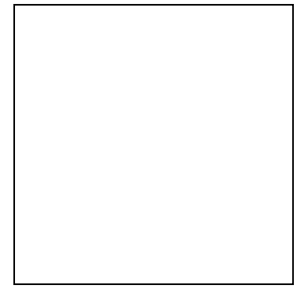# On the Subject of The World's Largest Button

Someone didn't scale correctly...

This module consists of one button that spans the length of the whole module.
Use the following rules below to determine how to interact with the button.

Step 1:

1. If the button is blue and says "Button", hold the button anytime. The module will solve upon releasing it.
2. If the button is white, hold the button anytime.
3. If the button's label has more than 6 letters, hold the button when the last two digits of the timer display the sum of the digits of the serial number.
4. If there are 3 or more batteries, hold the button when the last two digits of the timer display a prime number.
5. If the button's label is literally blank, hold the button when the last two digits of the timer match.
6. If the button is yellow, cyan, or magenta, hold the button anytime.
7. If the button says "Strike", hold the button when the last digit of the timer equals the number of strikes on the bomb (modulo 10).
8. If the button says "Solve", hold the button when the last two digits of the timer equal the current number of solved modules (modulo 60).
9. If the first letter of the button's label is in the first half of the alphabet, hold the button when the last digit of the timer is even.
10. Otherwise, hold the button anytime.

Releasing the button:

When holding the button, you will hear a sound and the button could change color. Note the sound heard and use the rules below to determine when to release the button. If the module strikes after holding the button, go back to the most recent step.

- If the button's color does not change at all, release the button anytime.
- If the button's color is flickering between two colors, follow the combined rules below for both of those colors.
- If the button's color is flickering between more than two colors, you have 10 seconds to release the button. Ignore any rules below.
- If the button's color changes to...
    - Blue: Release the button when the timer has a 4 in any position.
    - Yellow: Release the button when the timer has a 5 in any position.
    - Magenta: Release the button when the timer has a 2 in any position.
    - Purple: Release the button when the last digit of the timer is 6.
    - Cyan: Release the button when the last two digits of the timer add to 7.
    - White: Release the button when at least one of the last two digits of the timer are even.
    - Gray: Release the button when at least one of the last two digits of the timer are odd.
    - Brown: Release the button when the timer has an even number of minutes remaining.

<u>Step 2:</u>

If you heard the sound when pressing the button, use the table below to determine how to interact with the button again. After the next successful interaction using this table, the module will solve. The names of the sounds are accurate to the sounds' file names.

Big Button Press	Hold the button when the last timer digit is 0.
Big Button Release	Hold the button when the last timer digit is 1.
Briefcase Close	Hold the button when the last timer digit is 2.
Briefcase Open	Hold the button when the last timer digit is 3.
Button Press	Hold the button when the last timer digit is 4.
Button Release	Hold the button when the last timer digit is 5.
Freeplay Device Drop	Hold the button when the last timer digit is 6.
Menu Button Pressed	Hold the button when the last timer digit is 7.
Menu Drop	Hold the button when the last timer digit is 8.
Stamp	Hold the button when the last timer digit is 9.

If you did not hear the sound when pressed the button, follow the first rule that applies below to get an alternate solution for interacting with the button. If you follow this list of rules, you will have to interact with the button at least once and up to three times to solve the module.

1. If the button's color is cyan, hold the button when the total seconds remaining on the timer is a multiple of 7.
2. If the sum of the digits of the serial number if greater than 20, hold the button when the last two digits of the timer are equal to the sum of the serial number digits.
3. If there are no batteries, hold the button when the last digit of the timer is equal to the last digit of the serial number.
4. If the current number of solved modules is equal to the number of minutes remaining on the timer, hold the button when the last two digits of the timer are less than 15.
5. If there is exactly one strike on the bomb, hold the button when the last digit of the timer is 2.
6. If there are more than 5 widgets (excluding the serial number), hold the button when the last digit of the timer is composite.
7. If the bomb only consists of "The World's Largest Button" modules, hold the button anytime.
8. If there is an unlit SND indicator, hold the button when the last digit of the timer is 0.
9. If the button's color is gray, white, or brown, hold the button when the last digit of the timer is 8.
10. Otherwise, hold the button when the total seconds remaining on the timer is a multiple of the sum of the digits of the serial number. If the sum of the serial number digits is 0, hold the button anytime.