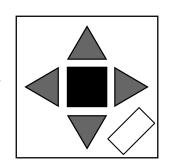
## On the Subject of Gray Arrows

Or Grey Arrows if you aren't pointing the right way.

On the module are 4 directional buttons, a display screen in the middle, a needy timer on the bottom-left, and a wider display screen on the bottom-right.



If the arrows are not gray, you are looking at a different module.

Begin in the position within the table on this page in which the column is the 3rd character of the serial number and the row is the 6th. Do this every time the streak resets to 0.

When the module activates, an arrow will be shown on the display. Follow the arrow from the display. and press the arrow of the space you end up on. If you reach the edge of the table, wrap back to the opposite edge.

Correctly pressing the arrow will increase the streak counter by one, which alters how much time the needy will start with on the next activation and how long the needy will deactivate for. The higher the streak, the longer the module will stay deactivated at a cost of a shorter time to react to the module. Incorrectly pressing an arrow or running out of time will give out a strike and reset the streak back to 0.

	0	1	2	3	4	5	6	7	8	9
. 0	<b>A</b>	4	▼	<b>&gt;</b>	▼	<b>A</b>	4	▼	4	4
1	<b>*</b>	<b>&gt;</b>	<b>A</b>	▼	<b>A</b>	▼	<b>&gt;</b>	4	▼	<b>A</b>
2	•	4	▼	<b>A</b>	<b>&gt;</b>	<b>A</b>	▼	4	<b>&gt;</b>	∢,
3	•	▼	<b>A</b>	▼	<b>A</b>	<b>&gt;</b>	4	<b>&gt;</b>	4	<b>A</b>
4	<b>A</b>	4	<b>A</b>	4	<b>&gt;</b>	▼	<b>&gt;</b>	. 🛦	4	•
5	▼ '	<b>&gt;</b>	4	<b>A</b>	▼	<b>&gt;</b>	▼	<b>A</b>	<b>A</b>	•
6	<b>\(\right\)</b>	4	1	<b>A</b>	<b>A</b>	<b>&gt;</b>	<b>&gt;</b>	▼	▼	▼
7	•	▼	<b>A</b>	4	▼	<b>&gt;</b>	<b>A</b>	<b>A</b>	4	<b>■</b>
8	•	<b>A</b>	<b>&gt;</b>	. •	<b>&gt;</b>	•	•	<b>&gt;</b>	<b>•</b>	<b>\</b>
9	<b>A</b>	•	•	<b>A</b>	•	•	•	•		