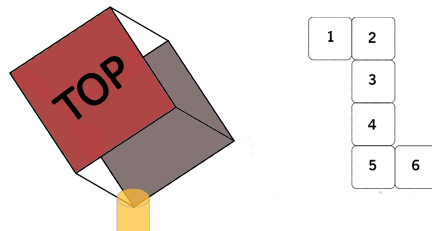
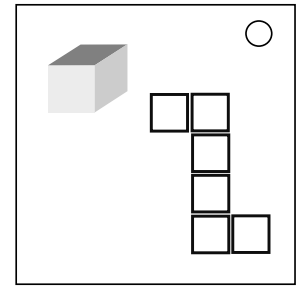


On the Subject of The Block

It's a Cube! Oh no, It's a Block, at least this one doesn't move!

- To defuse, press the correct side(s) of the Block.
- Each side of the Block is represented by the buttons on the module, relative to the net below.
- The Block itself is also a button. If the module asks to press "side x", press the button relative to that location on the net.
- PLEASE NOTE: Button presses **DO NOT** reset on a strike.
- The Block is orientated on a corner. This orientation will not change. See the net below for the orientation of the Block. The TOP is always side 3.



To Disarm:

- Bob loves the Block. If his indicator is lit, there are 3 batteries in 2 holders, & an empty port plate, press the Block 5 times.
- Otherwise, if parallel > 0, serial port > 0, & side 4 = green, press the first green side in the net.
- Otherwise, if the serial contains a vowel & there is an unlit SIG indicator, press all sides in reverse numerical order.
- Otherwise, if batteries > 2 & side 1 = red, press side 5.
- Otherwise, if blue sides > red sides & yellow sides > green sides, press side 2, then side 4.
- Otherwise, if yellow sides = 0, press all sides in numerical order.
- Otherwise, if side 2 = yellow & side 3 = blue, press on the Block.
- Otherwise, if lit indicators = 0, side 2 + side 4 = blue, press the last blue side in the net.
- Otherwise, if port plates = 2 & empty port plate > 0, press all even sides in numerical order.
- Otherwise, if side 5 = blue & side 1 = green, press all odd sides in reverse numerical order.
- Otherwise, if batteries = 0 & side 3 = blue, press the first blue side in the net.
- Otherwise, if DVI-D ports > 0 & batteries = 1, press on the Block.
- Otherwise, if red sides > blue sides, press side 1, then side 4.
- Otherwise, press side 4.