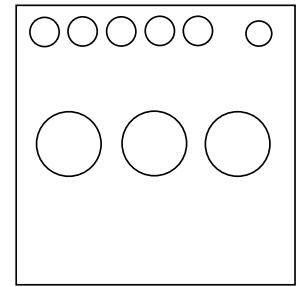


On the Subject of DingBats

People DO use this font.... right?

This module consists of 3 buttons in a row, each with a different DingBat symbol on them, and 5 LED lights on a black background.



In order to successfully solve the module the defuser must push the correct button in each of the 5 stages. The number of successfully completed stages is indicated by the LEDs at the top of the module. Pushing the wrong button during any of the 5 stages will incur a strike and will reset the module to stage 1.

Each stage has slightly different rules as to how to approach solving.

This manual refers to the 3 buttons as the 1st, 2nd, and 3rd buttons. To avoid confusion, the 1st, 2nd, and 3rd buttons are assigned from left to right.

Stage 1

- Identify the values corresponding to the 1st and 2nd button's DingBat symbol using the symbol chart on page 3.
- If the sum of the values is greater than 100, press the 1st button. Proceed to stage 2.
- If the above is false, press the button with the **LOWEST** DingBat value. Proceed to stage 2.

Stage 2

- Identify the values corresponding to the 1st and 3rd button's DingBat symbol using the symbol chart on page 3.
- If the difference of the values is greater than 40, press the 2nd button. Proceed to stage 3.
- If the above is false, press the button with the **HIGHEST** DingBat value. Proceed to stage 3.

Stage 3

- Identify the values corresponding to the 2nd and 3rd button's DingBat symbol using the symbol chart on page 3.
- If the product of the values is greater than 2500, press the 3rd button. Proceed to stage 4.
- If the above is false, press the button that has **NEITHER** the highest **NOR** the lowest DingBat value. Proceed to stage 4.


















































































Stage 4

- Identify the values corresponding to each button's DingBat symbol using the symbol chart on page 3.
- Press the button that has the **LOWEST** DingBat value. Proceed to stage 5.

Stage 5

- Identify the values corresponding to each button's DingBat symbol using the symbol chart on page 3.
- Press the button that has the **HIGHEST** DingBat value.

Symbol Chart

0	1	2	3	4	5	6	7	8
								
9	10	11	12	13	14	15	16	17
								
18	19	20	21	22	23	24	25	26
								
27	28	29	30	31	32	33	34	35
								
36	37	38	39	40	41	42	43	44
								
45	46	47	48	49	50	51	52	53
								
54	55	56	57	58	59	60	61	62
								
63	64	65	66	67	68	69	70	71
								
72	73	74	75	76	77	78	79	80
								
81	82	83	84	85	86	87	88	89
