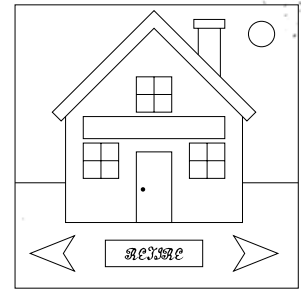# On the Subject of Retirement

Time to spend some time with your remaining limbs following far too many explosions.

- Bob's wife wants to put a snooker table in Bob's workshop so she has decided it is time for him to retire.
- With the help of Bob's family (child and sibling), Bob's wife needs to pick out the most suitable retirement home for Bob to live out his final days.
- Each member of Bob's family has a different influence factor over the decision. Bob's wife has a factor of three, his child has a factor of two and his sibling a factor of one.

Bob's Family

- Begin by finding out the names of Bob's family members, using the tables below.

Batteries modulo 5	Wife's name
0	Eliza
1	Marg
2	Ruth
3	Sandi
4	Toni

Ports + indicators modulo 10	Child's name
0	Amie
1	Ben
2	Dave
3	Janet
4	John
5	Kirsty
6	Kris
7	Lucy
8	Mark
9	Sal

First character of serial #	Second character of serial #	Sibling's name
Odd number	Letter	Frank
Even number	Letter	Jane
Letter	Odd number	Lydia
Letter	Even number	Mike
Two vowels or two consonants		Pat
A vowel and a consonant		Skye
Two numbers		Toby

Bob's Best Home

- Cycle the five potential retirement homes using the arrow buttons.
- For each home, determine how many letters each family member's name has in common with the home name.
- Repeated letters in the home names should be counted as many times as they appear.
- Multiply each number by the family members' influence factor.
- Take the sum of the three family members' scores to get each home's rating.
- The home with the highest rating is the best home for Bob.

- If there is a tie between two or more homes, Bob's wife will pick the home she gave the highest rating to.
- If Bob's wife has rated two or more homes equally highly, pick the home that comes first alphabetically from Bob's wife's highest rated homes.

- Set the home with the highest rating and press the "Retire" button to disarm the module. Pressing the button with the incorrect home set will cause a strike and generate a new selection of homes.