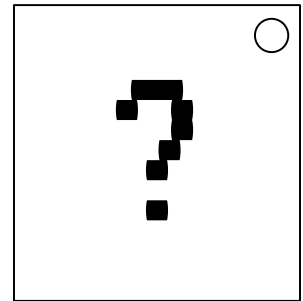# On the Subject of Question Mark

Look, someone made the lucky block from Minecraft into a module!

- The module will have the texture of the Powerup Block from the game Super Mario Bros. You may hold the module at any time.
- While the module is held, it will display four rapidly cycling images from table 1T3M. Do not release the module after taking note of the items.
- Take the sum of the numbers associated with each image and subtract 15 until you get a number between 1 and 15.
- Going in reading order, count the images in table IT3M and pick the one corresponding to the number you got. If that image is not displayed on the module, pick the closest image in position on the module. If there are several, either may be used.
- Release when the last seconds digit on the bomb's timer is the number associated with the found image.

Table 1T3M

🍄	🌼	🍄	⭐	🍄
2	1	7	3	4*
🍄	🌸	🍄	⭐	🍂
9	6	8	1	3
🍄	🌷	🍄	⭐	🪶
8	4	5	6	2

* Note: Do not use this item when determining the allowed digits.