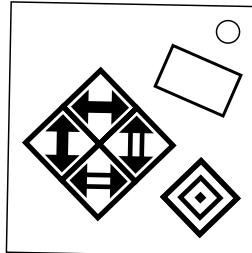


## On the Subject of Cursed Double-Oh

*I swear it didn't look like this last time I saw it.*

- A RED display is shown with a two digit number, as well as five buttons. Using the buttons, toggle the display to 00 (located in the center of the below table), then hit the submit button.
- Four of the five buttons toggle the number in the display. Based on the table below, consisting of a  $3\times 3$  grid of smaller  $3\times 3$  grids, the buttons will behave in the following fashion:
- The “↑” button moves to the next position up or down within the current smaller grid, looping if reaching the edge. The “↔” button moves to the next position left or right within the current smaller grid, looping if reaching the edge. The “↕” button moves to the same position in the next large  $3\times 3$  grid up or down, looping if reaching the edge. The “↔” button moves to the same position in the next large  $3\times 3$  grid left or right, looping if reaching the edge. The “□” button is the submit button. Pressing it will disarm the module if 00 is displayed and reset the module otherwise.



**NOTE:** This module is old, but more importantly, CURSED! The last digit always glitches out, making it hard to tell the numbers. In addition, the wiring for the buttons is acting up, so the functions of the four movement buttons may be swapped, though the submit button is correct. No button can be pressed twice in a row without hitting another button in between. No number space may be landed on more than once. An attempt to move to a previously reached space results in a 'strike'. Resetting the module resets which squares have been reached. Finally, only strikes acquired while on a 0? space will earn an actual strike.

60	02	15	57	36	83	48	71	24
88	46	31	70	22	64	07	55	13
74	27	53	05	41	18	86	30	62
52	10	04	43	85	37	61	28	76
33	65	78	21	00	56	12	44	87
47	81	26	68	14	72	50	03	35
06	38	42	84	63	20	75	17	51
25	73	67	16	58	01	34	82	40
11	54	80	32	77	45	23	66	08