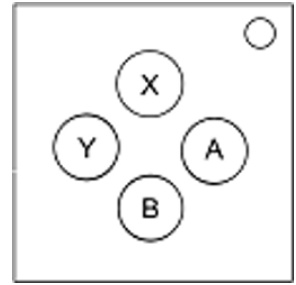# On the Subject of Press X

Due to the fact that gamepads and controllers exist, we unfortunately had to settle with "Press 'X'".

SEE APPENDIX PX100 FOR A LIST OF PRIME NUMBERS UNDER 100.

- This module consists of a four buttons, with the labels "X", "Y", "A" and "B".
- Using edge work, determine which button to press, then determine what time to press it.
- If a time rule states which button to press, it overrules the button rules.

Rules:

Which button to press:

Number of solved modules modulo 4↓	If there are more unlit indicators than lit indicators	If there are more lit indicators than unlit indicators	If there is an equal ammount of lit and unlit indicators*
0	A	B	Y
1	X	Y	A
2	B	A	X
3	Y	X	B

*0 lit idicators and 0 unlit indicators are equal amounts of both.

Time to press:

- If there is a lit indicator with label "CAR", the button you need to press is the "X" button and there are less than 2 batteries, press any button at any point in time.
- Otherwise, if there are 3+ batteries, press the button when the last digit in the countdown timer equal to the first digit in the serial number.
- Otherwise, if the button you need to press is the "A" button and there is either a 2 or 5 in the serial number, press "A" when the seconds digits in the countdown timer says 05 or 30.
- Otherwise, if the button you need to press is not "Y" and there is a lit indicator with the label "NSA", press the button when the seconds digit in the countdown timer are equal to each other.
- Otherwise, press the button when the seconds digits in the countdown timer add to 9.