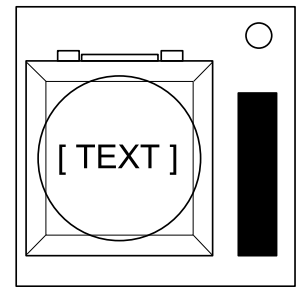


On the Subject of The Button

*You might think that a button telling you to press it is pretty straightforward.
That's the kind of thinking that gets people exploded.*

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.



Determine the color and label of the button and look them up in this table:

| | | blue | red | white | | yellow |
|----------|---------------|---------|---------|---------|---------|---------|
| | | | | no CAR | CAR | |
| Abort | | HOLD | X | X | HOLD | X |
| Detonate | ≤ 1 battery | X | X | X | HOLD | X |
| | ≥ 2 batteries | RELEASE | RELEASE | RELEASE | RELEASE | RELEASE |
| Hold | | X | RELEASE | X | HOLD | X |
| Press | | X | X | X | HOLD | X |

X = If ≥ 3 batteries and lit FRK, RELEASE, else HOLD.

Releasing a Held Button

If you start holding the button down, a colored strip will light up on the right side of the module. Based on its color you must release the button when the countdown timer has the following digit in any position:

- Blue = 4
- Yellow = 5
- Otherwise = 1