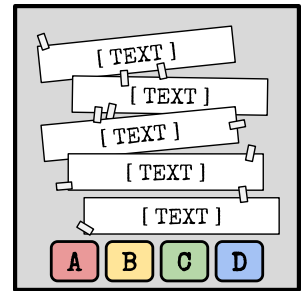# On the Subject of Jumble

Five words walk into a module...

You have 5 displays, each showing a jumbled word. Identify the word that is active and determine its button sequence.

Only one word is active per bomb, determined by the Jumble Number at bomb initialization. The number **resets every minute,** so have an expert ready to record the active word on bomb initialization.

Jumble Number

To find which display to focus on, you must perform the following calculations using the Jumble Number. You can find the Jumble Number [here](https://cameronos.github.io/jumble) (https://cameronos.github.io/jumble).

1. Record the Jumble Number i at bomb initialization.
2. Multiply i by 3.
3. Add 14.
4. Multiply the result by 2.
5. Subtract the original Jumble Number i.
6. Add 7.
7. Divide by the numbers of displays on the module. (there are 5, but write it down anyway)
8. Multiply the result by 4.
9. Subtract 28.
10. Add the original Jumble Number i.
11. Divide the result by 5.
12. Modulo by 5, then add 1.

The result is the **active display number.** Proceed to the next table.

Dejumble

Mr. Rumble dejumbles and watches the world tumble....

- Instruct the defuser to read the jumbled word on the active display (top-to-bottom, 1 being top-most)
- Dejumble the word into its actual counterpart (e.g., APSRK → SPARK)
- Use the table below to fine the predefined button sequence for that word.
- Press the buttons in the exact order from the sequence.
  - **Exception:** If the original Jumble Number was above 60, input the buttons in **reverse order.**

Word Table

Use the table below to find the predefined button sequence for the dejumbled word.

Press the buttons in the listed order, **unless** the original Jumble Number was above 60 — in that case, press them in reverse order.

Word	Button Sequence
SPARK	B, B, D, C, A
LIGHT	A, D, D, B, C
STORM	C, A, D, D, B
CIRCUIT	D, B, C, A, D, B
WELDER	A, B, A, D, C
TUMBLE	C, D, B, A, C
ENERGY	D, C, A, B, B
STATIC	A, D, C, B, D
FIRE	B, D, A, C
POWER	C, B, D, A, C
SHOCK	A, B, C, D
FLAME	B, C, B, D, A
SURGE	C, A, D, B
TORCH	D, B, A, C
WATT	B, A, C, A, D
FLASH	C, D, A, B, B
CHARGE	D, A, C, C, B
BOLT	A, C, B, D
SPARKLE	B, B, D, A, C
REGULATOR	C, A, B, D, D