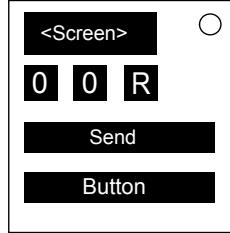


## On the Subject of Faulty Binary

If you try "00000000" you will strike. But if you try "00000000" you will win. You will like it.

This module consist of 3 small buttons and 2 big buttons. 2 of small buttons is input buttons and has labels "0" or "1" (never both). 3rd small button is reset button and has "R" label. Top big button is submit button and has "send" label. Bottom big button is start button and has misspelt versions of "button" word on the label.



To defuse module, press start button at the certain time and submit correct binary digit.

If input buttons has different labels, you are looking for different module.

### Step 1: Keys values

To complete last step, you have to input binary digits. Unfortunately, input buttons has same labels and you don't know which button inputs which digit.

To figure out it, use table below. The top row is color of the displayed word and the left column is labels on the buttons. First digit of received number is left button's input, second digit of right button's input.

	Red	Green	Blue	Magenta	Yellow	Cyan	White
0	01	01	10	01	10	10	10
1	10	01	10	10	01	01	10

### Step 2: Pressing start button

Firstly, note color of the displayed word, then press screen. You can't press start button until you presss screen. You also can't press start button in anytime. To figure out correct time, use table below where top row is text of displayed word and left column is text of start button. Then, press start button when last digit of the timer equal to the received digit. "#" sybmol means a random number.

Remember second color and text of displayed word before pressing start button.

Texts of display and start button	Press #	I'm not sure	Submit it	Left?	Press me	Tap 1 then 0	Tap 0 then 1	##?	Not that!	???
Rutton	7	4	9	4	8	7	4	8	6	9
Buttoh	9	3	1	4	9	8	4	4	4	1
Button	8	3	2	3	4	2	9	3	6	6
Buton	3	3	0	6	2	3	9	3	9	0
Batton	4	6	1	0	8	8	3	5	3	6
Buffon	7	8	9	5	5	1	2	3	5	7
Betton	4	0	0	6	1	4	9	3	7	4
Butt()n	9	4	6	8	8	5	9	9	2	2
Bruhton	1	3	1	9	1	4	9	8	5	5
Bullon	2	1	9	2	7	4	5	3	3	1

### Step 3: Submitting binary

Once, you have successfully pressed start button, you can submit your binary number. You have to calculate it, however. To figure out your answer, use table below, where top row is text of displayed word, bottom row is text of start button, left column is first and last color of displayed word. Using this table, obtain 4 cells. Add up each number in those cells, modulo 256. Convert obtained number to binary and submit that.

	Press #	I'm not sure	Submit it	Left?	Press me	Tap 1 then 0	Tap 0 then 1	##?	Not that!	???
Red	104	90	72	58	83	43	43	126	52	97
Green	128	122	125	93	109	121	49	121	64	67
Blue	48	112	117	110	58	63	79	124	65	90
Magenta	73	51	112	54	75	38	35	43	48	43
Yellow	89	98	47	85	109	106	95	126	79	118
Cyan	54	104	108	82	88	68	99	126	32	90
White	79	85	106	109	37	37	63	50	65	91
	Button	Buttoh	Button	Buton	Batton	Buffon	Betton	Butt()n	Bruhton	Bullon