letter of encrypted word in Cube A.
 - shares the same column number as the 3rd letter of encrypted word in Cube A.
- The 3rd letter of decrypted word:
 - shares the same column number as the 1st letter of encrypted word in Cube A.
 - shares the same layer number as the 2nd letter of encrypted word in Cube A.
 - shares the same row number as the 3rd letter of encrypted word in Cube A.
- Use the 4th, 5th, and 6th letter of encrypted word in place of the 1st, 2nd, and 3rd letter to obtain the latter half of the decrypted word.

Step 3: Submitting

Use the table below to find the order that the buttons need to be pressed in. The buttons are numbered 1-4 in reading order.

Decrypted Message	Order of button press
Hizasi	1324
Hiziri	1423
Karate	3412
Karasi	4123
Karuta	3412
Katate	1243
Katana	4231
Katura	2314
Negiri	4312
Negoto	4321
Negura	2413
Sakana	3241
Sakura	2143
Yagate	3142
Yagura	1234