This is from player djve.

I would like to find out what the last 3 buttons on the KGB ItoM does.

Below is my working data.

Opening the case:

MasterMind:
L = 933 R = 7a3
KGB =  a51 or 062

Buttons did change:
B1: +1 -1 +10 +100 -100 -10

Tabs did not change.
T  18  486  54  6  2  162
    3    6     4   2  1    5

Max:  486 162 54 18 6 2 = 728

212002(t) -> 122200(b3) -> 477(b10)

**Goal**: 212002(t) -> 122200(b3) -> 477(b10) -> 3A4(b11)
Tabs: 021022

Button remap:
B2: +1 -1 +10 +100 -100 -10

Reset on reset…? The -10 button changes….
Handle = -1
Right draw = -1
Left draw = -1
Hose = -10
Crank = -1
/go kgb = -1

How to get lights 4->6 solid?

Once the tabs are moving most actions cause the tabs to decrease by -1 but some seem to have a bigger effect. This includes refreshing using the chat command "/go kgb". Do not do this in KoLMafia as the screen doesn't refresh correctly.

The 6 buttons seem to have their values remapped after the tabs start moving.

Going to zero on all tabs stops movement and you need to go back to the goal number to get the moving tabs back. There is no message when this state is reached.

Turning the crank 8 times with the handle down gives the message: "The capacitor inside the case seems to be at maximum charge."

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**Blinking Lights**:
#4: Handle up. One of the 6 buttons sets the state. For me it's #5 (+100) but it's probably random each turn.
On Beljeferon it’s button 4 which is +100.

Dials on mastermind: nothing.
Dials on goals in base 11: nothing.
Dials on goals in base 11 palindrome: nothing.
Dials as KGB (11->a,7,2): nothing
Dials as [0,1,2,3,4,5]: nothing
Dials all on *: nothing.
Dials as a palindrome: Turns 4 off.
Handle down, tabs: nothing.
Handle up, tabs:

#5: Handle down, Jacob's ladder up, crank 3 times. 8 gives a fully charged capacitor.

#6: Handle up.
6.1 Get all tabs to be full extended (value 2) a second time. But only after the capacitor is fully charged.
6.2 Light 4 blinking, capacitor at full charge. Use the right actuator. Easy.
6.3

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Level 1:
With 4,5, and 6 blinking and recharging the capacitor after any action:
* Either actuator turns off 5 and 6.
* Button 1 turns off 5 and 6. (B: 1, t: 100)
* **Button 2: all 3 still blinking**. (B: -1, t: **100000**)
* **Button 3: all 3 still blinking**. (B: 10, t: **1000**)
* Button 4 turned off 5 and 6. (B: 100, t: 10)
* **Button 5: all 3 still blinking**. (B: -100, t: **1**)
* Button 6 turned off 5 and 6. (B: -10, t: 10000)

Bel: 1
* Button 1: all 3 are still blinking. (B: -1, t: **1000**)
* Button 2: turned off 5 and 6. (B: -100 t: 100)
* Button 3: turned off 5 and 6. (B: -10 t: 10)
* Button 4: all 3 are still blinking. (B: 100 t: **1**)
* Button 5: turned off 5 and 6.. (B: 10 t: 10000)
* Button 6: all 3 are still blinking. (B: 1 t: 100000)

Looks like candidates are tabs 1^0, 1^4, 1^6 on a sample size of 2.

Bel 2:
B1 all blinking

B4 all blinking

Handle up.

B 1,

B 1,3 not 4.
B 1,4,3 not 1,2,3,4,5,6
B:3,1,4 not 1,2

L2.2
With 4,5, and 6 blinking and recharging the capacitor after any action:
Handle up, button 2, handle up
Left actuator: turns off 4,5,6.
Right actuator: turns off 5,6.
Button 1: turns off 5,6.
Button 2: turns off 5,6.
Button 3: turns off 5,6.
Button 4: turns off 5,6.
Button 5: turns off 5,6.
Button 6: turns off 5,6.
Left draw: turns off 5,6.
Right draw: turns off 5,6.
Dispenser: turns off 5,6.

With 4,5, and 6 blinking and recharging the capacitor after any action:
Handle up, button 2, handle down
Left actuator: turns off 4,5,6.
Right actuator: turns off 5,6.
Button 1: turns off 5,6.
Button 2: turns off 5,6.
Button 3: turns off 5,6.
Button 4: turns off 5,6.
Button 5: turns off 5,6.
Button 6: turns off 5,6.
Left draw: turns off 5,6.
Right draw: turns off 5,6.
Dispenser: turns off 5,6.

With 4,5, and 6 blinking and recharging the capacitor after any action:
Handle up, button 2, handle down, handle up
Left actuator: turns off 4,5,6.
Right actuator: turns off 5,6.
Button 1: turns off 5,6.
Button 2: turns off 5,6.
Button 3: turns off 5,6.
Button 4: turns off 5,6.
Button 5: turns off 5,6.

Button 6: turns off 5,6.
Left draw: turns off 5,6.
Right draw: turns off 5,6.
Dispenser: turns off 5,6.

L2,3
With 4,5, and 6 blinking and recharging the capacitor after any action:
Handle up, button **3**, handle up
Left actuator: turns off 4,5,6.
Right actuator: turns off 5,6.
Button 1: turns off 5,6.
Button 2: turns off 5,6.
Button 3: turns off 5,6.
Button 4: turns off 5,6.
Button 5: turns off 5,6.
Button 6: turns off 5,6.
Left draw: turns off 5,6.
Right draw: turns off 5,6.
*Dispenser: turns off 5,6.

L2.5

Handle down random number:
Left actuator: Nothing.
Right actuator: Nothing.

Handle up random number:
Left actuator: Turned off 5 and 6.
Right actuator: Nothing.

Handle down mastermind number:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle up mastermind number:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down mastermind number + goal number by dial position:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle up mastermind number + goal number by dial position:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down all the same number:

Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle up all the same number:
Left actuator: Turned off 5 and 6.
Right actuator: Nothing.

Handle down palindrome number:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle up palindrome number:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down left the same number, right random:
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle up left the same number, right random:
Left actuator: Turned off 5 and 6.
Right actuator: Turned off 5 and 6.

Handle down left the and right to a51 (kgb from 0=a)
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down left the and right to a51 (kgb from 0=a)
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down left the and right to 062 (kgb from 0=a)
Left actuator: Nothing
Right actuator: Turned off 5 and 6.

Handle down left the and right to 062 (kgb from 0=a)
Left actuator: Turned off 5 and 6.
Right actuator: (out of clicks)

Handle down use left dial, left number: turns off 5 & 6.
Handle down use left dial, middle number: nothing.
Handle down use left dial, right number: turns off 5 & 6.

Handle down use right dial, left number: nothing.
Handle down use right dial, middle number: turns off 5 & 6..
Handle down use right dial, right number: nothing.

Tabs handle down:

1:1 : Nothing
1:2 : Nothing
2:1 : Turn off light 4 (maybe 6?)
2:2 : Nothing
3:1 :
3:2 : Turn off 5 and 6.
4:1 : Nothing
4:2 : Nothing
5:1 : Nothing
5:2 : Nothing
6:1 : Turn off 5 and 6.
6:2 : Turn off 4 and 6.

Tabs handle up:

Going to goal: resets light 4, 5, 6.
Turn handle = -1
@ 478 on the tabs lights 4 & 6 turn off. This +1 from goal.

Using the crank to get 487 and then the -10 button to get to 477 results in the tabs showing:
112222 => 122122(b3) => 476….
Use the +1 button  says tabs change but nothing moved. But the lights went out.

Actuator set to 123,456 doesn't work.
Right actuator, ignore left
0,0,[0,1,2,3,4,5,6,7,8,9,a]
0,1,[0,1,2,3,4,5,6,7,8