

## On the Subject of Numbered Buttons

*So many numbers! Yet such a simple module! And ruleseeding this will be a piece of cake! Maybe. Hooray I say! Hooray!*

On the module are 16 numbered buttons, arranged on a keypad, which displays a random number ranging from 1 to 100 inclusive.

88	20	96	99
76	61	40	91
10	75	20	32
42	81	51	16

To disarm the module, press every button that displays a number matching one of the numbers in its corresponding position in the chart below:

1 6 14 17 23 31 32 39 45 58 61 66	7 11 21 25 36 41 59 60 76 77 78 82	2 4 9 15 19 24 28 35 42 56 63 69	13 16 18 22 27 30 33 37 51 55 62 74
3 8 12 19 25 32 47 49 63 74 82 85	5 13 21 32 41 42 59 64 72 76 84 85	6 15 16 23 34 37 41 63 71 73 91 99	8 9 14 17 21 25 43 55 75 81 83 88
10 24 36 48 53 61 64 77 80 87 92 95	4 8 15 25 26 31 44 68 73 81 95 97	7 17 35 42 54 67 69 72 86 92 96 100	5 14 22 26 34 48 55 57 86 87 94 96
18 23 32 47 56 63 79 80 91 94 97 100	9 11 17 25 29 37 48 50 63 71 77 80	1 7 12 18 21 25 32 45 57 62 81 96	4 12 25 37 42 59 61 71 84 88 97 98

Pressing an incorrect button will result in a strike. This will also cause the module to generate a new set of 16 numbered buttons.