After examining the code that was provided, you find in the createSavedPole method that they simply multiply the primes from each pole to get the save number. So, if you have multiplied all 40 primes together, the checkVictory will see if one of the sizes of the poles had 40 primes in it, and for that to happen, the readSavedPole method has to read the save number and determine that when divided by every prime in the ArrayList of that pole, then the number comes out to be one. If the ArrayList contained 40, and when you divided the save number by all 40 numbers in that arraylist, then you should get one for it to be the correct answer. To get this answer, the first 40 primes need to be multiplied by each other. The easiest way for this to happen is to (find a calc that will actually give you the full answer first lol) multiply three save numbers that the program makes when you don’t win. Then you get the answer 166589903787325219380851695350896256250980509594874862046961683989710 as the product, and that is the correct answer.