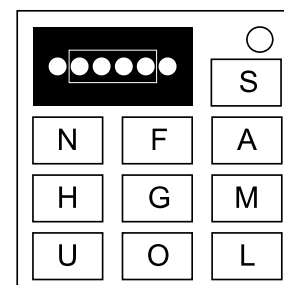


On the Subject of Passcodes

There's 3 of those and 2 of these so it's 5, which is 'S'... Oh come on, I forgot to subtract one!

There are two distinct types of the passcode module, the 4-digit, and the 6-digit. At the start, a 4-digit passcode module has the first and last LEDs (the light on the top) yellow and the rest red, a 6-digit passcode module however, has all six LEDs red. If you enter an incorrect digit, you get a strike and the passcode module switches types. (if it was 4-digit it becomes 6-digit, and viceversa)



Instructions

• 4-Digit Passcode:

1. The number of batteries on the bomb.
2. Just 0, unless any lit indicator has a vowel, in which case it is the number of RJ-45 ports plus one.
3. The number of AA batteries plus the number of PS/2 ports plus two (if you get a number above 9, enter the digit 7).
4. The number on the left of the timer in the seconds section (the one that changes every 10 seconds, also called "decasecond"), only multiplied by two if there's ONE or TWO of the following indicators (on or off): IND, NSA, MSA, BOB, FRK.

• 6-Digit Passcode:

1. Always 8.
2. The number of 5's and 7's in the Serial #.
3. The first digit minus the second digit.
4. The same as a 4-Digit passcode's digit three, minus one.
5. The same as a 4-Digit passcode's digit two, plus one.
6. If you have 1 or more strikes, it's the number of strikes plus one, times the number of strikes, then subtract one. Otherwise, if you have 0 strikes, then enter 9.

Entering the digits

Use the table following tables to identify which letters to press to answer for certain numbers.

"Number to letter" tables

Use this table if the number of ports in the bomb is not even.

Number	Keys to press
0	A, B.
1	C, K, Z.
2	J, P.
3	E, F, L.
4	G, O, M.
5	W, Y, S.
6	Q, R.
7	D, T, U.
8	I, V, N.
9	H, X.

Use this table if the number of ports in the bomb is not odd.

Number	Keys to press
0	W, Y, M.
9	Q, R, S.
8	D, T.
7	I, V, U.
6	H, X.
5	A, B, N.
4	C, K.
3	J, P, Z.
2	E, F, L.
1	G, O.