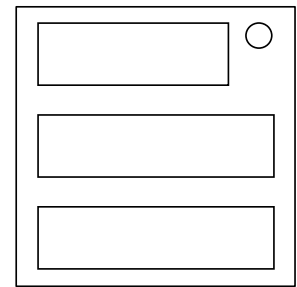


On the Subject of Complicated Buttons

See Appendix B for battery identification reference.

See Appendix C for port identification reference.



1. Look at each button: there is one color and a label on the button. **Purple represents both red and blue.**
2. For **each** button, use the table below to decide whether or not to press the button.
3. Press the buttons in the order listed in the bottom table. If no buttons are pressed, press the second button in the list.
4. **Upon getting a strike, the entire module resets.**

| | White | Red | Blue | Purple |
|--------------------|-------|------|------|--------|
| - | ✓ | 2× | 2× | 2× |
| "Press" | ✓ | ✓ | X | ser |
| middle position | X | ≥2bh | ser | 2× |
| "Press" and middle | ≥2bh | ≥2bh | ser | X |

- ✓ = press the button.
- X = don't press the button.
- 2× = press the button if the serial number contains two or more repeated characters.
- ser = press the button if the bomb has a serial port.
- ≥2bh = press the button if the bomb has two or more battery holders.

Button order

| First button | 0-1 b | 2-3 b | 4-5 b | ≥ 6 b |
|--------------|---------|---------|---------|---------|
| Press | 1, 2, 3 | 2, 3, 1 | 3, 1, 2 | 1, 2, 3 |
| Hold | 2, 1, 3 | 3, 2, 1 | 1, 3, 2 | 2, 3, 1 |
| Detonate | 3, 1, 2 | 1, 2, 3 | 2, 1, 3 | 3, 1, 2 |