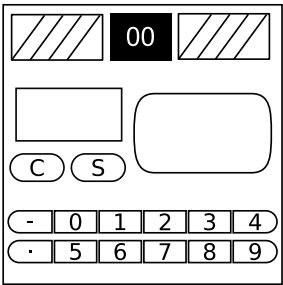


On the Subject of Encrypted Values

Welcome to pain. The sequel. Starring a slightly more tolerable version of the other thing.

- This module contains a twelve-button keypad, a clear and submit button, a display above those to show the current input, and a display with a shape with a letter/symbol inside of it.
- Determine the value of the shape using Table 1, then apply the calculation in Table 2 based on the letter or symbol.
- Round to the nearest thousandth if needed. If your answer is incorrect, the module will deactivate and a strike will be given.



Section 1: Shapes

Shape	Value	Shape	Value	Shape	Value	Shape	Value
	0		5		10		35
	1		6		15		40
	2		7		20		45
	3		8		25		50
	4		9		30		100

Section 2: Letters/Symbols

L/S	Value	L/S	Value	L/S	Value	L/S	Value
A	+1	F	÷2	#	+5	%	+10
B	+3	G	+2	H	x3	R	-5
C	-2	Π	x1.5	O	-1	=	+4
D	-4	S	÷1.5	?	x10	/	x4
E	x2	N	-6	K	÷5	\	÷10