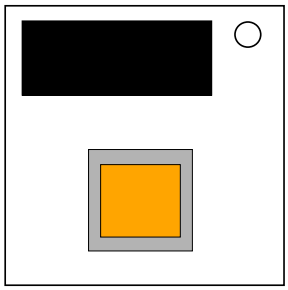
On the Subject of Orange Button't



Orange cube button.

On the module, there is an orange button and a screen with 10 numbers on it. The 10 numbers are marked as N1 – N10 in reading order.

Step 1:

Go through these rules in order. Perform the first action that applies:

1. If N1 < 10, take N2.
2. If N1 + N10 > 150, take N1.
3. If all numbers are > 90, take N3.
4. If N4 = N5, take N10.
5. If N7 < 10 and N8 < 10, take N7
6. If N5 × N6 > 9000, take N6.
7. If N5 > 50, take N5.
8. If N5 = N6, take N8.
9. If N10 < 25, take N4.
10. If N9 > 49, take N9.
11. Otherwise, take the average of all ten numbers, rounding down.

After you got the number, mod 10. When the last digit of the timer is equal to this new value, tap the button.

Step 2:

Now the display will show two numbers. The top number = T, the bottom number = B.

Then, calculate A = (N1 + N2 + N3)(N4 + N5 + N6)(N7 + N8 + N9) + N10.

Finally, W = |T − B| + 1, mod the number of digits in A. Tap the button when the last digit of the timer is equal to the W^{th} digit in A (Start from 0, the position of the leftmost digit).

An incorrect answer will reset the module to step 1, but will not generate new numbers.