Building a box with a set of 9X9 (or less) push buttons, each button will be connected to a sensor. The challenge is to complete a number of problems in the shortest period of time. The problem will be to find the missing number in a sequence. A hammer toy will be used to push the correct missing number from the box. Buttons on the x-axis and y-axis will represent ones and tens. For example, a button which represents (43) will be the fourth in column and third in row. As soon as the player pushes the correct button, another problem will appear. A correct answer will decrease the number of problems to solve, while a wrong answer will increase the number by one. A combo move occurs when a player hits the correct button multiple times in a fixed time period. This combo move will result in the decrease of problems by two. The process is repeated by another competitor, to see who finishes in the least time. The number of competitors is unlimited, and is specified before the match begins.