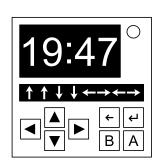
On the Subject of Gaming the Gamepad

Oh, the layout of the buttons on this thing takes me back to my childhood! Except I didn't expect to see that on a time bomb, even. Play time is over, I suppose.

serial number odd: $AB \triangleleft \triangleright$ $y \neq 7n$: $\triangleleft \triangleleft AB$ $x = c \times d$: $AA \triangleleft \triangleleft$

unlit SND: ►AB▲ no batteries: BB► <



| x | -0 | -1 | -2 | -3 | -4 | - 5 | -6 | -7 | -8 | -9 |
|----|-----------|---------------|---------------------|-----------------------|--------------|-----------------------|--------------|-----------------------|---------------|-----------------------|
| 0- | | ►►A▼ | *** | AA V V | ►►A▼ | * | ABA► | * | ►AB ▲ | ▼ 4 A ▶ |
| 1- | A∢B► | * | ▶ ▶ 4 | AA V V | ►AB▲ | ▼ △ A ▶ | ►►A▼ | * | ABA► | * |
| 2- | ►AB ▲ | ▼ ∢ A▶ | A∢B► | *** | ▲A◀◀ | V≪A► | ►AB▲ | ▼ ∢ A▶ | ** | * |
| 3- | ABA► | * | ►AB ▲ | ▼ 4 A ▶ | A ◀ B ▶ | V∢A► | AA | * | ►AB ▲ | ▼ ∢ A ▶ |
| 4- | ** | * | ABA► | *** | ►AB▲ | ▼ △ A ▶ | A∢B► | * | AA | ►►A▼ |
| 5- | ►AB ▲ | ▼ ∢ A▶ | ** | AA V V | ABA► | ▼ 4 A► | ►AB ▲ | ▼ △ A ▶ | A ⊲ B► | * |
| 6- | AA | * | ►AB ▲ | ▼ 4 A ▶ | ►►A▼ | V∢A► | ABA► | * | ►AB▲ | ▼ ∢ A ▶ |
| 7- | A∢B► | AA V V | | AA V V | ►AB▲ | ▼ 4A▶ | ** | ►AB▲ | ABA► | *** |
| 8- | ►AB ▲ · | ▼ ∢ A▶ | A◀B► | AA V V | ▶ ₽A▲ | ▼ 4 A ▶ | ►AB▲ | V⊲A⊳ | *** | * |
| 9- | ABA► | A◀B▶ | ►AB▲ | ▼ ⊲ A► | A∢B► | ▼ ⊲ A► | ▲ A◀◀ | * | ►AB▲ | ▼ 4A▶ |

Stereo RCA: ▶A▼▼ lit FRQ: B▲▶A x ≠ 7n: ◀◀▼A

y = a × b: A ▲ ◀ ▼ PS/2: ▲ BBB ≥2b: AA ▲ ▼

| y | -0 | -1 | -2 | -3 | -4 | - 5 | -6 | -7 | -8 | -9 |
|----|--------------|----------------------------------|--------------|-------------------|--------------|-----------------------|--------------|-------------------|--------------|--------------|
| 0- | | ▲ ▼ B► | ** | ** | ▲ ▼B► | ** | B▲►A | ** | ▼ ▶B▲ | ▲ ▼B► |
| 1- | B▲►A | * | | ** | B▲►A | ▲ BBB | ▼ ▶B▲ | ** | B▲►A | ** |
| 2- | BAB◀ | , ∀ , | B▲►A | ** | ▼▶ B▲ | ▲ ▼ B ► | B▲►A | ▲ BBB | B▲A▼ | ** |
| 3- | B▲►A | * | ▼ ▶B▲ | | B▲►A | ▲ BBB | ▲ ▼B► | ** | B▲►A | ▲ BBB |
| 4- | V►BA | ** | B▲►A | 4>4> | B▲A▼ | BAB◀ | B▲►A | ** | V►BA | ▲ ▼B► |
| 5- | B▲►A | ▲ BBB | B▲A▼ | 4>4> | B▲►A | ▲ BBB | ▼▶ B▲ | > A A | B▲►A | ** |
| 6- | BAB◀ | 4>4> | B▲►A | ▲ BBB | V►BA | BAB◀ | B▲►A | 4>4> | B▲A▼ | |
| 7- | B▲►A | ** | V⊳B▲ | 4>4> | B▲►A | . ▲ BBB | B▲A▼ | B▲A▼ | B▲►A | ** |
| 8- | ▼▶ B▲ | ▲▼B► (| B▲►A | 4>4> | | BAB◀ | B▲►A | ▲ BBB | V►BA | * |
| 9- | B▲►A | ▲ BBB | B▲A▼ | | B▲►A | ▲ BBB | ▼▶ В▲ | ++ | B▲►A | ▲ BBB |

Global overrides

- $\mathbf{x} = 11\mathbf{n} \Rightarrow \text{switch lst/2nd and 5th/7th}$
- $\mathbf{a} = \mathbf{1} + \mathbf{d} \Rightarrow \text{switch the 3rd/4th and 6th/8th}$
- either x or y is highly composite ⇒ switch order of subcommands
- x and y are both perfect squares ⇒ flip sequence