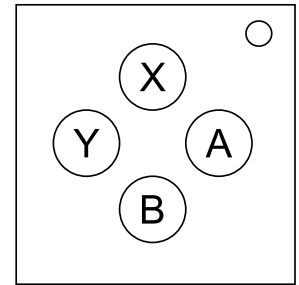


On the Subject of Press X

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 a four buttons, with the labels "X", "Y", "A" and "B".
- The rules below tell you how to disarm this module.
- Unfortunately, the rules were printed upside down. Follow the list from bottom to top.
- Under no circumstances should you press "A" or "B".

Rules:

- If there is a lit indicator with the label CAR, press the button labeled "X" at any point in time.
- If there is an unlabeled indicator with the label BOB, press the button labeled "X" when the last digit in the countdown timer is equal to the first digit in the serial number.
- If there is an unlabeled indicator with the label FRQ and there are 3 or more batteries, press the button labeled "X" when the seconds digits in the countdown timer are equal to a prime number minus 3.
- If there are an equal number of letters and numbers in the serial number, there are 3 batteries AND there is a lit indicator with the label NSA, press the button with the label "Y" when the seconds digits in the countdown timer are equal to a prime number plus 6.
- If none of the rules above apply, Press the button labeled "X" whenever the last digit in the countdown timer is equal to the last digit of the serial number.

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.