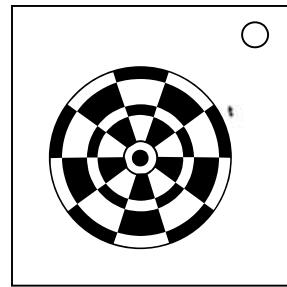


## On the Subject of Not X01

*Presumption and a sweaty hand are the keys to all bomb-related accidents.*

This module consists of a 10-section dartboard with sector value numbering along the edges. Note the north-facing sector of the dartboard is green-tan on this module.



Select the bullseye to activate the module. Once activated, the module will hide the sector values and flash a sequence of six sectors with a pause between repeats.

Determine the base set that consists of the sectors that are directed to by an odd number of true statements in List A.

Alter the base set using the modification that corresponds to the first true statement in List B.

Select the sectors belonging to the altered set and submit them by pressing the bullseye.

Be careful, once a sector is selected, it cannot be deselected again and the sequence will stop flashing until after submission.

If the submission is correct the module will progress to the next of three stages, lengthening the sequence of flashes by three.

Upon an incorrect submission, the module will enter standby and reveal the sector values once again.

**List A**

If...	..., then toggle the sectors that...
any partial sum of flashing sector values is divisible by 25	flashed in the sequence before the first of such partial sums was reached.
three adjacent sectors flashed in clockwise order	are one space clockwise from an odd-valued sector.
three adjacent sectors flashed in anticlockwise order	are one space anticlockwise from an even-valued sector.
two consecutive flashes are diametrically opposed	are diametrically opposite a prime-valued sector.
three distinct even-valued sectors flash consecutively	are on the top half of the dartboard.
two or more pairs of consecutive flashes have sector values with a difference of ten or greater.	have sector values of ten or greater.
all prime-valued sectors flash at least once	have even sector values.
any sector flashes three or more times	are red-black.
no sector flashes twice in a row nor do any adjacent pairs of sectors flash consecutively	are on the opposite half of the board from the sector with largest value.

**List B**

If..	..., then select the sectors that are...
the base set is empty	composite-valued.
the final sum is divisible by any partial sum other than the first and itself	not in the base set.
the final sum is prime	diametrically opposite a sector in the base set.
there are three or more prime partial sums	one space clockwise from a sector in the base set.
there are no prime partial sums	one space anticlockwise from a sector in the base set.
the final sum is a multiple of seven.	vertically opposite a sector in the base set.
three or more partial sums are multiples of seven	horizontally opposite a sector in the base set.
the digital root of the final sum is contained in the serial number	in the base set or have a last digit that is contained in the serial number.
the base set contains more than five sectors	in the base set and have a last digit that is not contained in the serial number.
no above rule applies	in the base set.