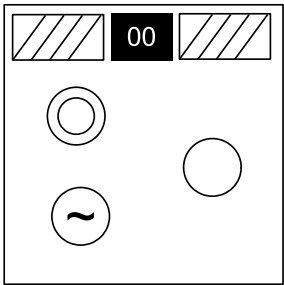


On the Subject of Rapid Buttons

*This module really pushes my buttons. Then again, most are designed to.*

When this needy module activates, three buttons will appear. The defuser must find and push the correct button within 35 seconds. A mistake will record a strike and deactivate the module.



To use the table, begin at the leftmost column and follow the instructions.

<b>If exactly two of the buttons contain a label, press the first button that meets any of the following conditions:</b>	<b>Otherwise, if there is at least one lit indicator present, press the first button that meets any of the following conditions:</b>	<b>Otherwise, press the first button that meets any of the following conditions:</b>
The button is green.	The button is aqua.	The button is orange.
The button is red.	The button is yellow.	The button is purple.
The button contains a hollow circle.	The button contains a dot.	The button contains a plus.
The button is brown and nearest the bottom of the module.	The button is pink and nearest the top of the module.	The button is white and nearest the left of the module.
<i>If none of the above conditions apply, move onto the next column.</i>	<i>If none of the above conditions apply, move onto the next column.</i>	<i>If none of the above conditions apply, press the rightmost button on the module.</i>