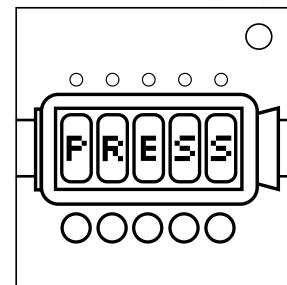


## On the Subject of Password Buttons

You might think that a password that doesn't seem to meet government security requirements is pretty straightforward.

That's the kind of thinking that gets people exploded.



- The buttons below each letter, when unlocked, cycle through the possibilities for the letters on the display.
- The possible colours of the buttons are: Red, Yellow, Blue, White, and Black.
- Follow the rules corresponding to the button's colour in the order they are listed.
- Hold the button when the digit according to the first rule that applies is the last seconds digit of the bomb timer:

### Red

1. If any letter on the display is present in the serial number: 5
2. If the first letter on the display comes before the others alphabetically: 9
3. If the button is the leftmost or rightmost button on the module: 2
4. If none of the above apply: 3

### Yellow

1. If there are any duplicate letters on the display: 7
2. If the third letter on the display comes between the second and fourth alphabetically: 1
3. If the button is not adjacent to any red, yellow, or white buttons: 6
4. If none of the above apply: 5

### Blue

1. If the display does not contain a vowel: 4
2. If the last letter on the display comes after the others alphabetically: 3
3. If any non-adjacent button is white: 8
4. If none of the above apply: 0

### White

1. If any pair of letters on the display are alphabetically adjacent: 2
2. If exactly one of the first and last letters on the display is in the range A-M: 0
3. If there are no yellow buttons on the module: 7
4. If none of the above apply: 9

### Black

1. If the letter X is present on the display: 8
2. If the third letter on the display is present in the serial number or alphabetically adjacent to a letter in the serial number: 6
3. If there are an odd number of distinctly coloured buttons on the module: 1
4. If none of the above apply: 4

### Releasing a Held Button

If a button is held at the correct time, the display will light up.

Based on its colour and the letters displayed, release the button at a specific point in time:

- If any of the letters on the display matches its colour, release the button when the timer has a **1** in any position.
- Otherwise if the colour of the display matches the colour of the held button, release the button when the timer has a **2** in any position.
- Otherwise if the colour of the display matches the colour of a button adjacent to the held button, release the button when the timer has a **3** in any position.
- Otherwise if any letter on the display matches the colour of any button present on the module, release the button when the timer has a **4** in any position.
- Otherwise if the held button is black, release the button when has a **5** in any position.
- Otherwise release the button when the timer has a **0** in any position.

Releasing a button at the correct time will change the display:

- One button cycles one letter on the display.
- All other buttons cycle two letters on the display.

A correctly held and released button will remain unlocked for **10 seconds**, during which time the button can be freely pressed, cycling the letters through the four options that were not shown on the display before the button was unlocked.

Only one combination of the available letters match a password below.

The button that changes only one letter of the display is the submit button.

Press and immediately release it at the correct time:

- The correct password must be displayed.
- The button must be locked, an unlocked button will cycle the display.
- The ones digit of the timer must match the digit in the table given by the password and the colour of the submit button.

	R	Y	B	W	K
ABYSS	1	8	6	5	4
AFTER	X	8	7	0	1
ALBUM	0	7	2	X	1
AVOID	4	8	3	5	0
AZTEC	7	9	2	3	8
BANJO	3	2	4	5	0
BLOOM	1	4	0	3	9
BRICK	2	0	9	3	X
BYTES	4	1	2	0	3
CHEWY	4	2	7	8	X
CLOTH	9	7	X	3	8
CRAWL	5	7	8	2	4
CRISP	9	7	3	4	6
CURSE	5	8	0	X	6
DELTA	8	6	4	7	0
DJINN	8	7	5	2	6
DOZEN	4	5	7	1	0
DWARF	0	7	8	9	3
EARLY	8	1	6	9	2
EIGHT	2	4	X	3	7
EJECT	0	5	3	4	8
EQUAL	4	7	9	5	1
EXIST	8	5	1	6	3
FEWER	7	1	3	4	2
FIRST	0	1	9	2	6
FORUM	9	5	1	7	8
FUNGI	0	7	3	8	4
GHOST	2	7	4	X	6
GLYPH	7	6	2	1	0
GUMBO	8	1	7	6	4
GYROS	1	7	9	X	3
HAVOC	9	3	2	X	5
HERTZ	2	5	X	7	1
HONEY	7	1	2	9	4
HYDRA	5	8	9	7	3
IAMBS	9	0	8	7	X
IDIOM	X	6	3	2	1
IOTAS	3	5	9	4	0

	R	Y	B	W	K
ITCHY	0	X	9	5	4
IVORY	0	9	1	3	6
JAZZY	8	4	0	1	3
JIVED	8	1	0	5	6
JOCKS	2	9	6	7	3
JUICE	3	9	5	2	4
KANJI	0	3	6	X	7
KARMA	0	6	2	5	X
KINGS	5	1	0	9	8
KLUTZ	6	2	1	3	5
KUGEL	5	1	6	4	3
LATEX	3	0	1	8	2
LENTO	1	5	4	0	7
LIMIT	2	6	4	3	9
LUNAR	1	4	7	6	8
MAJOR	6	3	0	2	4
MERCY	5	3	0	4	X
MONAD	7	3	4	0	X
MUNTZ	1	4	6	9	3
NEWLY	2	1	0	8	7
NIXIE	8	0	X	6	9
NORTH	5	2	4	3	6
NUDGE	9	6	5	8	0
OCTAL	5	9	1	6	8
OLIVE	8	9	3	0	6
ORBIT	9	X	5	3	7
OXBOW	2	8	1	9	4
OZONE	3	4	6	2	X
PANDA	0	4	9	1	2
PIANO	5	3	2	7	6
PRISM	1	X	2	6	3
PUNCH	0	9	X	8	1
QOPHS	6	5	8	0	1
QUACK	2	4	3	8	0
QUBIT	1	0	2	4	7
QUOTA	2	7	0	6	1
RADIX	8	5	9	1	7
RIVET	8	6	X	5	1

	R	Y	B	W	K
ROUND	5	2	3	X	9
RUGBY	0	6	5	7	8
SHOGI	4	0	1	2	9
SKULL	X	5	6	3	7
SQUID	6	3	9	5	0
SPICY	8	6	1	3	7
STYLE	9	1	6	8	4
SWIFT	2	X	3	5	8
SYRUP	9	1	8	4	7
TAROK	2	0	7	5	1
THORN	7	2	X	0	6
TEMPO	3	4	8	X	7
TOQUE	5	4	1	7	2
TWIXT	8	3	5	7	1
ULTRA	X	7	5	6	9
UMAMI	0	4	5	9	1
URBAN	5	2	X	8	7
UVULA	6	1	2	7	9
VENOM	7	8	0	6	9
VIBEX	0	5	4	1	9
VINYL	8	5	0	9	4
VOWEL	4	2	8	7	6
WALTZ	0	1	2	8	5
WHISK	9	8	0	5	X
WITCH	3	X	8	2	9
WORLD	1	5	X	8	0
WRONG	6	3	5	0	7
WUSHU	2	X	7	3	4
XENIA	2	6	7	8	5
XYLEM	8	4	3	5	9
YACHT	4	3	6	8	0
YEILD	3	9	2	0	5
YOLKS	6	9	3	X	4
YUCCA	2	7	9	1	0
ZEBRA	4	6	9	2	0
ZILCH	6	9	7	8	0
ZLOTY	6	2	X	5	3
ZOWIE	4	5	8	2	3

X = Last digit of serial number