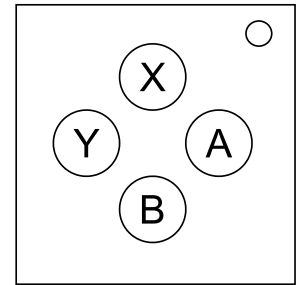


On the Subject of Press X

Due to the fact that gamepads and controllers exist, we unfortunately had to settle with "Press X".

- This module consists of a four buttons with the labels "X", "Y", "A" and "B".
- The rules below tell you how to disarm this module.
- Fortunately, the rules were printed right side up.
- Follow the list from top to bottom.
- Under no circumstances should you press "A" or "B".



Rules

- If there is a lit indicator with label "CAR", press the button labeled "X" at any point in time.
- If there is an unlit indicator with label "BOB", press the button labeled "X" when the last digit in the countdown timer is equal to the first digit in the serial number.
- If there is an unlit indicator with label "FRQ" and there are 3 or more batteries, press the button labeled "X" when the seconds digit in the countdown timer is equal to a prime number minus 3.
- If there is an equal number of letters and numbers in the serial number, there are 3 batteries, AND there is a lit indicator with label "NSA", press the button labeled "Y" when the seconds digit in the countdown timer is equal to a prime number plus 6.
- If none of the rules above apply, press the button labeled "X" whenever the last digit in the countdown timer is equal to the last digit of the serial number.

Primes

Here is a list of the prime numbers under 100:

2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97