


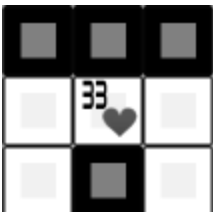



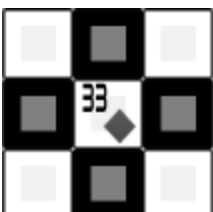


On the Subject of Sueet Wall

This module is sueet.

60	6	37	57
91	95	50	100
2	70	75	56
97	91	31	94
63	65	14	26

- Every button will have a random suit and a random number between 1 and 100.
- You need to press every correct button in order to disarm the module.
- Check the next table to know when to press a button:
- **NOTE:** If when checking sides you leave the module, wrap to the other side.

Suit	Sides to check (black)	Number color	Press if in all the sides you checked, ...
		Black	Numbers are greater than the button's number.
		Red	Numbers are smaller than the button's number.
		Black	Numbers are smaller than the initial bomb timer (in minutes).
		Red	Numbers are greater than the initial bomb timer (in minutes).
		Black	Suits are the same as the button's suit.
		Red	Suits are different from the button's suit.
		Black	Suits' colors are the same as the button's suit color.
		Red	Numbers' colors are the same as the button's number color.

- When pressing a button if it was correct, it will turn green; otherwise it will turn blue.
- If there aren't any correect buttons, you can press any button.