## On the Subject of Not the Button

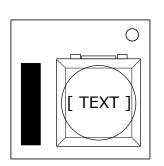
You might think that pressing a button is pretty straightforward. That's the kind of thinking that gets people exploded.

The module has a big button, and a screen to the left.
Use the first chart to determine what to do with the button.

If you need to hold the button, refer to 'Not Releasing a Held Button'.

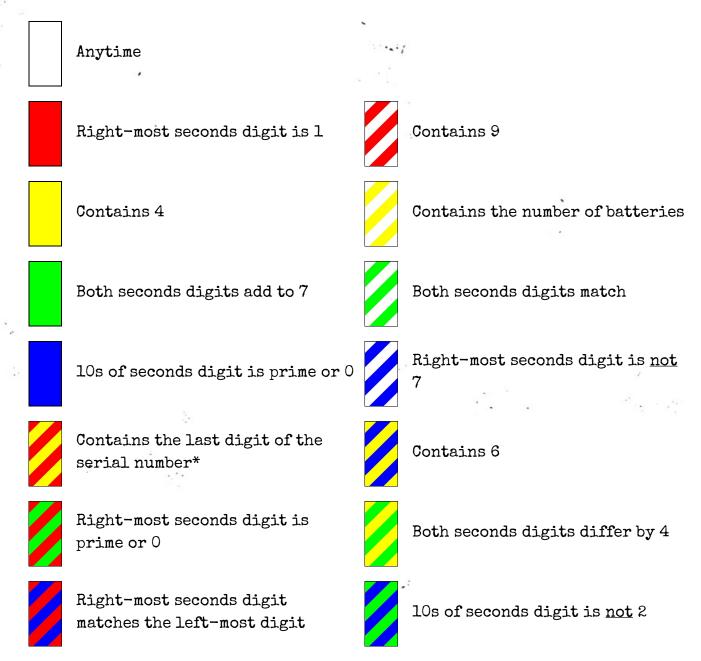
If you need to mash the button, refer to 'Not Mashing a Button'.

Press Press	Hold Mash	Detonate	Tap	Push	Abort	Button	Click	Mash
Press	Mash	**					V	maph
		Hold	Press	Hold	Hold	Press	Mash	Press
Mash	Press	Press	Hold	Mash	Mash	Mash	Mash	Mash
Hold	Press	Mash	Mash	Press	Hold	Press	Press	Hold
Press	Hold	Press	Mash	Mash	Hold	Press	Press	Press
Hold	Mash	Mash	Press	Hold	Press	Hold	Press	Mash
Press	Hold	Press	Mash	Press	Hold	Mash	Hold	Press
Mash	Hold	Hold	Press	Mash	Mash	Hold	Mash	Hold
Mash	Press	Hold	Press	Press	Press	Mash	Hold	Mash
Press	Mash	Press	Hold	Mash	Press	Press	Pres	Hold
Hold	Hold	Mash	Mash	Press	Mash	Hold	Mash	Mash
	Hold Press Hold Press Mash Mash Press	Hold Press Press Hold Hold Mash Press Hold Mash Hold Mash Press Press Mash	Hold Press Mash Press Hold Press Hold Mash Mash Press Hold Press Mash Hold Hold Mash Press Hold Press Mash Press	Hold Press Mash Mash Press Hold Press Mash Hold Mash Mash Press Press Hold Press Mash Mash Hold Hold Press Mash Press Hold Press Press Mash Press Hold	Hold Press Mash Mash Press Press Hold Press Mash Mash Hold Mash Mash Press Hold Press Hold Press Mash Press Mash Hold Hold Press Mash Mash Press Hold Press Press Press Mash Press Hold Mash	HoldPressMashPressHoldPressHoldPressMashMashHoldHoldMashMashPressHoldPressPressHoldPressMashPressHoldMashHoldHoldPressPressPressPressMashPressPressPressPressMashPressHoldMashPress	HoldPressMashMashPressHoldPressPressHoldPressMashMashHoldPressHoldMashMashPressHoldPressHoldPressHoldPressMashPressHoldMashMashPressHoldPressPressPressPressPressMashPressPressPressPress	HoldPressMashMashPressHoldPressPressPressHoldPressMashMashHoldPressPressHoldMashMashPressHoldPressHoldPressPressHoldPressMashPressHoldMashHoldMashPressHoldPressPressPressMashHoldPressMashPressPressPressPressPressPressMashPressPressPressPress



## Not Releasing a Held Button

If you start holding the button down, a coloured strip will light up on the left side of the module. It may or may not be striped. Based on its colour(s) you must release the button when the bomb's countdown timer meets a specific condition.



<sup>\*</sup> If the serial number contains no digits, use 0.

## Not Mashing a Button

If you start mashing the button, a display will activate showing the number of times you have pressed it. Based on the colour of the button, use one of the expressions below to calculate how many times to press it. If the result is outside the range of 10-99, keep subtracting or adding 7 until it's within the range.

After you've pressed the button enough times, wait for 3 seconds for the answer to be submitted.

Button Colour	Expressions				
Red	(a + 2b) - d				
Orange	(2b + 1) - g				
Yellow	(2a + d) - c				
Green	d + (2f - b)				
Cyan	(e + f + g) - b				
Blue	2c + (d - 1)				
Purple	2(f - a) + d				
Pink	3g - (a + 3)				
White	(f + ac) * (e + d)				
Black	(ab + cd) - g(e - f)				

## Where:

- a = number of batteries on the bomb
- b = number of unique port types on the bomb
- c = number of solvable modules on the bomb, including this module
- d = number of indicators on the bomb
- e = last digit of the serial number\*
- f = alphabetic position of the second letter of the serial number\*
- g = number of letters in the word on the button

<sup>\*</sup> If the serial number contains no digits or fewer than two letters, use 0 for the relevant values.