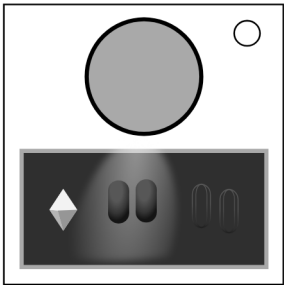


On the Subject of The Azure Button

Only a minor setback if you set your mind to it.

Stage 1: Note the cyclic set of S.E.T. cards. Six of these cards compose two S.E.T.s — S & E — using shapes, colours, numbers and shadings. Tap the button when T, the unused card, is highlighted.



Stage 2: For each card, create a ternary number by concatenating the values obtained from Table 1 (from top to bottom). Convert these values to decimal.

Rearrange S & E and align these values, such that they match the cyclic sequence of numbers, with an absolute offset of M. Tap the button M times.

0	1	2

Table 1

Stage 3: Compare S & E's traits as follows and name this set of cards C:

- If both traits are the same, the result is this trait.
- Otherwise, the result is the trait that neither card has.

Append T to C. Then, let G be a 4×4 grid, where each card in C corresponds to its respective column in G and every column in G is filled with its card's traits (in Table 1's order) from top to bottom. Finally, convert each trait in G into a number using Table 1.

In the cyclic sequence of arrows, find the arrow which, when placed on at least one of the cells on G's NW-SE diagonal, passes through 3 0's. The next four arrows, when placed along said diagonal in reading order, pass through digits which represent letters in ternary (A = 001, Z = 222), forming a word (the grid wraps around). Tap the button.

Stage 4: Enter the word by tapping the button when the correct sections of the alphabet and individual letters are lit.

Hold the button to re-set to stage 1 at any time.