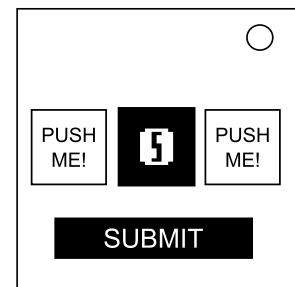# On the Subject of Faulty Backgrounds

I don't know if this counts as faulty... or just plain mean.

This module at first looks like a Backgrounds module, except there are two "Push Me" buttons. One of them is the correct color, the other is not. Follow the rules below to determine which button is correct.

Condition	Correct Button
A button does not affect the counter	The button that does
Button Color = Backing Color	That button
"BUSH ME!" present	RIGHT
"PUSH NE!" present	LEFT
"PUSH HE!" present	The other button
"PUSH SHE!" present	That button
Only odds in counter	RIGHT
Only evens in counter	LEFT
No 5 in counter AND a button = **BLACK**	The other button
Last S.N. digit even	LEFT
Otherwise	RIGHT

Once you've determined which button is correct, follow the instructions in the regular Backgrounds manual on the next page.

On the Subject of Backgrounds

For once you aren't only focusing on what's right in front of you. Make sure you pay attention to what's going on behind the scenes here. We all know how you feel about exploding.

Use the "Push Me!" button to set the counter to the number in the first table.
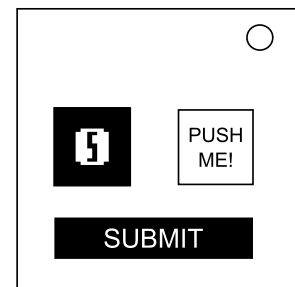
	A	B	C	D	E	F
A	3	2	9	1	7	4
B	7	9	8	8	2	3
C	5	1	7	4	4	6
D	6	4	2	6	8	5
E	5	1	5	3	9	9
F	1	2	3	6	7	8

RULE	ROW	COLUMN
Backing Color = Button Color	A	C
Button OR Backing = **BLACK** OR **WHITE**	D	B
No D Batteries	C	E
No AA Batteries	D	D
Button AND Backing = RED OR YELLOW OR BLUE	B	F
Button = ORANGE OR GREEN OR PURPLE	F	E
Unlit SND Indicator	E	B
Serial Port	B	C
Backing Color + BLUE = Button Color*	C	D
Otherwise	E	A

*Mixing Red and Yellow will make Orange, Blue and Yellow will make Green, and Red and Blue will make Purple. Mixing Blue and White will **not** make Blue.*