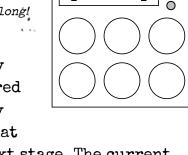
On the Subject of Odd One Out

One of these things is not like the others! One of these things just doesn't belong!

There are six buttons on the module which may display a variety of things directly on the button or in the display whilst hovering over a button. Five of the buttons, referred to below as the "good buttons", satisfy a specific property which is described in the table below. Press the button that doesn't belong — the "odd one out" — to move on to the next stage. The current stage is indicated by LEDs at the top of the module.



00000 [TEXT]

Once 5 stages have been completed, press the button that has had the correct answer a unique number of times to disarm the module.

You may long-press any button to reset the module back to stage 1.

Display set	Instructions
Letters	 Depending on the color of the LED to the right of the display: Red LED: The good buttons form a sequence of letters with equal distance in the alphabet, wrapping around from Z back to A. Yellow LED: The good buttons, when read in reading order, form a five-letter English word that is encoded using Atbash cipher. In this cipher, A→Z, B→Y, C→X, etc. Green LED: The good buttons, when read in reading order, form a five-letter English word that is encoded using ROT13. In this cipher, A→N, B→O, C→P, etc. Turquoise LED: The good buttons have letters whose Morse code begins with the same two symbols. Blue LED: The good buttons have letters whose international maritime signal flags share a common color. Purple LED: The good buttons have letters whose flag semaphores share a common flag position. Pink LED: The good buttons have letters whose Pigpen cipher representations all have or don't have a dot.
Numbers	 Depending on the color of the LED to the right of the display: Red LED: The good buttons show numbers with the same remainder after division by 4, 7, 9 or 11. Yellow LED: The good buttons show numbers with the same number of lines or the same number of dots in Zoni. Green LED: The good buttons either all show prime numbers, or all show composite numbers.

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Encoded letters	The buttons display letters using various encodings. The good buttons show either all the same letter, or a five-letter English word in reading order. Encodings used include Braille, Lombax, international maritime signal flags, Morse code, pigpen cipher, flag semaphore, Standard Galactic Alphabet, Zoni, and numeric position (decimal or binary). The Standard Galactic Alphabet is as follows:														
		A	В	C	D	E	F	G	H	I	J	K	L	M	
		L	7	ì	"	Ľ	=	-	=	:	i	+	l:	נ	
		N	0	P	Q	R	S	T	U	V	W	X	Y	Z	
		ソ	7	i!	÷	::	١	ד	<u></u>	±	٠	7	· II	n	
Letter codes	The good buttons show either: one or two letters, first letter capitalized: chemical element symbols, with the sixth button not a valid chemical element symbol; chemical element symbols from the same row or same column on the periodic table, with the sixth button another valid chemical element symbol; two capital letters: US state abbreviations; three capital letters: ISO country codes from Flags; ISO currency codes from both Flags and Foreign Exchange Rates; or codes from Morse War.														
Words	The words on the good buttons are from the same module. Possible modules are: Anagrams, Braille, Codenames, Double Expert, Extended Password, Not Wiresword, Password, Poetry, Tap Code, Topsy Turvy, Word Scramble and Word Search.														
Given names	The names on the good buttons are from the same module. Possible modules are: Boxing, Guess Who?, Human Resources, Ice Cream, Identity Parade, Mafia, Naughty or Nice, Raiding Temples, Retirement, Schlag den Bomb and Subways.														
Country flags	The good buttons display <u>either</u> countries whose name starts or ends with the same letter, <u>or</u> countries which do or do not contain the letter "E".														
Musical notes	The good buttons show the first 5 notes of a major scale (with sharp/flat equivalents potentially interchanged).														

Colors with numbers	The good buttons show the following numbers corresponding to their colors, but with a consistent offset added: 0 = black, 1 = blue, 2 = green, 3 = cyan/teal, 4 = red, 5 = magenta, 6 = yellow, 7 = white The buttons have colors and display the corresponding color name. The colors on the good buttons all have the same R, G,										
	or B value in the following table:										.,
		Name	R	G	В			Name	R	G	В
•	Aqı	ua	0	2	2			Maroon	1	0	0
	Azı	ure	0	1,	, 2			Mint	1	2	1
	Bo	ulder	1	1	1			Navy	0	0	1
	Car	rrot	2	1	0			Olive	1	1	0
Colors with	Ce	ramic	2	2	2			Periwinkle	1	1	2
names	Cha	artreuse	1	2	0			Rose	2	0	1
	De	nim	0	0	2			Salmon	2	1	1
	Do	lly	2	2	1			Scarlet	2	0	0
	Eg	gplant	1	0	1			Spring	0	2	1
	Fu	chsia	2	0	2			Swamp	0	0	0
	Ha	rlequin	0	2	0			Teal	0	1	1
	He	liotrope	2	1	2			Turquoise	1	2	2
	La	wn	0	1	0			Violet	1	0	2
`	Lei	mon	2	2	0	•			I		
3D Tunnels symbols	The symbols on the good buttons belong to the same plane in the 3D Tunnels diagram.										
Benedict Cumberbatch names	The good buttons display a valid forename/surname combination from Benedict Cumberbatch.										
<u>Dragon Energy</u> words	The good buttons show words from the same row or same column in the <u>Dragon Energy</u> manual.										
Diseases from Dr. Doctor	The good buttons display diseases that share a symptom.										

Symbols from <u>Friendship</u>	The good buttons display friendship symbols from the same edge of the diagram in the Friendship manual.						
Grocery items	The good buttons display items that are <u>all</u> in <u>Cheap Checkout</u> , <u>Grocery Store</u> , or <u>Ingredients</u> .						
Words from <u>IKEA</u>	The good buttons either all show brand names or all show product names.						
Names from Lion's Share	The good buttons display names of lions that are alive in the same year (while the sixth is not).						
London Underground stations	The good buttons display stations on the same London Underground line.						
Question Mark images	The good buttons show images from the same row in the Question Mark manual.						
Words from Simon Speaks	The good buttons display words in the same column or the same row in the table in the Simon Speaks manual.						
Zoo animals	The animals on the good buttons form a line in the Zoo manual.						

Binary conversion

1	00001	14	01110
2	00010	15	01111
. 3	00011	16	10000
4	00100	17	10001
5	00101	18	10010
6	00110	19	10011
7	00111	20	10100
8	01000	.21	10101
- 9	01001	22	10110
10	01010	23	10111
11	01011	24	11000
12	01100	25	11001
13	01101	26	11010

Major scales (first five notes)

- . C, D, E, F, G
- C#/Db, D#/Eb, F, F#/Gb, G#/Ab
- . D, E, F♯/Gb, G, A
- . D#/Eb, F, G, G#/Ab, A#/Bb
- . E, F#/Gb, G#/Ab, A, B
- . F, G, A, A#/Bb, C
- F#/Gb, G#/Ab, A#/Bb, B, C#/Db
- . G, A, B, C, D
- G#/Ab, A#/Bb, C, C#/Db, D#/Eb'
- . A, B, C♯/D♭, D, E
- . A♯/Bb, C, D, D♯/Eb, F
- B, C♯/D♭, D♯/E♭, E, F♯/G♭