On the Subject of Burglar Alarms

Why would you want to rob a bomb?

This module will display buttons from 0-9, a disarm button, a submit button and a module number. To disarm the module:

- Find the 8 digit long code from the table below.
- Add each digit of the module number to the corresponding digit from the table and obtain the least significant digit of each result.
- Press the disarm button (X) and enter the code, then press the submit button (\checkmark).
- There is a time limit. After the disarm button is pressed you have 15' seconds to input the code. If the time runs out before the correct code is submitted the module will give a strike. If the wrong code is entered the module will give a strike.

#	Condition 1	Condition 2	T	F
1	Batteries > ports	Battery holders even	9	1
	Else	Module # last digit even	3	4
2	PS/2 port	SN has 4 letters	0	6
	Else	Lit BOB	5	2
3	Even number of solved modules	Module 3rd digit even	8	4
	Else	RJ-45 port	9	3
4	Súm of module digits odd	Port plates > indicators	7	3
	Else	D > AA	7	2
5	Solved > batteries × port plates	Even ports	9	3
	Else	Port > indicators	7	,8
6	Parallel port	Serial port	1	5
	Else	Lit FRQ	0	4
7	Batteries > 4	Any unlit	6	2
	Else	Any lit	9	4
8	Batteries = indicators	SN # contains B,U,R,G,1,4	1	0
	Else	SN # contains A,L,M,3,5	0	8