

On the Subject of The Sequential Button

Snip. Click. [EXTREMELY LOUD INCORRECT BUZZER]

- Within this module there are several panels with wires connecting six labelled ports on them. Only one panel is visible at a time.
- Unlock the next panel by holding down the button and releasing it at the correct time as directed by table B.
- Do not switch to the next panel until the only correct wire is cut as directed by table A.
- Return to a previous panel by pressing and immediately releasing the button. Advance to an unlocked panel by holding the button and releasing it at any time after the LEDs begin to flash.

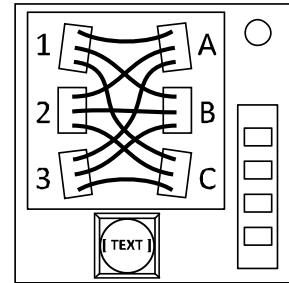


Table A

Wires are ordered from top-to-bottom on the left set of ports.

2 wires:

1. If exactly one wire has the button's colour, cut the other wire.
2. Otherwise if both wires are the same colour, cut the first wire.
3. Otherwise if the wires share a port, cut the last wire.
4. Otherwise if the button is labelled "Abort", cut the first wire.
5. Otherwise if port B is empty, cut the wire connected to port C.
6. Otherwise if the button is red, cut the last wire.
7. Otherwise cut the first wire.

3 wires:

1. If no port is empty, cut the wire connected to port A.
2. Otherwise if more than one wire is the button's colour, cut the second wire.
3. Otherwise if port C has exactly one wire, cut the first wire.
4. Otherwise if there is exactly one black wire, cut the black wire.
5. Otherwise if the button is labelled "Push", cut the last wire.
6. Otherwise if exactly two wires are the same colour, cut the last of those wires.
7. Otherwise if there are no white wires, cut the first wire.
8. Otherwise cut the second wire.

4 wires:

1. If every wire is uniquely coloured, cut the third wire.
2. Otherwise if there are no wires that have the button's colour, cut the last wire.
3. Otherwise if there are three wires connected to the same port,
cut the remaining wire.
4. Otherwise if there are exactly two blue wires, cut the first blue wire.
5. Otherwise if there are no empty ports, cut the last wire connected to port B.
6. Otherwise if the button is labelled "Hold", cut the second wire.
7. Otherwise if there are three wires that are the same colour, cut the first wire.
8. Otherwise cut the last wire that has the button's colour.

5 wires:

1. If exactly one port has three wires connected to it,
cut the second wire connected to that port.
2. Otherwise if there are no yellow wires, cut the second wire.
3. Otherwise if there is a port containing only a uniquely coloured wire, cut the last wire.
4. Otherwise if there is more than one wire of the button's colour,
cut the first wire of that colour.
5. Otherwise if the button is labelled "Detonate", cut the fourth wire.
6. Otherwise if there is exactly one black wire, cut the first wire.
7. Otherwise if there is more than one red wire, cut the last red wire.
8. Otherwise cut the third wire.

6 wires:

1. If there are no uniquely coloured wires, cut the fifth wire.
2. Otherwise if any port is empty, cut the first uniquely coloured wire.
3. Otherwise if there is both a white wire and a black wire, cut the first white wire.
4. Otherwise if there are no wires that have the button's colour, cut the third wire.
5. Otherwise if the button is blue, cut the last wire.
6. Otherwise if there is more than one yellow wire, cut the last yellow wire.
7. Otherwise if exactly one port has exactly one wire, cut that wire.
8. Otherwise cut the first wire that has the button's colour.

7 wires:

1. If there is exactly one port with exactly one wire and more than one wire of that wire's colour, cut the second wire of its colour.
2. Otherwise if there are no red wires, cut the last wire.
3. Otherwise if there are more yellow wires than white wires, cut the first yellow wire.
4. Otherwise if no wire colour occurs more than the button's colour, cut the third wire that is not the button's colour.
5. Otherwise if port C has three wires, cut the fourth wire.
6. Otherwise if there are fewer than two wires that are the button's colour, cut the second wire.
7. Otherwise if exactly two wires have a unique colour, cut the last uniquely coloured wire.
8. Otherwise cut the first wire whose colour occurs a different number of times from the others.

8 wires:

1. If there is a red wire connected to port A, a blue wire connected to port B, and a yellow wire connected to port C, cut the first wire connected to port C.
2. Otherwise if any wire that has the button's colour is connected to port C, cut the second wire that has the first wire's colour.
3. Otherwise if the fourth wire has the button's colour, cut the first wire.
4. Otherwise if the first and last wires are the same colour, cut the sixth wire.
5. Otherwise if there are exactly two uniquely coloured wires, cut one of those two wires according to the 2 wires rule list.
6. Otherwise if there are five present wire colours, cut the last wire that has the button's colour.
7. Otherwise if there are exactly three present wire colours, cut the first of the wires whose colour occurs twice.
8. Otherwise if the seventh wire is uniquely coloured, cut the second wire.
9. Otherwise cut the last wire.

9 wires:

1. If no wire colour occurs three times, cut the first wire that has the button's colour.
2. Otherwise if there are three uniquely coloured wires, cut the uniquely coloured wire connected to port A.
3. Otherwise if no wire has the button's colour, cut the first wire that has the last wire's colour.
4. Otherwise if port A has a uniquely coloured wire, cut the fifth wire.
5. Otherwise if there is exactly one wire that has the button's colour, cut the seventh wire.
6. Otherwise if the third and seventh wires are the same colour, cut the first wire.
7. Otherwise if the last wire is uniquely coloured, cut the first uniquely coloured wire.
8. Otherwise if there are exactly two uniquely coloured wires, cut one of those two wires according to the 2 wires rule list.
9. Otherwise cut the fourth wire.

Table B

- To determine the correct release time, count the number of occurrences of each colour of LED.
- LEDs are cumulative over all panels within the module.
- Take the sum of the values corresponding to each number of occurrences.
- Every digit of the sum must be present on the bomb timer when the button is released.

Red LED occurrences	
#	Value
0	0
1	2
2	7
3	11
4	13
5	16
6	22
7	28
8	31
9	38
10	41
11	46
12	48
13	51
14	53
15	59
16	63

Blue LED occurrences	
#	Value
0	0
1	4
2	8
3	10
4	12
5	14
6	17
7	32
8	35
9	40
10	44
11	47
12	49
13	52
14	56
15	57
16	61

Yellow LED occurrences	
#	Value
0	0
1	1
2	5
3	18
4	20
5	21
6	24
7	25
8	26
9	27
10	29
11	37
12	39
13	43
14	45
15	60
16	64

White LED occurrences	
#	Value
0	0
1	3
2	6
3	9
4	15
5	19
6	23
7	30
8	33
9	34
10	36
11	42
12	50
13	54
14	55
15	58
16	62