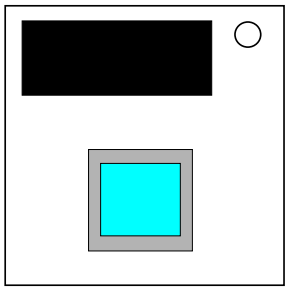
On the Subject of Cyan Button't



Cyan cube button.

On the module, there is a cyan button and a screen.

The module contains a 6×6 table of letters and numbers. The screen displays the letters or numbers of each cell in reading order, but the contents of each cell may deviate from what is displayed. Additionally, each cell has a number, which will be displayed on the button. This number represents the deviation amount *N*.

To find the corresponding rule, locate row *N* in the left table below. The movement specified on the right side of the table is referred to as movement *A* (e.g., R1 means move right one cell, D2 means move down two cells, and so on). Find the letter or number on the screen in the right two tables. If *N* is greater than 5, use the right one; otherwise, use the left one. Execute movement *A* to get the real letter or number.

Capital O is very similar to 0, but 0 is slightly narrower than capital O.

N	movement	N	movement
0	R1U2	1	D2L4
2	L1D3	3	R1U1
4	D3R4	5	L3D1
6	R1D2	7	D1R2
8	R1U3	9	D4L2

A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
Y	Z	0	1	2	3
4	5	6	7	8	9

A	L	M	X	Y	0
B	K	N	W	Z	9
C	J	O	V	1	8
D	I	P	U	2	7
E	H	Q	T	3	6
F	G	R	S	4	5

Once you get your table, correspond the obtained table with the table below. If the letter in the table you obtained is in the corresponding cells in the table below, then this cell is 1 (If the first cell you obtained is "A", then this cell is 1).

A C M N Q U	Z 1 H D F 6	O 9 R B T K	J L V Y E G	8 I 7 X 5 P	4 S W 0 3 2
P K H L T 3	Q M 1 S B J	U 7 V O 4 E	Y C W G N 0	8 D 9 5 X F	R Z I 6 A 2
D T X V Y L	2 U N F C M	3 K 8 O Q 4	E B H P J 5	R G W Z 7 1	A S I 6 9 0
0 5 Q S E Z	D R 3 A B T	X J L 1 2 F	U 7 8 M G 9	4 V I H P W	O Y C K 6 N
4 B 6 C G K	Q 3 H X F E	8 T 7 Z V J	Y O P 2 L 0	9 A I M D 1	5 N S R U W
Y 0 K 1 L V	E 4 D 2 R T	9 M X P S 8	3 N Z 5 O G	H 6 C B Q W	F 7 U I A J

Each row represents a 6-bit binary number. Convert each row to decimal, add them together, and modulo by 60. When the last two digits of the timer match this number, tap the button.