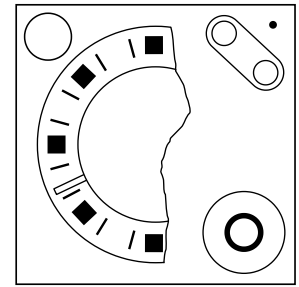


On the Subject of Busted Password

Don't worry it still works! Probably...

We had a pretty cool module for you but it looks like our electrician failed to have his morning Mountain Dew. Don't worry we've already sent him to the desert I mean his home so he can think about his actions. Luckily the module still works, although it's a bit busted.



The module is supposed to be a simple password module. The red needle will be moving back and forth and once the white button is pressed the needle will stop (and start if pressed again). While the needle is stopped over a section with a square a letter can be heard through the speaker. All 5 letters make up a word from the table of passwords below. You then submit the word following the instructions from the **Password Submission** section.

However due to the damage the module has sustained the speaker can only output static noise at different volumes. The noise patterns are consistent for each letter, so we've deemed it **Static Code** (I know very original). We've put a **Static Code** chart on page 2 for your convenience.










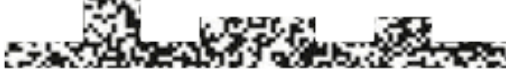
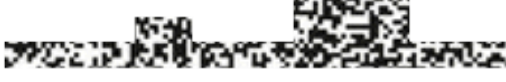
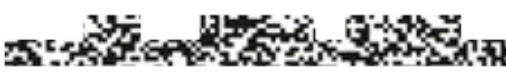
abyss	azure	bench	block	brick	clump
dummy	eager	elbow	forge	gecko	hotel
igloo	index	labor	leech	logic	major
movie	ninja	occur	ocean	pixel	plank
psalm	pylon	quote	squid	swarm	tango
upset	valve	verge	waist	yacht	zebra

Password Submission

Passwords are submitted in xy format where x is 1-6 from left to right in the table and y is 1-6 from top to bottom. Pressing either red button will set the password to 11. After this pressing the upper red button will increment x by 1 (looping back to 1 at 6) while the lower red button increments y in the same fashion. After 3 seconds of no interaction the current password will be submitted. The LED will indicate an incorrect password, the correct password, and the interaction timer running with red, green and yellow respectively.

Static Code Reference

A 
B 
C 
D 
E 
F 
G 
H 
I 
J 
K 
L 
M 

N 
O 
P 
Q 
R 
S 
T 
U 
V 
W 
X 
Y 
Z 