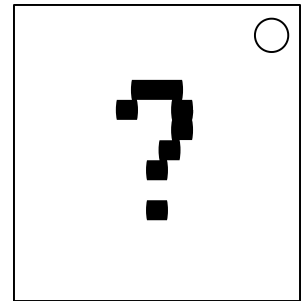# On the Subject of Question Mark

Look, someone made the lucky block from Minecraft into a module!

- The module will look like the Powerup Block from the game Super Mario Bros. To disarm it, begin by pushing and holding it at any time.
- While the module is held, it will display four rapidly cycling images from table 1T3M.
- Take the sum of the numbers associated with each image and subtract 15 until you get a number between 1 and 15.
- Going in reading order, count the images in table 1T3M and pick the one corresponding to the number you got. That is your target image.
- If the target image is not displayed on the module, pick the spatially closest image (center-to-center) in the table that's present on the module as your target image. If there are several, either may be used.
- Release when the last seconds digit on the bomb's timer is the number associated with the target image.

Table 1T3M

2	1	7	3	4*
9	6	8	1	3
8	4	5	6	2

* Note: Do not use this as your target image.