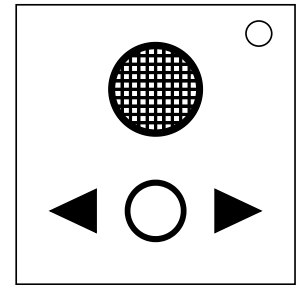


On the Subject of Gettin' Funky

And they said the Cha Cha Slide couldn't be done on a bomb...

This module has a speaker, a red button, and 2 arrow buttons. Pressing the red button will make the speaker play a set of 4-7 moves from Cha Cha Slide by DJ Casper.



Find your starting cell in one of the two tables below. The starting position is the cell with the 2-digit number formed by the 1st and 2nd digits of the serial number. If this number is not in any cell, count a number of cells in reading order starting from the top left cell (counted as 0) in the table X equal to the sum of the digits in the serial number. Table X is the left table if there is an RJ-45 port but is the right table otherwise.

From your starting cell move around as given by the set of moves the speaker played. Each played move can be translated into a table move using the **Played Move -> Table Move** section on the next page. If a move brings you off of a table, loop around to the other side. The number in the cell you land on after going through all the moves must now be converted into binary (See **Binary Conversion** on the next page for help with binary conversion). Each 1 in the binary number will correspond to a left and each 0 a right. Input these lefts and rights into the arrow buttons to disarm the module.

If the wrong arrow button is pressed at any point a strike will be recorded and the module will not reset. All inputted arrows up to that point will also be cleared.

79	33	15	36	95	78
68	67	53	44	08	90
99	20	69	29	84	54
91	00	62	94	98	61
87	65	03	32	81	55
46	80	07	27	83	10

43	48	17	11	93	45
22	76	92	38	75	74
73	57	77	71	64	82
58	25	06	52	86	42
72	47	16	49	13	96
60	21	59	56	04	26

Played Move -> Table Move

- . "To the left"/"Left foot now y'all" -> Move left one cell
- . "Slide to the left" -> Move left three cells
- . "Take it back now, y'all" -> Move down one cell
- . "Hands on you knees, hands on your knees" -> Move down two cells
- . "To the right now"/"Right foot now" -> Move right one cell
- . "Slide to the right" -> Move right three cells
- . "One hop this time"/"One hop" -> Move up one cell
- . "Two hops this time"/"Two hops, Two hops" -> Move up two cells
- . "Five hops this time" -> Move up five cells
- . "Right foot, let's stomp" -> Go to the cell in the same position in the other table then move right one cell
- . "Right foot two stomps" -> Go to the cell in the same position in the other table then move right two cells
- . "Left foot, let's stomp" -> Go to the cell in the same position in the other table then move left one cell
- . "Left foot two stomps" -> Go to the cell in the same position in the other table then move left two cells
- . "Turn it out" -> Turn 90 degrees clockwise from the last direction moved (if this is the first move treat last direction as right) then move one cell in that direction
- . "Cha cha now y'all"/"Cha cha real smooth" -> Turn 90 degrees counter-clockwise from the last direction moved (if this is the first move treat last direction as left) then move one cell in that direction
- . "Reverse"/"Reverse, reverse" -> Undo the previous move (has no effect if this is the first move)
- . "Freeze" -> Ignore the next move (has no effect if this is the last move)
- . "Criss cross" -> Move to the diagonally adjacent cell with the highest number
- . "Everybody clap your hands"/"Clap, clap, clap, clap your hands" -> Move to the orthogonally adjacent cell with the lowest number
- . "Charlie brown" -> Move down X cells where X is the index of the move in the set (1st move = 1, 2nd move = 2, etc.) but if you go off a table loop to the top of the other table

Binary Conversion

Get all the powers of 2 from 0 to 6 and line them up as so:

$$2^6 \ 2^5 \ 2^4 \ 2^3 \ 2^2 \ 2^1 \ 2^0$$

Find the combination of these powers which when added together yields the number you wish to convert. Replace the powers that were involved in the sum with a 1 in the line, and replace the others with 0. You should end up with a 7-digit binary number.