





On the Subject of Sueet Wall

This module is sueet.

- Every button will have a random suit and a random number between 1 and 100.
- You need to press every correct button in order to disarm the module.
- Check the next table to know when to press a button:
- **NOTE:** If when checking sides you leave the module, wrap to the other side.

60	6	37	57	○
♣	♦	♦	♣	
91	95	50	100	
♥	♠	♣	♥	
2	70	75	56	
♦	♥	♠	♠	
97	91	31	94	
♥	♦	♦	♠	
63	65	14	26	
♦	♥	♥	♥	

Suit	Sides to check (black)	Number color	Press if in all the sides you checked, ...
♣		Black	Numbers are greater than the button's number.
		Red	Numbers are smaller than the button's number.
♥		Black	Numbers are smaller than the initial bomb timer (in minutes).
		Red	Numbers are greater than the initial bomb timer (in minutes).
♠		Black	Suits are the same as the button's suit.
		Red	Suits are different from the button's suit.
♦		Black	Suits' colors are the same as the button's suit color.
		Red	Numbers' colors are the same as the button's number color.

- When pressing a button if it was correct, it will turn green; otherwise it will turn blue.
- If there aren't any correct buttons, you can press any button.