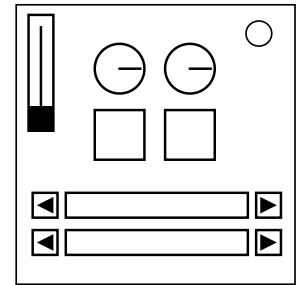


On the Subject of Not Laundry

"Your Laundry read is yellow, 3 o'clock, 3 o'clock, iron and bleach"

If the coin slot is yellow, the displays say "IRON" and "BLEACH", and the arrow buttons change the display text, you are looking at a different module.



- The module will initially display the left and right dials at a random rotation, and the bottom displays to a random Laundry setting.
- Both of the dials have a value from 0 to 11 that corresponds to its orientation. Rotation values start with 0 being exactly up and increasing by 1 each step going clockwise.
- Use the displays on the module to determine which letter rule to use with Table 1.
- Using the letter obtained, note the variables listed in the row of the letter and the column of the current press in Table 2.
- If the colour of the coin slot is green, press the left dial if the rule is true or the right dial if the rule is false.
- Otherwise if the coin slot is red, press the right dial if the rule is true or the left dial if the rule is false.
- After a dial has been pressed, it will rotate once and may change the answer of the following presses.
- The dials must be pressed 3 times total to solve the module.
- If an incorrect dial is pressed, a strike will be issued and the dial will still rotate.

Table 1

	Iron	Do Not Iron	110°C	300°F	200°C	No Steam
Bleach	Y	N	L	Y	T	Z
Don't Bleach	B	U	I	S	C	O
No Chlorine	B	L	V	S	Z	S
Dryclean	G	J	C	M	E	L
Any Solvent	N	F	R	A	T	J
No Tetrachlore	W	N	X	D	A	V
Petroleum Only	I	U	K	I	M	Y
Wet Cleaning	W	D	G	J	K	F
Don't Dryclean	R	P	O	H	O	G
Short Cycle	Q	P	C	A	E	X
Reduced Moist	B	V	R	K	M	E
Low Heat	H	Z	F	T	Q	H
No Steam Finish	W	Q	D	X	P	U

Using the information from Table 2, follow the conditions below for each press of the dials.












1. The two values from the first press column on Table 2 add up to an even number.
2. The two values from the second press column on Table 2 add up to an even number.
3. The sum of the two dial rotations matches the parity of the third press column on Table 2.













Note: On the next page, "Modules" refers to the number of solvable, non-needy modules on the bomb.

Table 2

Letter	Press 1	Press 2	Press 3
A	Right, Modules	Left, Indicators	Odd
B	Right, SN Last Digit	Left, Batteries	Odd
C	Right, Modules	Left, Indicators	Even
D	Left, SN Last Digit	Right, Batteries	Odd
E	Right, Indicators	Left, Modules	Even
F	Left, Batteries	Right, Ports	Even
G	Right, Batteries	Left, Battery Holders	Even
H	Left, Batteries	Right, Battery Holders	Even
I	Right, Indicators	Left, Ports	Odd
J	Right, SN Last Digit	Left, Batteries	Even
K	Left, SN Last Digit	Right, Batteries	Even
L	Right, Indicators	Left, Ports	Even
M	Right, Indicators	Left, Modules	Odd
N	Left, Modules	Right, Indicators	Even
O	Left, Modules	Right, Batteries	Even
P	Right, Batteries	Left, Battery Holders	Odd
Q	Left, Modules	Right, Indicators	Odd
R	Left, SN Last Digit	Right, Ports	Odd
S	Left, Modules	Right, Batteries	Odd
T	Right, Batteries	Left, Ports	Even
U	Left, Batteries	Right, Ports	Odd
V	Left, SN Last Digit	Right, Ports	Even
W	Right, Batteries	Left, Ports	Odd
X	Left, Indicators	Right, Batteries	Odd
Y	Left, Batteries	Right, Battery Holders	Odd
Z	Left, Indicators	Right, Batteries	Even

The dials will stay consistent with their displayed image depending on orientation. This table may help determining the values of the dials:

			
Left #0	Left #1	Left #2	Left #3
			
Left #4	Left #5	Left #6	Left #7
			
Left #8	Left #9	Left #10	Left #11

			
Right #0	Right #1	Right #2	Right #3
			
Right #4	Right #5	Right #6	Right #7
			
Right #8	Right #9	Right #10	Right #11