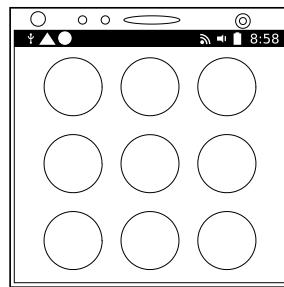


## On the Subject of The Samsung

If you have a hard time keeping up with Apple phones and which version is which, you'll have a horrible time with Samsung's.

This module consists of 9 apps, in random positions, except for settings, which will always be in the center.



To solve the module, factory reset the phone by entering an 8-digit pin in the settings app, obtaining one digit from each other app.

In order to allow for as much screen space as possible, the status light has been omitted. The front camera serves as a replacement.

App:	Icon:
Duolingo	
Google Maps	
Kindle	
Google Authenticator	

App:	Icon:
Photomath	
Spotify	
Google Arts & Culture	
Discord	

On the home screen, click an app to enter it. This will enable the home button, which is a clickable area at the bottom of the screen, taking you back to the home screen.

Submitting an incorrect pin will incur a strike, but the solution will never change.

Pressing the notification LED, (which can be found in the top left corner), will regenerate Photomath or Discord if they are open, without changing the solution. Pressing it when neither of those two apps are opened will do nothing.

**Duolingo:**

Three words will be displayed, written in a foreign language. They will spell out a simple math expression (e.g. "five plus nine"). Calculate the answer to this expression, then add that to the digit corresponding to the language the expression is written in. Take that the absolute value of that modulo 10 as this app's digit.

Ignore all decimals when calculating.

Word:	Spanish: (1)	Italian: (2)	Chinese: (3)	French: (4)	Afrikaans: (5)
Zero	Cero	Zero	零	Zéro	Nul
One	Uno	Uno	一	Un	Een
Two	Dos	Due	二	Deux	Twee
Three	Tres	Tre	三	Trois	Drie
Four	Cuatro	Quattro	四	Quatre	Vier
Five	Cinco	Cinque	五	Cinq	Vyf
Six	Seis	Sei	六	Six	Ses
Seven	Siete	Sette	七	Sept	Sewe
Eight	Ocho	Otto	八	Huit	Agt
Nine	Nueve	Nove	九	Neuf	Nege
Ten	Diez	Dieci	十	Dix	Tien
Eleven	Once	Undici	十一	Onze	Elf
Twelve	Doce	Dodici	十二	Douze	Twaalf
Thirteen	Trece	Tredici	十三	Treize	Dertien
Fourteen	Catorce	Quattordici	十四	Quatorze	Veertien
Fifteen	Quince	Quindici	十五	Quinze	Vyftian
Sixteen	Dieciséis	Sedici	十六	Seize	Sestein
Seventeen	Diecisiete	Diciassette	十七	Dix-sept	Sewentein

Word:	Spanish: (1)	Italian: (2)	Chinese: (3)	French: (4)	Afrikaans: (5)
Eighteen	Dieciocho	Diciotto	十八	Dix-huit	Agtien
Nineteen	Diecinueve	Diciannove	十九	Dix-neuf	Negentien
Twenty	Veinte	Venti	二十	Vingt	Twintig
Plus	Más	Più	加	Plus	Plus
Minus	Menos	Meno	減	Moins	Minus
Times	Por	Per	乘	Multiplié par	Vermeerder
Divided by	Divido por	Diviso	除	Divisé par	Verdeel

Word:	Swahili: (6)	Japanese: (7)	Korean: (8)	Mongolian: (9)	Thai: (10)
Zero	Sufuri	ゼロ	영	Тэг	ศูนย์
One	Moja	一	일	Нэг н	หนึ่ง
Two	Mbili	二	이	Хоёр	สอง
Three	Tatu	三	삼	Гурав	สาม
Four	Nne	四	사	Дерөв	ສີ່
Five	Tano	五	오	Тав	ห້າ
Six	Sita	六	육	Зургаа	ທກ
Seven	Saba	七	칠	Долоо	ເຈັດ
Eight	Nane	八	팔	Найм	ແປດ
Nine	Tisa	九	구	Есөн	ເກົ້າ
Ten	Kumi	十	십	Арав	ສິບ
Eleven	Kumi na Moja	十一	십일	Арван нэг	ສິບເອົດ
Twelve	Kumi na Mbili	十二	십이	Арван Хоёр	ສິບສອງ

Word:	Swahili: (6)	Japanese: (7)	Korean: (8)	Mongolian: (9)	Thai: (10)
Thirteen	Kumi na Tatu	十三	십삼	Арван Гурав	ສິບສາມ
Fourteen	Kumi na Nne	十四	십사	Арван Дөрөв	ສິບລື້
Fifteen	Kumi na Tano	十五	십오	Арван таван	ສິບຫ້າ
Sixteen	Kumi na Sita	十六	십육	Арван Зургаа	ສິບຮກ
Seventeen	Kumi na Saba	十七	십칠	Арван Долоо	ສິບເຈັດ
Eighteen	Kumi na Nane	十八	십팔	Арван Найм	ສິບແປດ
Nineteen	Kumi na Tisa	十九	십구	Арван Ес	ສິບເກ້າ
Twenty	Ishirini	二十	이십	Хорин	ຢືນສິບ
Plus	Pamoja	プラス	더하기	Дээрээс нь	ນາກ
Minus	Kasoro	マイナス	빼기	Хасах	ລບ
Times	Kuzidisha	かける	곱하기	Үржүүлэх	ຄົນ
Divided by	Gawanya	割る	나누기	Хуваана	หารດ້ວຍ

**Google Maps:**

A pair of coordinates will be displayed, in latitude-longitude form. The digit for this app is the difference between the digits that correspond to the countries that contain these coordinates in the table below.

0	1	2	3	4
United States	Canada	Mexico	Russia	Germany
5	6	7	8	9
Australia	United Kingdom	China	Brazil	South Africa

**Kindle:**

Four words will be displayed. They are an excerpt from one of the quotes below. Every word has had its letters shifted forwards by a certain amount. The digit for this app is the digit that corresponds to the excerpt plus the amount the letters are shifted by, modulo 10. (Ignore all punctuation and casing.)

0	"You have brains in your head. You have feet in your shoes. You can steer yourself any direction you choose."	5	"We've all got both light and dark inside us. What matters is the part we choose to act on. That's who we really are."
1	"There are darknesses in life and there are lights, and you are one of the lights, the light of all lights."	6	"Do I love you? My God, if your love were a grain of sand, mine would be a universe of beaches."
2	"You never really understand a person until you consider things from his point of view, until you climb inside of his skin and walk around in it."	7	"Doublethink means the power of holding two contradictory beliefs in one's mind simultaneously, and accepting both of them."
3	"Bet I know something else you don't. There's dew on the grass in this morning."	8	"Maybe ever'body in the whole damn world is scared of each other."
4	"We lived in the blank white spaces at the edges of print. It gave us more freedom."	9	"There is an idea of a Patrick Bateman, some kind of abstraction, but there is no real me, only an entity, something illusory."

### Google Authenticator:

This app displays 3 six-digit numbers. When the progress bar at the bottom disappears, 3 new numbers will be generated. Every number applies to one of the conditions listed below. The digit that corresponds to the condition is the digit for this app.

0. Digital root is 8
1. Perfect square
2. Divisible by 7
3. Modulo 5 is odd
4. Digital root is 3 or 4
5. Divisible by 6
6. Digital root is 7
7. Divisible by 9
8. Digital root is 5
9. Divisible by 3

### Photomath:

Press the start button to cycle through a set of 4 mathematical symbols, each with a specific color. After the first cycle, a keypad written in symbols and some circles will appear, and the cycle can be repeated any time without consequence.

Take the grid below that corresponds to the last digit of the serial number. This is the placement of the digits on the keypad. Use this to associate symbols with digits. The colors of the circles on the bottom correspond to the operators +, -, \*, and / in that order.

Using the symbol that flashes in the corner once per cycle as the starting value, perform the operations in the order of the cycle, using the color for the operator and the symbol for the digit. Ignore all decimals. Take the absolute value, modulo 1000 and submit this answer using the keypad to get this app's solution in the form of its symbol. Use the green button to submit, and the red button to clear. Striking or playing the sequence again also clears input.

**Note:** When this app's digit is displayed, the keypad will be hidden, so keep track of each symbol's value.

1	2	3																														
<table border="1"> <tr><td>3</td><td>7</td><td>1</td><td>4</td><td>6</td></tr> <tr><td>9</td><td>8</td><td>2</td><td>5</td><td>0</td></tr> </table>	3	7	1	4	6	9	8	2	5	0	<table border="1"> <tr><td>6</td><td>2</td><td>1</td><td>5</td><td>8</td></tr> <tr><td>3</td><td>7</td><td>0</td><td>4</td><td>9</td></tr> </table>	6	2	1	5	8	3	7	0	4	9	<table border="1"> <tr><td>5</td><td>4</td><td>6</td><td>9</td><td>3</td></tr> <tr><td>0</td><td>2</td><td>8</td><td>7</td><td>1</td></tr> </table>	5	4	6	9	3	0	2	8	7	1
3	7	1	4	6																												
9	8	2	5	0																												
6	2	1	5	8																												
3	7	0	4	9																												
5	4	6	9	3																												
0	2	8	7	1																												
4	5	6																														
<table border="1"> <tr><td>3</td><td>1</td><td>7</td><td>4</td><td>0</td></tr> <tr><td>8</td><td>2</td><td>6</td><td>9</td><td>5</td></tr> </table>	3	1	7	4	0	8	2	6	9	5	<table border="1"> <tr><td>8</td><td>2</td><td>6</td><td>0</td><td>9</td></tr> <tr><td>4</td><td>7</td><td>5</td><td>3</td><td>1</td></tr> </table>	8	2	6	0	9	4	7	5	3	1	<table border="1"> <tr><td>9</td><td>3</td><td>5</td><td>4</td><td>2</td></tr> <tr><td>1</td><td>7</td><td>8</td><td>6</td><td>0</td></tr> </table>	9	3	5	4	2	1	7	8	6	0
3	1	7	4	0																												
8	2	6	9	5																												
8	2	6	0	9																												
4	7	5	3	1																												
9	3	5	4	2																												
1	7	8	6	0																												
7	8	9																														
<table border="1"> <tr><td>7</td><td>9</td><td>6</td><td>3</td><td>1</td></tr> <tr><td>5</td><td>0</td><td>2</td><td>4</td><td>8</td></tr> </table>	7	9	6	3	1	5	0	2	4	8	<table border="1"> <tr><td>0</td><td>4</td><td>8</td><td>7</td><td>5</td></tr> <tr><td>3</td><td>1</td><td>2</td><td>9</td><td>6</td></tr> </table>	0	4	8	7	5	3	1	2	9	6	<table border="1"> <tr><td>2</td><td>5</td><td>4</td><td>8</td><td>6</td></tr> <tr><td>3</td><td>9</td><td>0</td><td>1</td><td>7</td></tr> </table>	2	5	4	8	6	3	9	0	1	7
7	9	6	3	1																												
5	0	2	4	8																												
0	4	8	7	5																												
3	1	2	9	6																												
2	5	4	8	6																												
3	9	0	1	7																												
0	<table border="1"> <tr><td>7</td><td>3</td><td>4</td><td>6</td><td>2</td></tr> <tr><td>0</td><td>9</td><td>8</td><td>5</td><td>1</td></tr> </table>	7	3	4	6	2	0	9	8	5	1																					
7	3	4	6	2																												
0	9	8	5	1																												

**Spotify:**

Press the play button to hear a snippet of a song. The position of the song playing in the table below (starting from 0) is the digit for this app. An ad will be played before the snippet.

You Spin me Right Round	Smooth Criminal	Hardware Store	Beat It	Danger Zone
Tacky	Harder, Better, Faster, Stronger	Drunken Sailor	Megalovania	Any song not mentioned

**Google Arts & Culture:**

A painting will be displayed, as well as some text stating the (alleged) artist. If the displayed painting is not shown in the following table, always use the last digit of the serial number as this app's digit. Otherwise, use the position of this app on the homescreen to obtain a starting digit:

1st of birth year	2nd of birth year	3rd of birth year
4th of birth year	N/A	1st of death year
2nd of death year	3rd of death year	4th of death year

Identify the artist of the painting shown to obtain the starting digit. Consider each row in the table below to have its paintings numbered from 1 - 5, and call the index of the displayed painting n. If the text correctly identifies the artist, use the nth even digit in the set 0 - 9. If it doesn't, use the nth odd digit. Add this digit to the starting digit. The result modulo 10 is this app's digit.

	Bob Ross	Picasso	Da Vinci	Van Gogh
Birth year	1942	1881	1452	1853
Death year	1995	1973	1519	1890

Bob Ross					
Picasso					
Da Vinci					
Van Gogh					

(Open images in a new tab for a better view.)

**Discord:**

Multiple people's profile pictures will be displayed in a pattern. To determine the first person to call, observe a Braille letter, (with A1 being position 1 and B3 being position 6), to obtain a direction.

Set:	Braille characters in set:	Direction:
A	B, G, N, O, V, X, FOR, ED, GG, IN	If the number of modules on the bomb is even, up, otherwise down
B	A, K, P, T, AND, BB, CH, EN, OU, ST	If there is a lit MSA or NSA, left, otherwise right
C	E, I, M, S, U, Y, CC, EA, ER, OW	If the serial number contains C, O, R, or A, down, otherwise left
D	C, F, L, Q, Z, THE, AR, ING, SH, TH	If the number of batteries + the number of holders is even, up, otherwise right
E	D, H, J, R, W, WITH, FF, GH, OF, WH	If the SN doesn't contain a vowel, down, otherwise right
No character	N/A	If an empty port plate is present, up, otherwise left

This direction refers to the user that is the farthest that way, without being tied.

The first person you call will be doing an activity. Identify the activity, and press the mute button when the last digit of the timer is the activity's position in reading order in the table below. (Starting from 0.)

Defusing a bomb	Playing Jackbox	Playing Tabletop Simulator	Reacting to a new module	Complaining about sleep
Experting for a bomb	Arguing	Talking about food	Being right back	Any other activity

If this is done successfully, the user will describe a symbol and then a color, then the call will end.

The second user to call is the one whose name appears first on the following table, ignoring the first person you called, and using the direction you used as the column.

<b>Up:</b>	<b>Right:</b>	<b>Down:</b>	<b>Left:</b>
TasThing	Timwi	Deaf	Blananas
Blananas	eXish	Procyon	TasThing
Numdegased	SillyPuppy	Espik	Timwi
Espik	Nico Robin	Nico Robin	Numdegased
eXish	Procyon	Blananas	eXish
SillyPuppy	Numdegased	TasThing	Espik
Deaf	Deaf	Timwi	Procyon
Timwi	Espik	eXish	Nico Robin
Nico Robin	Blananas	SillyPuppy	Deaf
Procyon	TasThing	Numdegased	SillyPuppy

When the second user is called, a symbol will appear, cycling first through various symbols and then through colors. Submit the symbol and color that the user from the first call described. Use the mute button to submit the currently displayed symbol/color. When this is done successfully, the user will say a sentence containing this app's digit, and the call will end.

**Note:** The sentences containing digits may contain them as homophones.

**Note:** Users will **never** repeat themselves.

TasThing	Deaf	Blananas	Timwi	Numdegased
				
Nico Robin	Espik	Procyon	eXish	SillyPuppy
				

**Settings:**

Once every app's digit is obtained, submit the answer in this app, which will always be in the center. To determine the order of submission, first obtain a direction based on the first 2 characters of the serial number, where X represents a letter and # a number:

XX	X#	#X	##
North	East	South	West

If a parallel port is present, move this direction one space counter-clockwise. Otherwise, if a serial port is present, move it one space clockwise. Otherwise, keep it as is.

The first digit of the solution is the digit of the app in this direction from the center. The second digit of the solution is the digit of the app 1 space clockwise from the first, and so on.

Enter the solution using the keypad and submit it to disarm the module. Use the green button to submit, and the red button to clear what you've typed.

If an incorrect code is submitted, the positions of the digits that were incorrect in the submitted code will flash in red.