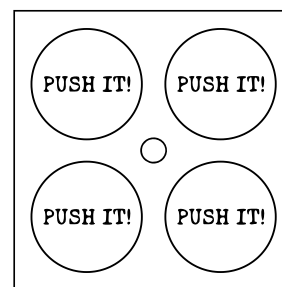


## On the Subject of Quadruple Simpleton't

*Wait! Don't press those buttons!*

Four buttons saying "PUSH IT!" will be displayed on the module. One of these buttons is the true button, while the other three buttons are fake buttons.



Highlighting the fake buttons will change the text on the true button, which will then alternate between two texts at every timer tick.

Highlighting the true button will change the text on all the fake buttons, which will also alternate between two texts at every timer tick.

The even and odd values of a fake button are determined by the following:

- Take the text shown on the true button while highlighting this fake button on an even timer digit. Use it as the column in the table below.
- Take the text shown on this fake button while highlighting the true button on an even timer digit. Use it as the row in the table below.
- The intersection of this column and row represents this button's even value.
- Finding the odd values of the buttons uses the same process, except while highlighting the buttons on an odd timer digit.

The fake buttons must be pressed twice each, in the order of both their even and odd values, in ascending order. Press the true button to submit your answer. Pressing the true button without pressing the fake buttons in the correct order will incur a strike, but the solution will not change.

	PUSH ME!	BUSH IT!	BUSH ME!	PUSH HE!	BUSH HE!	HUSH IT!	HUSH ME!	HUSH HE!
PUSH ME!	48	26	18	58	3	33	7	61
BUSH IT!	53	63	51	28	54	43	46	10
BUSH ME!	17	59	23	8	29	4	27	45
PUSH HE!	25	13	2	19	11	57	1	9
BUSH HE!	6	62	39	42	37	12	38	15
HUSH IT!	21	50	36	5	64	31	41	32
HUSH ME!	49	52	40	34	30	56	20	47
HUSH HE!	35	44	22	55	16	60	14	24