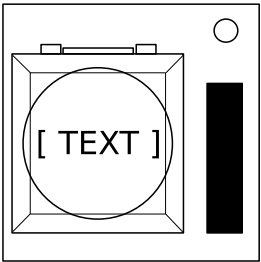


On the Subject of The Button 🔑

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 the section on edgework for indicator and battery identification reference.

Use the edgework to identify which of the tables below should be used to disarm The Button. Use the first table whose condition in its top left cell matches the widgets present in the edgework.



O-1 Battery	BLUE	YELLOW	RED	WHITE
"Detonate"	HOLD			
"Abort"				
"Press"				
"Hold"				

lit FRK and 3+ Batt	BLUE	YELLOW	RED	WHITE			
"Detonate"	lit CAR – HOLD otherwise PRESS & RELEASE						
"Abort"					HOLD	PRESS & RELEASE	
"Press"							
"Hold"							

Otherwise	BLUE	YELLOW	RED	WHITE
"Detonate"	PRESS & RELEASE			
"Abort"	HOLD			
"Press"				
"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 at a specific point in time:

HOLDING	BLUE	YELLOW	Otherwise
"Release when X in timer"	4	5	1

B

#  
A

Keep Talking and Nobody Explodes v.1

The Button

B

Cut  
me  
off