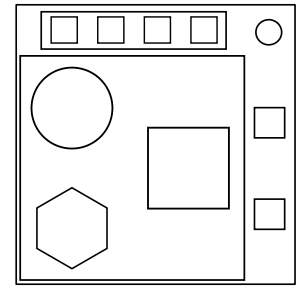


On the Subject of Button Sequences

Click. Click. Kaboom!

- Within the module, there are several panels with three buttons on them. Only one panel is visible at a time.
- Switch to the next panel by using the down button and the previous panel by using the up button.
- Press the buttons as directed by the following tables.
Button occurrences are cumulative over all panels within the module. If both conditions match, refer to "Releasing a Held Button".
- The LEDs found next to each button display green if the button was pressed or held successfully, or if they were not pressed and the panel has been submitted successfully. They display orange if the corresponding button has not been dealt with yet. They display red if the corresponding button caused a strike.



Red Button Occurrence	Press if label is...*	Press if shape is...
First or Sixth	Abort	Square
Second or Seventh	Detonate	Hexagon
Third or Eighth	Hold	Circle
Fourth or Ninth	Abort	Circle
Fifth or Tenth	Press	Square

Yellow Button Occurrence	Press if label is...*	Press if shape is...
First or Sixth	Detonate	Circle
Second or Seventh	Hold	Hexagon
Third or Eighth	Abort	Square
Fourth or Ninth	Press	Circle
Fifth or Tenth	Hold	Hexagon

Blue Button Occurrence	Press if label is...*	Press if shape is...
First or Sixth	Hold	Circle
Second or Seventh	Abort	Square
Third or Eighth	Detonate	Hexagon
Fourth or Ninth	Press	Square
Fifth or Tenth	Press	Hexagon

White Button Occurrence	Press if label is...*	Press if shape is...
First or Sixth	Hold	Hexagon
Second or Seventh	Detonate	Square
Third or Eighth	Press	Hexagon
Fourth or Ninth	Abort	Circle
Fifth or Tenth	Detonate	Square

* Due to budget cuts, the buttons will only display the first letter of each word.

Releasing a Held Button

If you start holding the button down, the colored LED will light up next to the button. Based on its color you must release the button at a specific point in time:

- Blue light: release when the countdown timer has a 2 in any position.
- White light: release when the countdown timer has a 7 in any position.
- Yellow light: release when the countdown timer has a 3 in any position.
- Magenta light: release when the countdown timer has a 4 in any position.
- Any other color light: release when the countdown timer has a 0 in any position.