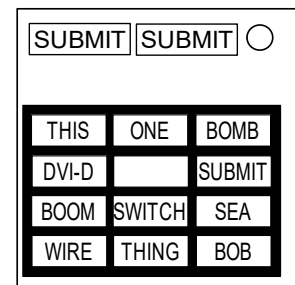


On the Subject of Broken Buttons

How did they get invisible ink to even work like that?

- A broken buttons module will have 2 submit buttons at the top of it and 12 buttons below them.
- Depending on the 12 buttons, follow the first rule that applies.
- Repeat the rules until it tells you to press the correct submit button, which will defuse the module.
- Every time a button is successfully pressed, the button's text will change.
- If the defuser presses an incorrect button, it will give a strike.
- By default the correct submit button is the left one.
- After successfully pressing 5 buttons, press the correct submit button.



Rules:

If the defuser sees the word *sea*, press a button labeled *sea*.

Otherwise, if any button on the third or first row starts with the letter T, press it.

Otherwise, if the word *one* and *submit* appear on buttons, the correct submit button will be the first one and press the button labeled *one*.

Otherwise, if a button is literally blank, press that button.

Otherwise, if the word *other* is on a button, the correct submit button changes to the other submit button and press the button labeled *other*.

Otherwise, if there are any duplicate words, click one of the buttons labeled with the duplicate word.

Otherwise, if a port name and the word *port* or *module* appear on the buttons, press a button labeled a port name.

Otherwise, if a button has less than 3 characters on it, press that button.

Otherwise, if the words *bomb* and *boom* are present, press the button labeled *boom*.

Otherwise, if the words *submit* and *button* appear on buttons, press the correct submit button at the top.

Otherwise, if the words *column* and either *seven* or *two* appear on buttons, press any button in the same row as a button labeled *column*.

Otherwise, if a button hasn't been correctly pressed yet, press the 3rd button in the 2nd row.

Otherwise, if the first button you pressed had the letter E in the word, the right submit is actually correct.

Lastly, press the correct submit button.