On the Subject of Antistress

- (DωD) - (

- Use the exclamation point button to cycle between the two pages of options, or go back to the game selection if you are in a minigame.
- To solve the module, press the button labelled "Solve the module" when the last digit of the timer is the number given from the table
- and instructions below.
- Every other option starts a minigame which may relieve stress.
- Press the C button to cycle through the colors of the buttons based on the table below. Long-press the button to reset to the initial color.
- Use the initial color of the buttons and the last digit of the serial number in the table below to get the solution digit.

| 0 | | 4 | 1 | 2 | 4 | 6 | 7 | 9 |
|---|---|---|---|---|---|----|---|---|
| 1 | , | 5 | 2 | 3 | 1 | 5 | 4 | 7 |
| 2 | | 9 | 8 | 3 | 5 | ອ້ | 6 | 5 |
| 3 | | 2 | 3 | 5 | 6 | 9 | 8 | 2 |
| 4 | : | l | 0 | 6 | 9 | 0 | 4 | 8 |
| 5 | | 3 | 6 | 8 | 0 | 0 | 5 | 1 |
| 6 | | 6 | 8 | 2 | 5 | 8 | 0 | 1 |
| 7 | , | 2 | 1 | 7 | 3 | 7 | 9 | 4 |
| 8 | | 6 | 7 | 3 | 2 | 0 | 1 | 0 |
| 9 | | 9 | 4 | 3 | 4 | 7 | 7 | 8 |

N.B.:

- The minigames can still be played after the module is solved.
- A strike will revert the buttons back to the initial color.

