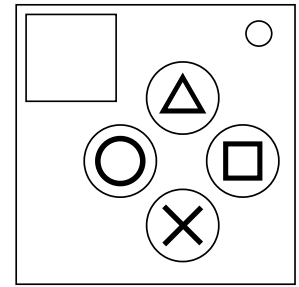


## On the Subject of Quick Time Events

*Press X to not explode! Wait, we already did that.*

The module has 4 buttons, labeled with a triangle, a square, a circle, and an X respectively, imitating a PlayStation controller. There is also a display in the top left corner of the module.

△	□	○	×
1	2	3	4



Press any button to start the module. When this is done, the display will show one of the symbols on the buttons, and a light under one of the buttons will light up.

Start at the position in the large table at the row of the first digit of the serial number and the column of the last digit of the serial number.

Each button has a value, as given by the small table. Move down equal to the value of the symbol on the display and left equal to the value of the lit-up button, wrapping around if necessary. The button in this position is the button you need to press.

Do the same for each subsequent stage, starting from the position obtained from each previous stage. After five consecutive stages, the module will solve. However, pressing an incorrect button, or failing to press a button within 7 seconds will strike and reset the module.

	0	1	2	3	4	5	6	7	8	9
0	△	△	○	×	□	×	□	○	△	□
1	□	○	○	×	□	○	△	○	△	△
2	×	△	△	□	○	□	□	△	□	×
3	○	□	×	△	□	□	×	□	△	×
4	×	□	△	△	○	□	□	×	○	△
5	○	○	□	□	△	□	×	△	×	□
6	△	□	○	×	×	□	○	△	×	○
7	△	×	○	□	△	×	□	○	□	△
8	×	□	○	○	□	△	×	○	△	△
9	□	△	×	□	○	○	□	△	□	×