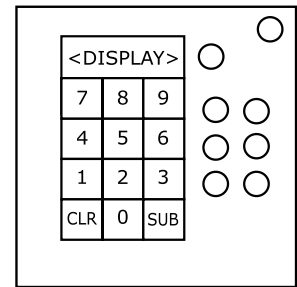


On the Subject of Answer to...

You think you know the answers to a lot of things? Well, think again.

- This module contains a number pad with the digits 0-9, a clear button, and a submit button. Additionally, 6 colored LEDs are present, and a bigger light closer to the top.
- To disarm the module, first obtain the original index using an equation, then modify this value based on the color of the light to the right of the number pad.
- Based on the number obtained, modify a number it corresponds to once more, and submit that to solve the module.



Step 1:

You must use the following equation to calculate the original index for the module:

ORIGINAL INDEX = (batteries * battery holders) + (lit * unlit) + (unique ports * port plates)

Step 2:

After obtaining the original index, you must modify it using the table below based on the color of the light.

Red

- If a parallel AND a serial port are present, add 89 then modulo 30.
- Otherwise, if only a serial port is present, add 6 then modulo 30.
- Otherwise, if only a parallel port is present, subtract 26 then modulo 30.
- Otherwise, add 1 then modulo 30.

Green

- If a TRN indicator is present, add the number of batteries then modulo 30.
- Otherwise, if there is a lit NSA indicator present, add the number of battery holders then modulo 30.
- Otherwise, if there is an unlit CAR indicator present, double the index then modulo 30.
- Otherwise, divide the number by 2 if even then modulo 30. Otherwise, modulo 30.

Blue
<ul style="list-style-type: none"> • If the amount of AA batteries is greater than D batteries, Add the amount of AA batteries then modulo 30. • Otherwise, if the amount of D batteries is greater than AA batteries, Add the amount of D batteries then modulo 30. • Otherwise, if the amount of AA batteries is the same as D batteries, Multiply the number of AA batteries by the number of D batteries and add it to the index then modulo 30. • Otherwise, Multiply by 2 then modulo 30.
Cyan
<ul style="list-style-type: none"> • Multiply your index by the number of D batteries, then modulo 30.
Magenta
<ul style="list-style-type: none"> • Multiply your index by the number of AA batteries, then modulo 30.
Yellow
<ul style="list-style-type: none"> • Multiply your index by the number of indicators, then modulo 30.
Black
<ul style="list-style-type: none"> • Modulo 30.

Step 3:

After you have obtained the correct modified index, find it in the table below.

Modify the "answer number" it corresponds to based on the corresponding rules, and submit the result. If no rules apply, submit the number without any modifications.

Index:	Number:	Rule:
0	Answer to everything: 42	<p>If the fourth LED is blue: there are 0 strikes on the bomb and there is a lit IND then take 12. Otherwise, if there is 1 strike and an unlit FRK then take (42 to the power of 9) % 30. Otherwise, if there are 2+ strikes and a lit BOB then take (42 to the power of 5) % 30.</p> <p>If the second position is red: 0 strikes on the bomb and the last digit in the serial number is even, multiply the last digit by the number of numbers in SN. Otherwise, take away the amount of numbers in the serial number. If there is 1 strike, add the number to (first * last digit in serial). Otherwise, if there are 2 or more strikes, add the sum of serial number numbers.</p>

1	Answer to the number of months - 12	Add the current month that the bomb was generated on. (January = 1, December = 12, etc.)
2	Answer to days in normal year - 365	Add the current month and day of the month. If the module calendar is present, double the solution then modulo by 10000.
3	Answer to love - 69	Add the last digit of the serial number multiplied by the first digit of the serial number.
4	Answer to MLG Pro Game - 420	Submit 462 instead.
5	Answer to number of digits in US phone number - 10	Add the sum of the digits in serial number minus 9.
6	Answer to First Prime Number - 2	Add the sum of the next 5 prime numbers. If there is a Prime Checker on the bomb then take away 17. Otherwise, if there is a Prime Encryption on the bomb, add 3301.
7	Answer to Random Osu Map - 603	Subtract 503 from this number. If there is an osu! module on the bomb, subtract the sum of the numbers in the serial number from the number of letters in serial number and add it to the solution.
8	Answer to a drink (Coffee machine SCP) - 294	Add the sum of the alphabetic position of the letters in SCP
9	Answer to first Four digits of Pi - 3141	Add the sum of the next 4 digits of pi (Hint: it's 5926). However, if there is a Pie module on the bomb, submit 3613.
10	Answer to RNG - 6028	The God of RNG has mercy on you, just submit 6028.

11	Answer to the right path - 0	You have taken the right path, just add 43 to the number. If there is The Matrix module on the bomb, multiply the number by 6 then modulo 10000.
12	Answer to the first four digits of chemistry - 6022	Subtract 118 from the number, UNLESS if there is a Periodic Table module on the bomb, add 118 instead.
13	Answer to Hell - 666	If there is a Creation module on the bomb, add 1332, UNLESS if there is a purgatory on the bomb, add 777 to defeat Satan. Otherwise submit 666.
14	Answer to Heaven - 777	If there is a Necronomicon module on the bomb, add 1554, UNLESS if there is a purgatory on the bomb, add 666 to defeat God. Otherwise, submit 777.
15	Answer to a color - 1337	Submit 1337, UNLESS if there is a Colour Code, Ultimate Cipher OR Rainbow Arrows present on the bomb, add the sum of the digits in the serial number.
16	Answer to the Padovan Sequence - 200	If the second position is Magenta: if you have 0 strikes, add the number of ports. Otherwise, if you have 1 strike, add (unique ports*port plates). Otherwise, if you have 2 or more strikes, take away the number of port plates. If the third position is yellow: 0 strikes on the bomb and the number of modules on the bomb is less than ten, add the number of modules. Otherwise, if you have 1 strike and there are less than 12 modules on the bomb, add 12. Otherwise, if you have 2+ strikes and there are less than 15 modules on the bomb, add the total number of modules.
17	Answer to the Happy number - 709	If the first position is green: if you have 0 strikes, add the alphanumeric position of the first letter in the serial number. Otherwise, if you have 1 strike, add the alphanumeric position of the last letter in the serial number. Otherwise, if you have 2+ strikes, add the sum of all of serial number letter's alphabetic position. If the fourth position's colour is cyan: If you have 0 strikes, add (AA batteries * D batteries). Otherwise, if you have 1 strike, add the number of batteries. Otherwise, if 2 or more strikes, add (batteries * battery holders).

18	Answer to first three digits of acceleration due to gravity - 981	<p>If the sixth position is Green: If you have 0 strikes, add the alphanumeric position of the first letter in the serial number. Otherwise, if you have 1 strike, add the alphanumeric position of the last letter in the serial number. Otherwise, if you have 2 or more strikes, add the sum of all serial number letter's alphabetic position.</p> <p>If the fifth position is Magenta: and you have 0 strikes, add the number of ports. Otherwise, if you have 1 strike, add (unique ports*port plates). Otherwise, if you have 2 or more strikes, take away the number of port plates.</p>
19	Answer to Safe Prime - 839	<p>If the third position is Yellow: 0 strikes on the bomb and the number of modules on the bomb is less than ten, add the number of modules. Otherwise, if you have 1 strike and you have less than 12 modules on the bomb, add 12. If you have 2+ strikes and there are less than 15 modules on the bomb, add the total amount of modules.</p> <p>If the first position's colour is Cyan If you have 0 strikes, add (AA batteries*D batteries). Otherwise, if you have 1 strike, add the number of the batteries. Otherwise, if 2 or more strikes, add batteries multiplied by battery holders.</p>
20	Answer to the Organic Banana - 4011	<p>Submit 4011.</p> <p>If there is a Fruits module on the bomb, multiply the answer by 33 then modulo 10000</p>
21	Answer to the weird number - 836	<p>If the first position is a blue: if there is 0 strikes and a lit IND: Do (836 to the power of 5) % 30. Otherwise, you have 1 strike and a unlit FRK: Do (836 to the power of 9) % 30 Otherwise, you have 2+ strikes and a lit BOB: Do (836 to the power of 5) % 30.</p> <p>If the sixth position is a red: and 0 strikes: If last number in the SN is even, multiply the last number by the amount of numbers in SN. If it is odd, take away the amount of numbers. 1 strikes: first * last number in serial. 2+ strikes, add sum of serial number numbers.</p>
22	Answer to number of chromosomes of banana - 33	<p>If the third position is Magenta and you have 0 strikes, add the number of ports. Otherwise, if you have 1 strike, add (unique ports*port plates). Otherwise, if you have 2 or more strikes, take away the number of port plates.</p> <p>If the fourth position is red: if you have and 0 strikes and the last digit of the serial number is even, multiply the last digit by the amount of numbers in SN and add it to the solution. If it is odd, take away the amount of numbers. Otherwise, if there is 1 strike, add first * last number in serial. If there are 2 or more strikes, add sum of serial number numbers.</p>

23	Answer to number of roles in Town Of Salem - 49	Submit 49, UNLESS there is a Mafia module on the bomb add 11.
24	Answer to the Long Thousand - 1200	<p>If the fifth position is yellow: 0 strikes and the amount of modules on the bomb is less than ten, add the amount of modules. If you have 1 strike and if you have less than 12 modules, add 12. If you have 2+ strikes and you have less than 15 modules on the bomb, add the total amount of modules.</p> <p>If the first position is green: you have 0 strikes, add first letter's alphabetic position. Otherwise, if you have 1 strike, add last letter's alphabetic position. Otherwise, if you have 2+ strikes, add the sum of all serial number letter's alphabetic position.</p>
25	Answer to Sexy prime - 1459	<p>If the first position is blue: 0 strikes and lit IND, take $(1459 \text{ to the power of } 5) \% 30$ and add it to the solution. Otherwise, if there is 1 strike and an unlit FRK, take $(1459 \text{ to the power of } 9) \% 30$ and add it to the solution. Otherwise, if there are 2+ strikes and a lit BOB, add $(1459 \text{ to the power of } 5) \% 30$.</p> <p>If the fourth position is red: 0 strikes and last digit of the serial number is even, multiply the last number by the amount of numbers in SN and add it to the solution. If it is odd, take away the amount of numbers in the serial number. Otherwise, If there is 1 strike, add first * last number in serial. Otherwise, if 2+ strikes, add sum of serial number numbers.</p>
26	Answer to Super prime - 1523	<p>If the sixth position is cyan: if you have 0 strikes, Add (AA batteries * D batteries). Otherwise if you have 1 strike, add the number of batteries. Otherwise if 2 or more strikes, Add batteries multiplied by battery holders</p> <p>If the fifth position is yellow: if you have 0 strikes, and the amount of modules on the bomb is less than ten, add the amount of modules. If you have 1 strike, and if you have less than 12 modules on the bomb, Add 12. If you have 2 or more strikes, and you have less than 15 modules on the bomb, Add the total amount of modules.</p>
27	Answer to Price of KTANE in US dollars - 1499	<p>If the second position is green: if you have 0 strikes, add first letter's alphabetic position. Otherwise, if you have 1 strike, add last letter's alphabetic position. Otherwise, if you have 2+ strikes, add the sum of all of serial number letter's alphabetic position.</p> <p>If the first position is Magenta: if you have 0 strikes, add the number of ports. Otherwise, if you have 1 strike, add (unique ports*port plates). Otherwise, if you have 2+ strikes, take away the number of port plates.</p>

28	Answer to sum of the cubed of the first 7 prime numbers - 8944	Submit 8944, UNLESS there is a Cube module present, submit 6832 instead.
29	Answer to the Unique Prime - 9091	This prime is a very unique prime just submit it.

NOTES: The light to the right of the display is only used when determining the Modification rule for step 2.

The six LEDs to the right side of the number pad are only used in the third step, BUT must be read in reading order from top left to bottom right.

If your final solution exceeds 10000, modulo it by 10000.