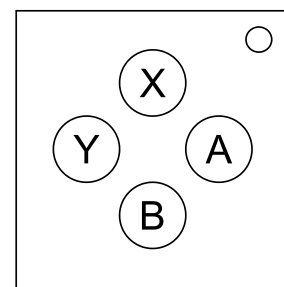


## On the Subject of Press X

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

*SEE APPENDIX PX100 FOR A LIST OF PRIME NUMBERS UNDER 100.*



- This module consists of four buttons labelled "X", "Y", "A" and "B".
- Determine which button to press, then determine at what time to press it.
- If a time rule states which button to press, it overrules the button rules.

### Which button to press:

Number of solved modules modulo 4↓	If there are more unlit indicators than lit indicators	If there are more lit indicators than unlit indicators	If there is an equal amount of lit and unlit indicators*
0	A	B	Y
1	X	Y	A
2	B	A	X
3	Y	X	B

\*0 lit indicators and 0 unlit indicators are equal amounts of both.

### Time to press:

- If there is a lit indicator with label "CAR", the button you need to press is the "X" button and there are less than 2 batteries, press any button at any point in time.
- Otherwise, if there are 3+ batteries, press the button when the last digit in the countdown timer is equal to the first digit in the serial number.
- Otherwise, if the button you need to press is the "A" button and there is either a 2 or 5 in the serial number, press "A" when the seconds digits in the countdown timer say 05 or 30.
- Otherwise, if the button you need to press is not "Y" and there is a lit indicator with the label "NSA", press the button when the seconds digits in the countdown timer are equal to each other.
- Otherwise, press the button when the seconds digits in the countdown timer add up to 9.

## Appendix PX100

A list of 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, and 97.