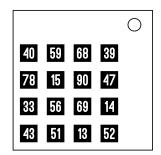
## On the Subject of Numbered Buttons

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.

Each of these buttons will have a random number in the range 1-100 (inclusive).



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	7 11 21 25	24915	13 16 18 22
23 31 32 39	36 41 59 60	19 24 28 35	27 30 33 37
45 58 61 66	76 77 78 82	42 56 63 69	51 55 62 74
701010	E 17 01 70	6151607	0 0 1 4 17
3 8 12 19	5 13 21 32	6 15 16 23	8 9 14 17
25 32 47 49	41 42 59 64	34 37 41 63	21 25 43 55
63 74 82 85	72 76 84 85	71 73 91 99	75 81 83 88
10 24 36 48	4 8 15 25	7 17 35 42	5 14 22 26
53 61 64 77	26 31 44 68	54 67 69 72	<b>34 48</b> 55 5 <b>7</b>
80 87 92 95	73 81 95 97	86 92 96 100	86 87 94 96
		<b>.</b>	
			,
18 23 32 47	9 11 17 25	171218	4 12 25 37
56 63 79 80	29 37 48 50	21 25 32 45	42 59 61 71
91 94 97 100	63 71 77 80	57 62 81 96	84 88 97 98

## Highlighter ✓ Enabled (Alt-H) Color: O Blue (Alt-1) ○ Red (Alt-2) ○ Green (Alt-3) ○ Yellow (Alt-4)

## <u>Page layout</u>

<u> Options (Alt-0)</u>

- O Vertical
- O Side by side