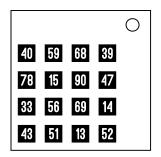
On the Subject of Numbered Buttons

So many numbers! Yet such a simple module! And ruleseeding this will be a piece of cake! Maybe. Hooray I say! Hooray!

On the module are 16 numbered buttons

Each of these buttons will have a random number in the range 1-100 (inclusive)



To disarm the module, press every button that displays a number matching one of the numbers in its corresponding position in the chart below:

1 6 14 17	7 11 21 25	2 4 9 15	13 16 18 22
23 31 32 39	36 41 59 60	19 24 28 35	27 30 33 37
45 58 61 66	76 77 78 82	42 56 63 69	51 55 62 74
3 8 12 19	5 13 21 32	6 15 16 23	8 9 14 17
25 32 47 49	41 42 59 64	34 37 41 63	21 25 43 55
63 74 82 85	72 76 84 85	71 73 91 99	75 81 83 88
10 24 36 48	4 8 15 25	7 17 35 42	5 14 22 26
53 61 64 77	26 31 44 68	54 67 69 72	34 48 55 57
80 87 92 95	73 81 95 97	86 92 96 100	86 87 94 96
18 23 32 47	9 11 17 25	1 7 12 18	4 12 25 37
56 63 79 80	29 37 48 50	21 25 32 45	42 59 61 71
91 94 97 100	63 71 77 80	57 62 81 96	84 88 97 98