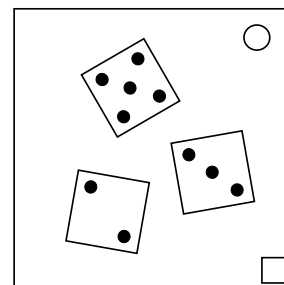


On the Subject of Lucky Dice

Your work here is over. From this point on, it's all down to luck.

There are three dice on the module. To solve the module, identify the one lucky die and press it. To roll the dice, press the button at the bottom of the module. Use the table below to aid in identifying the lucky die.



If the lucky die is...	The lucky die will always...
Red	roll higher than every other die.
Pink	roll an odd number.
Purple	alternate between an odd and even roll.
Orange	roll higher than at least one die.
Yellow	roll 7 - the previous roll (except for the first roll).
Cyan	roll higher than exactly one die.
Blue	roll an even number.
White	roll lower than every other die.
Gray	roll a 1 or higher than every other die.
Black	roll a prime number.