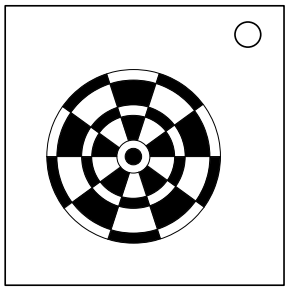
On the Subject of X01



Precision and a steady hand are the keys to all bomb-related activites.

This module consists of a 10-section dartboard with segment value numbering along the edges. Determine how many points you need to check out (see Appendix 301), how many darts you must use, and any restrictions you must follow using the tables below.

		Indicators + Ports		
		0-2	3-5	6+
AA Batteries + # of SN digits	0-2	74	53	79
	3-4	62	41	70
	5	42	47	86
	6-7	38	66	51
	8+	80	67	58

Sum up the red-black segment labels separately from the green-tan segment labels.

- If the red-black sum is greater than the green-tan sum, add 10 to the required points.
- If the red-black sum is less than the green-tan sum, subtract 8 from the required points.
- If sums are equal, the required points is 69.

Find the first satisfied condition below to determine how many darts you must throw and any restrictions. Under no circumstances may you choose the same dartboard segment more than once in your set of darts.

	Dart Count	Restrictions
Three consecutive segment values of 6 or under	3 darts	C,G
Three consecutive segment values of 15 or over	4 darts	D,H
Four consecutive odd segment values	3 darts	A,F
Three consecutive even segment values	4 darts	B,D
Serial Number contains 'M', 'V', or 'G'	4 darts	C,E,I
Exactly 5 segment values over 10	3 darts	G,H
Required points is 45 or under	2 darts	None
None of the above apply	3 darts	B,E,I

Restrictions	
A	May not use single areas of odd-value segments (excludes bullseye)
B	Must use double on top-half of board to close out
C	Must use at least one bottom-half of board double
D	Must close out using green double segment
E	Must use exactly one single bullseye
F	Must use at least one treble
G	Must use at least one single, double, and treble
H	Must use at least one treble of an even-valued segment
I	Each dart must score a different number of points

Close out your score, using the required darts and following all restrictions. Failure to do so will result in a strike, and will reset the module, which will change the values of the board segments.

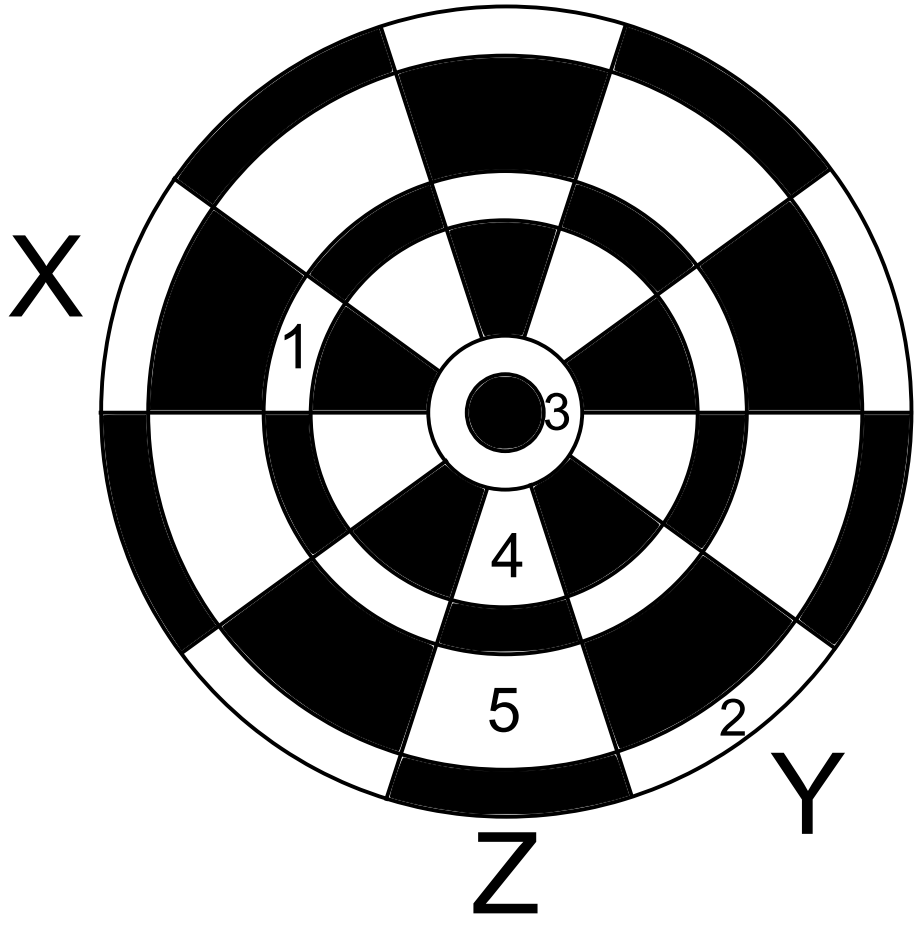
The final dart (which should reduce your remaining points to zero) MUST ALWAYS be on a double segment, either on the double ring or a double-bullseye.

Appendix 301

Darts is played on a board consisting of scoring segments, each of which have a value and a multiplier. The thin outer ring is the double-scoring area, the thin inner ring is the treble-scoring area, and the bigger areas are single-scoring areas. Each scores a multiple of the segment value, printed outside the double ring. The green bullseye section scores 25 points, the red bullseye scores 50.

In the example below, the dart in Position 1 would score three times the value of X, the dart in Position 2 would score double the value of Y, and the dart in Position 3 would score 25, and the darts in Positions 4 and 5 would score Z points apiece.

The objective is to reduce your required points to exactly zero, with the final dart being a double-scoring one. You cannot win, or "close out", if you have an odd number of points remaining for your last dart.


X
1
3
4
5
2
Y
Z