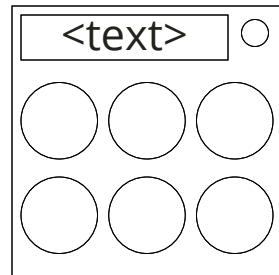


## On the Subject of Odd One Out

*One of these things is not like the others! One of these things just doesn't belong!*

There are 6 buttons on the module which can display a variety of different things or can display a variety of different things whilst hovering over them. 5 of the buttons satisfy a specific property, and 1 does not. Press the button that does not satisfy the condition to move on to the next stage. Once 5 stages have been completed, press the button that has had the correct answer a unique number of times to solve the module. If an incorrect button is pressed, a strike will occur, and the module will reset to stage 1. Stages and displays\* do not change.



Display Set	Instructions
<u>3D Tunnels Symbols</u>	Each button displays a symbol The correct button has the symbol which does not appear on the same 3D Tunnels plane as the other five.
<u>Benedict Cumberbatch Names</u>	Each button displays a surname or forename from Benedict Cumberbatch; correct answer has the set of prefixes and suffixes which is impossible to create on the module.
<u>Country Flags</u>	Each button displays a flag of a country. The correct button has one of the following:  1. The flag of the country where it's name doesn't start with the starting or ending letter as the rest. 2. The flag of the country which does or does not contain the letter 'e'.
<u>Encoded Letters</u>	Each button can display a letter using a selection of different encoding methods from other modules, including <u>Braille</u> , <u>Lombax</u> , <u>Maritime Flags</u> , <u>Morse Code</u> , <u>Pigpen</u> , <u>Semaphore</u> , Standard Galactic Alphabet, <u>Zoni</u> , and numeric position (decimal or binary).
<u>Encoded Letters (cont.)</u>	The correct button has the symbol which is one of the following:  1. A different letter to the other five. 2. A letter which, when removed from the other five in reading order, creates a word.

<b>Extravagant Colors</b>	Each button has a color and displays a name. The correct button has the color where when converted into a hex color code, the red, green, or blue value is different from the rest.
<b>Grocery Items</b>	Each button will display an item from either from <a href="#">Grocery Store</a> or <a href="#">Cheap Checkout</a> . The correct button displays the item from the other module.
<b>Letters</b>	The correct button has one of the following: <ol style="list-style-type: none"> <li>1. The letter which when all letters are converted to their numeric equivalents and put in ascending order, does not match the interval of the others.</li> <li>2. The letter which is not part of the word when the letters are decrypted using an Atbash cipher.</li> <li>3. The letter which is not part of the word after the letters are decrypted using a Caesar cipher with a key of 13.</li> <li>4. The letter which when translated into <a href="#">Morse Code</a> has its first two symbols different from the rest.</li> <li>5. The letter which when converted into a <a href="#">Maritime Flag</a> does not contain a color which the other 5 share.</li> <li>6. The letter which when converted into <a href="#">Semaphore</a> does not contain a flag position which the other 5 share.</li> <li>7. The letter when converted using a <a href="#">Pigpen cipher</a> have a dot where the others do not or does not where the others do.</li> </ol>
<b>Musical Notes</b>	Each button displays a musical note. The first 5 notes of a major scale will be shown. Press the note not in the major scale. *Note that what displays may change but the note itself will stay the same.
<b>Numbers</b>	The correct button has one of the following: <ol style="list-style-type: none"> <li>1. The number which has a different modulo output with the base of 4, 7, 9 or 11.</li> <li>2. The number which has a different digit count than the others.</li> <li>3. The number which has either a different number of lines or a different number of dots when written in <a href="#">Zoni</a>.</li> </ol>

<b>Numbers with a Colored Background</b>	The buttons display six different colors with almost sequential numbers; the correct button is the color which, when placed in ascending number order, does not appear in the correct position with regards to the list of colors in the <a href="#">Simon Speaks</a> manual.
<b><u>Periodic Table Symbols</u></b>	Each button displays an elemental symbol. The correct button has the symbol which is one of the following: <ol style="list-style-type: none"><li>1. An abbreviation for an element that does not exist.</li><li>2. An element which is in a different column/row than the other 5.</li></ol>
<b><u>Question Mark Images</u></b>	Each button displays an image from Question Mark; the correct button has the image which is not in the same row as the other 5 in the Question Mark manual.
<b>Three-Letter Codes</b>	The buttons can display six different: <ol style="list-style-type: none"><li>1. Country ISO codes from both <a href="#">Flags</a> and <a href="#">Foreign Exchange Rates</a>.</li><li>2. Company codes from <a href="#">The Stock Market</a>.</li><li>3. Codes from <a href="#">Morse War</a>.</li></ol> Correct is the button which displays the invalid code.
<b><u>USA State Abbreviations</u></b>	Each button displays a two-letter US state abbreviation; the correct button has the made-up abbreviation.
<b>Words</b>	Each button can display one from a selection of six words from the modules Anagrams, <a href="#">Braille</a> , <a href="#">Extended Password</a> , <a href="#">Password</a> , <a href="#">Poetry</a> , <a href="#">Tap Code</a> , Word Scramble, or <a href="#">Word Search</a> . The correct button displays the word which is from a different module to the others.
<b><u>Zoo Animals</u></b>	Each button displays an animal from Zoo; the correct button has the animal which is not in line with the other five.

## Appendix [OFNIJS]:

### Standard Galactic Alphabet:

A	B	C	D	E	F	G	H	I	J	K	L	M
Ⓐ	Ⓑ	Ⓒ	Ⓓ	Ⓔ	Ⓕ	Ⓖ	Ⓗ	Ⓘ	Ⓙ	Ⓚ	Ⓛ	Ⓜ
Ⓝ	Ⓞ	Ⓟ	Ⓠ	Ⓡ	Ⓢ	Ⓣ	Ⓤ	Ⓤ	Ⓥ	Ⓦ	Ⓨ	Ⓩ
Ⓛ	Ⓡ	Ⓛ!	Ⓜ	__:	Ⓛ	Ⓣ	Ⓤ	Ⓛ	Ⓜ	Ⓛ	Ⓛ	Ⓛ

### Numeric Position:

Is where you turn a letter into a number by finding which position it is in the alphabet. (A=1, B=2, C=3... X=24, Y=25, Z=26).

### Binary conversion:

1	00001	2	00010	3	00011	4	00100
5	00101	6	00110	7	00111	8	01000
9	01001	10	01010	11	01011	12	01100
13	01101	14	01110	15	01111	16	10000
17	10001	18	10010	19	10011	20	10100
21	10101	22	10110	23	10111	24	11000
25	11001	26	11010	27	11011	28	11100

### Atbash cipher

Is where you take a letter and convert it to its opposite in the alphabet. (A=Z, B=Y, C=X... X=C, Y=B, Z=A).

### Caesar cipher

Is where you take a letter and move forward a certain amount in the alphabet using a specific number called the key. Caesar cipher with a key of 13 is also known as ROT13.

### Modulo

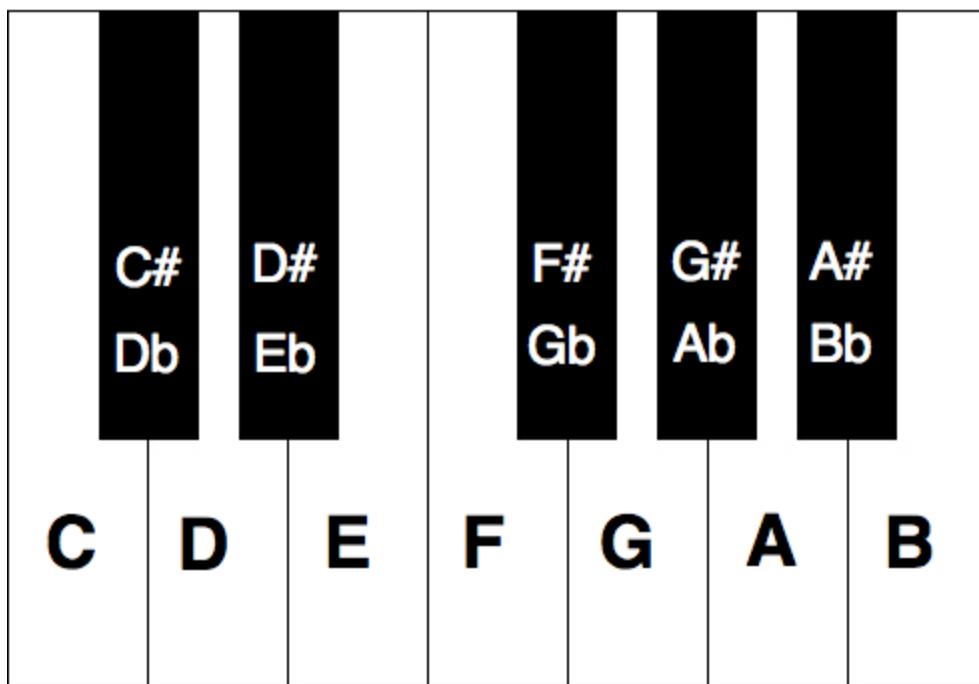
Is the remainder after division

**Colors:**

Color:	Name:	Hex code - #RRGGBB:
Aqua		#00FFFF
Azure		#0088FF
Boulder		#888888
Carrot		#FF8800
Ceramic		#FFFFFF
Chartreuse		#88FF00
Denim		#0000FF
Dolly		#FFFF88
Eggplant		#880088
Fuchsia		#FF00FF
Harlequin		#00FF00
Helitrope		#FF88FF
Lawn		#008800
Lemon		#FFFF00
Maroon		#880000
Mint		#88FF88
Navy		#000088
Olive		#888800
Periwinkle		#8888FF
Rose		#FF0088
Salmon		#FF8888
Scarlet		#FF0000
Spring		#00FF88
Swamp		#000000
Teal		#008888
Turquoise		#88FFFF
Violet		#8800FF

**Major scales**

- C, D, E, F, G, A, B
- F, G, A, B<sub>b</sub>, C, D, E
- B<sub>b</sub>, C, D, E<sub>b</sub>, F, G, A
- E<sub>b</sub>, F, G, A<sub>b</sub>, B<sub>b</sub>, C, D
- A<sub>b</sub>, B<sub>b</sub>, C, D<sub>b</sub>, E<sub>b</sub>, F, G
- D<sub>b</sub>, E<sub>b</sub>, F, G<sub>b</sub>, A<sub>b</sub>, B<sub>b</sub>, C
- G<sub>b</sub>, A<sub>b</sub>, B<sub>b</sub>, C<sub>b</sub>, D<sub>b</sub>, E<sub>b</sub>, F
- C<sub>b</sub>, D<sub>b</sub>, E<sub>b</sub>, F<sub>b</sub>, G<sub>b</sub>, A<sub>b</sub>, B<sub>b</sub>
- G, A, B, C, D, E, F♯
- D, E, F♯, G, A, B, C♯
- A, B, C♯, D, E, F♯, G♯
- E, F♯, G♯, A, B, C♯, D♯
- B, C♯, D♯, E, F♯, G♯, A♯
- F♯, G♯, A♯, B, C♯, D♯, E♯
- C♯, D♯, E♯, F♯, G♯, A♯, B♯



**Anagrams Words**

STREAM	MASTER	TAMERS
LOOPED	POODLE	POOLED
CELLAR	CALLER	RECALL
SEATED	SEDATE	TEASED
RESCUE	SECURE	RECUSE
RASHES	SHEARS	SHARES
BARELY	BARLEY	BLEARY
DUSTER	RUSTED	RUDEST

**Word Scramble Words**

- ARCHER              • KEVLAR
- ATTACK              • KEYPAD
- BANANA              • LETTER
- BLASTS              • MODULE
- BURSTS              • MORTAR
- BUTTON              • NAPALM
- CANNON              • OTTAWA
- CASING              • PERSON
- CHARGE              • ROBOTS
- DAMAGE              • ROCKET
- DEFUSE              • SAPPER
- DEVICE              • SEMTEX
- DISARM              • WEAPON
- FLAMES              • WIDGET
- KABOOM              • WIRING