









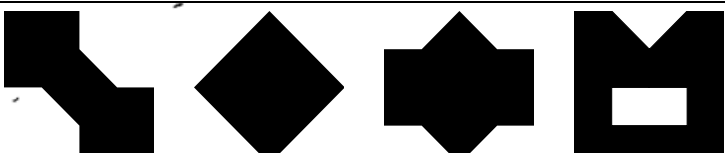
Burying your problems won't solve them.







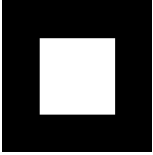



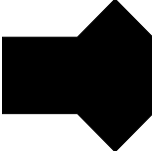


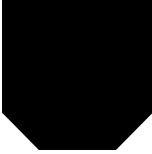

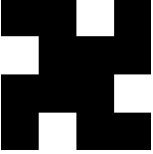


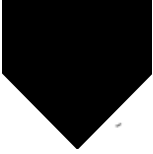
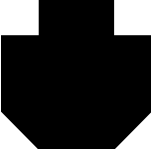




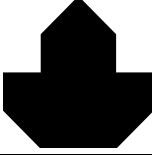
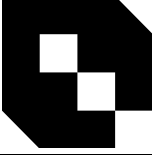


0	1	2
3	4	5

In stage 1, each pair of colored tiles will have symbols on them clueing at a position on the grid. Only one pair actually clues at the correct position, which must be submitted in stage 1.

If the bomb has an even number of batteries, the relevant color is red.
Otherwise, if the serial number contains a vowel, the relevant color is green.
Otherwise, the relevant color is blue.

When the correct position has been submitted in stage 1, all tiles will lose their coloring. Navigate to the tiles which had colors that were not relevant in stage 1. The symbols on them will clue towards the position that must be submitted in stage 2. Submitting this position will disarm the module.

Meaning:	Symbols:
No clue present	
Column A	
Column B	
Column C	
Column D	
Row 1	
Row 2	
Row 3	
Row 4	

Meaning:	Symbols:
Top half	   
Bottom half	   
Left half	   
Right half	   
Column A or C	   
Column B or D	   
Row 1 or 3	   
Row 2 or 4	