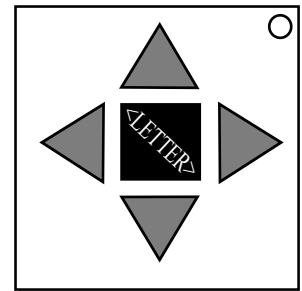


On the Subject of Yellow Arrows

Points!

On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Yellow, you're looking at a different module.



On the display is a random English letter. That is your **Starting Row**. Then, take the last digit of the Serial Number plus one, and move down that many rows. Perform that instruction, and move down again by the same number (If Z is reached but you still have more down moves, loop back to A and continue). Keep doing that, and the module will be disarmed after 5 consecutive correct presses.

Pressing an incorrect button will register a Strike, and the module will reset itself with a new **Starting Row**, and you must start over.

| Letter | Press../If../Otherwise.. |
|--------|---|
| A | Up/The Up button is present/Eat a Screwdriver |
| B | Down/Previous input is Left/Right |
| C | Left/The Serial Number ends with a 3/Up |
| D | Up/This is the Starting Row/Down |
| E | Right/Lit SIG present/Left |
| F | Down/No (PS/2) port present on the bomb/Any |
| G | Up/Down hasn't been pressed yet/Down |
| H | Any/Serial Port present/Right |
| I | Down/No Needy present/Any |
| J | Left/Previous input was Down/Up |
| K | Down/9 is an odd number/Go back to kindergarten |
| L | Up/No batteries on bomb/Down |
| M | Right/Number of battery holders is less than 3/Left |
| N | Any/This is the Starting Row/Right |
| O | Left/The Serial Number contains the letter O/Down |

| Letter | Press../If../Otherwise.. |
|--------|---|
| P | Down/Serial Number has 4 letters/Up |
| Q | Down/Previous input was Right/Left |
| R | Up/Unlit CLR present/Down |
| S | Left/You're not on the 42nd of June/Quit Game |
| T | Left/Number of batteries is even/Down |
| U | Any/No modules on bomb starts with a Y/Any |
| V | Up/Previous input was Up/Down |
| W | Right/No port plates present/Any |
| X | Up/This is the Starting Row/Left |
| Y | Any/Up hasn't been pressed yet/Up |
| Z | Right/Right is Right OR is on the Right/Right |