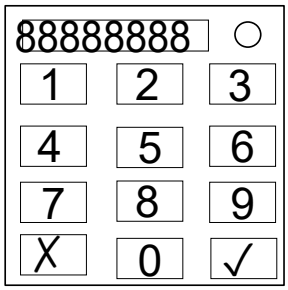
On the Subject of Burglar Alarms



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 code in the table below, press the disarm button (X) and enter the code, then press the submit button (✓). But there is a time limit. After the disarm button is pressed you have 10 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 also give a strike.

Number 1				Number 2			
Batteries > ports		Else		PS/2 port present		Else	
Even number of battery holders	Else	Last digit of module number even	Else	Letters > Digits in the serial number	Else	Lit BOB indicator	Else
9	1	3	4	0	6	5	2

Number 3				Number 4			
Even number of solved modules		Else		All module numbers total an odd number		Else	
Third digit of the module number is even	Else	RJ-45 port present	Else	Number of port plates > number of indicators	Else	Number of D batteries > number of AA batteries	Else
8	4	9	3	7	3	7	2

Number 5				Number 6			
Number of solved modules > number of (Batteries*portplates)		Else		Parallel port present		Else	
Even number of ports	Else	Number of ports > number of indicators	Else	Serial port present	Else	Lit FRQ present	Else
9	3	7	8	1	5	0	4

Number 7				Number 8			
Number of batteries > 4		Else		Number of batteries = Number of indicators		Else	
No unlit indicator	Else	No lit indicator	Else	The serial number contains a B, U, R, G, 1, 4, or R	Else	The serial number contains an A, L, 5, 3, or M	Else
2	6	4	9	1	0	0	8

Next, add the first number of the module number to the first number you got from the table above and the second module number to the second number you got, etc.

If any of the numbers you got are over 9, use the least significant digit.

The code should now be an 8 digit number. This is the code to input.