# On the Subject of Bamboozling Directional Buttons

Wait a second, this isn't an octagon!

Use the colors of the up and down arrow buttons in the table below and hold the main button that many times. Only release the button after at least two seconds. Then, press the up arrow button if you pressed the main button an even number of times, and the down button otherwise. Note that the main button may only be pressed at certain times depending on its color and label. Repeat this process a total of three times to disarm the module. Note that when you press a button, its information will change.
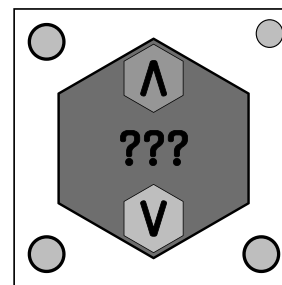
↓Up/Down→	Black	Red	Green	Blue	Cyan	Magenta	Yellow	White
Black	4	4	4	4	4	4	3	5
Red	3	5	6	5	6	4	6	3
Green	5	4	3	4	3	4	3	6
Blue	5	5	6	5	6	6	6	6
Cyan	3	5	6	3	5	3	5	3
Magenta	4	3	5	5	4	5	6	4
Yellow	3	5	4	6	5	3	3	4
White	5	3	4	6	3	6	6	6

Take the letters on the button and convert it to numbers. (A=2,Z=27) Multiply every letter's number together. Move down that many entries in the list below (wrapping around) from the entry matching the button's color. That rule applies.

- Black: You may press the button at any time, however you must only release it when the seconds digits of the timer are both prime.
- Red: You may only press the button when the seconds digits of the timer are both prime.
- Green: You may press the button at any time, however you must only release it when the seconds digits of the timer add to 6.
- Blue: You may only press the button when the seconds digit of the timer equals the minutes digit of the timer.
- Cyan: You may press the button at any time, however you must only release it when the seconds digit of the timer is a 4.
- Magenta: You may press the button at any time.
- Yellow: You may only press the button when the seconds digit of the timer is a 3.
- White: You may only press the button when the seconds digits of the timer add to 9.