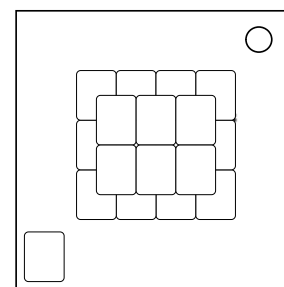# On the Subject of Mahjong

*Plum, Orchid, Chrysanthemum, Bamboo. Remember that.*

- Take the first character of the serial number. If it's a letter, take its alphabetic position and add 9. Take the result modulo 14.

- Find the Mahjong tile in that position in the first Match Row below, counting from 0.

- Perform the same calculation with the second character of the serial number and find the corresponding Mahjong tile in the second Match Row.

- Swap those two tiles.

- Do the same again with the third and fourth character, then once more with the fifth and sixth.

Match Rows

- Identify the extra tile in the bottom-left corner of the module and determine its position in the Counting Row below, counting from 0.

- Cycle the bottom Match Row forward that many tiles.

Counting Row
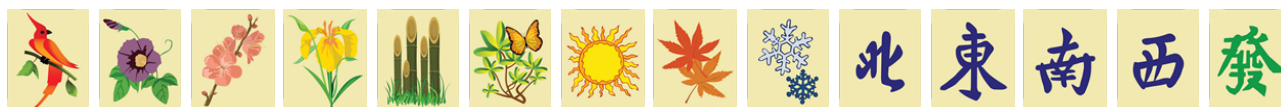
- On the module, a tile is "available" if there is no tile adjacent to its immediate left or right, and no tile is (even partially) on top of it.

- Select pairs of available tiles on the module whose likenesses are vertically aligned in the modified Match Rows.

- A correct pair disappears. An incorrect pair incurs a strike.

- Once all tiles are eliminated, the module is disarmed.