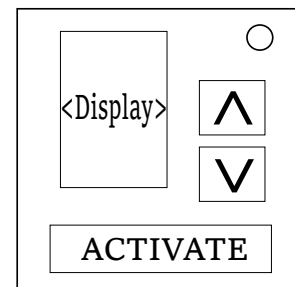


## On the Subject of Numbers

*420-69 are my favorite numbers.*

- This module shows a blank display, an “ACTIVATE” button, and two arrow buttons. Upon pressing the “ACTIVATE” button, the display will show a number, then another number, each for a brief period of time.
- Solve the module by inputting the correct number sequence and pressing the display. To input a number, press the arrow keys until the number appears on the display.
- You can press the button as many times as you want. This will not inhibit a strike.
- To find the correct sequence for each stage, use the tables.
- If a strike is received, the entire module is reset.



**Table 1**

	00-24	25-49	50-74	75-99
<b>Lit Indicators &gt; Unlit</b>	ACBD	BCAD	CDAB	BCDA
<b>Unlit Indicators &gt; Lit</b>	CDBA	DBCA	ABCD	DABC
<b>Unlit Indicators = Lit</b>	DCBA	DBAC	ADBC	BDCA
<b>No Indicators</b>	BADC	CABD	DCAB	CADB

**Table 2**

	A	B	C	D
<b>Last # in S# is even</b>	2	5	7	Last # in S#
<b>Last # in S# is odd</b>	6	4	Last # in S#	8