Alert!

These instructions are for your eyes only.

The person with whom you’ve been receiving information has been proven to be a spy. We believe that this individual has information concerning the launch code that will enable the lost Soviet nuclear missile code-named Eratosthenes. You must avert a national disaster! It is imperative that you intercept the information leaking out of this individual like a sieve.

Your task is to intercept the launch code, and to destroy all mechanisms by which others can derive the code.

INTERCEPT INSTRUCTIONS:

Your informant will pass along the launch code in a sequence of numerical values, expecting you to relay the sequence to our Allies as usual. However, another, more elusive spy has infiltrated our Allies so proceed with extreme caution. The first value presented to you will be the code. Protect this value with your life, if necessary. Place this value—the first value that you receive—into this envelope and return it to base.

SABBATOGES INSTRUCTIONS:

We are unable to determine which of our Allies is working as a double agent. In order for no other nation to be able to decipher the launch code and re-enable these missiles, you must subsequently destroy all multiples of the launch code in the stream of numerical values. By passing the remaining stream of values along to the Allies in the usual fashion, you safely disarm the situation and save our great nation from this horrendous threat.

In Summary:
These are your instructions:

1) Intercept the very first value of the numerical stream.
2) Place this value in the envelope provided.
3) Destroy all multiples of this value in the stream.
4) Pass along the remaining values to our Allies—in order—to the rest of our Allies.