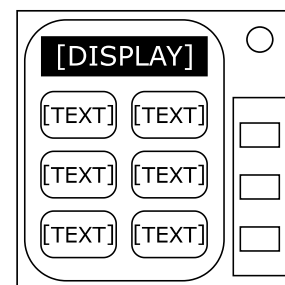


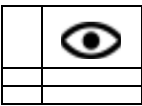


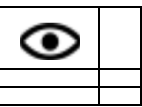
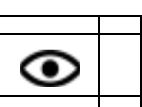
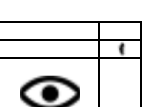
On the Subject of Who's on Gas

Computer hacking is like something out of a sketch comedy routine. Well, it usually is; which would be funny if it wasn't connected to a bomb. I'll keep this brief; as this job could be performed by a simple drinking bird pressing the same key over and over again.

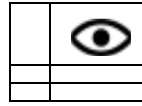
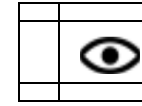
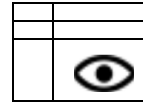
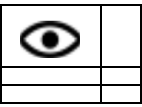




1. Read the **display** and find the line in this manual where its word is written in bold.
2. **Press** the buttons whose labels match the words in that line in the order they are given.
3. A button may only be pushed once unless another button must be **pressed** in between.
4. Note the position of the button that was pressed **last** before the module begins the second phase of its stage.
5. In the second phase, each button will have a single symbol as its label and a sixty second timer will **start** counting down to zero.
6. Only **one** button will display a valid symbol, use the rules below to find which of them it is.
7. In the grid given by the number of **strikes**, use the row or column matching the position of the last pressed button.
8. If the word "detonate" is written on the display, the valid symbol does not belong **to** that row or column.
9. However, if "vent gas" is on the **screen** instead, the symbol in that column or row is valid.
10. Do not press a button whose symbol is in the same position of its cell in the grid as a previous valid symbol from this stage, even if it meets the **two** rules above.
11. When the correct button is pressed, the timer is **reset** and a new symbol will be valid. Repeat the steps above two more times to complete one stage of the module.
12. Repeat each of the steps in this manual again until every other stage is complete and the module is **disarmed**.
13. Pushing the wrong button at any point or running out of time will reset the current stage and give a **strike**.

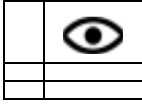
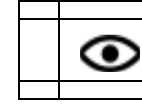
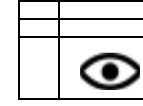
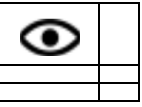
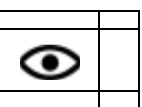

0 strikes

			
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2+ strikes

			
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