

## On the Subject of Hex To Decimal

*Be happy you are only doing this for one game session. At least you weren't Nintendo in the 1980's figuring out how to program the NES with 0's and 1's.*

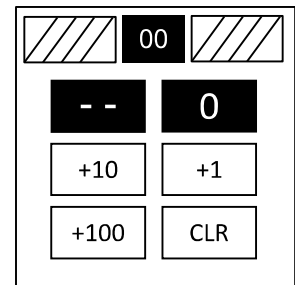
The main display at the top left displays a random hexadecimal character.

The input display at the top right displays the number the defuser has currently added.

Starting from 0, the defuser must add 100, 10, or 1 to get the desired number.

If the defuser messes up, reset by pressing the "CLR" button.

- To find the desired number, use the table below:



	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-A	-B	-C	-D	-E	-F
0-	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1-	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2-	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3-	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4-	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5-	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6-	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7-	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8-	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9-	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
A-	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
B-	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
C-	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
D-	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
E-	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
F-	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255