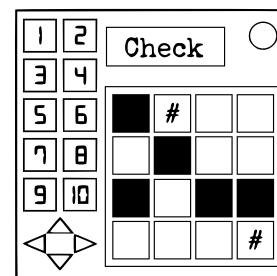


## On the Subject of Crackboxes

*Tetris?... Again?!*

- This module consists of a 4x4 gridded screen with ten buttons labelled 1-10 to the left, and a button labelled “Check” on the bottom of the module.
- There are four arrows that are below the numbers that will change the box that is currently selected.
- Six out of the sixteen boxes will be filled in, meaning you can’t add a number or remove the black boxes in those places.
- Two of the numbers will already be stationed where they are required to be. You can’t change these values either.



To solve a Crackbox, you must fill in the empty squares on the module with numbers that follow these rules:

1. Each square must be filled in with a unique number.
2. The numbers adjacent to it (and diagonal) must either be adjacent in value or they both must be even or they both must be odd.

Example: Values 1, 2, 4, 5, 7, and 9 could be next to a 3, but values 6, 8, and 10 cannot.

Once you believe you have solved the module, press the “Check” button.