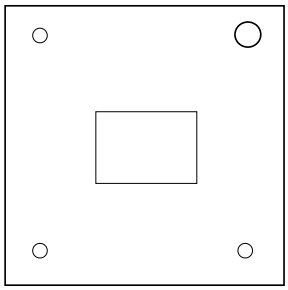
On the Subject of The Time Keeper



I just need a few more seconds, okay?

- You are presented with a digital display and 3 colored LEDs. Based on the colors of the LEDs, the color of the digits, the number displayed, and some other information provided on the bomb, you must decide when to click which LED.
- The LEDs will be referred to in the order they appear in standard reading order.
- You only need to click one LED to solve the module.
- LEDs and the displayed number will each be in one of the following colors: Red, Yellow, Blue, Green, Black, or White.
- Starting with the displayed number, adjust it using the following steps in the order they appear.
- If at any time you are told which LED you need to click, that is final. Disregard any further instructions on which LED to click.
- Whenever you reach an endpoint (marked END), stop following the steps, the number you now have is your final number. If an LED has not been selected by any of the steps prior to your endpoint, refer to the Deciding on an LED section on page 3
- ***When to press the button:***
  - Once you have your final number and LED to click, click the correct LED when the number of seconds remaining on the bomb is equal to your final number.
  - You can have a 2 sek diffrence/deviation.
  - You can also multiply OR divide your number by any amount of 2. Those times will also be accepted.
  - If you press an LED with less than 10 seconds remaining on the bomb, you will receive a strike regardless of whether or not the time you pressed is acceptable. The module will still be passed, however, if the time you clicked on is acceptable.
- If you are told to add a letter to your number, add the letter's corresponding numeric value (A=1, B=2, etc.). Ex. 23 + D = 27

1. Displayed number + all letters in S# - all Numbers in S#
2. 1. LED is **white** --> +14
3. 2. LED = display color --> +22. Otherwise +13
4. +2*Portplates , DVI present --> -9
5. *1. LED = 2. LED = 3. LED --> press 1st LED on submit*
6. Display color = red, green or blue AND no LED yellow --> + displayed number
7. Total number of modules > Batteries + Battery holders --> -18
8. Even number AND >72 --> /2.
9. *2. LED is green or **black** --> press 2nd LED on submit*
10. Current number % 23 < 2*ports --> END.
11. + Numeric value of the month
12. Displayed number > 23 --> +battery holders. Otherwise *battery holders.
13. + 2*lit Indicators - 3*unlit Indicators
14. *1. LED = 3. LED = display color AND 2. LED diffrent color --> press 3rd LED on submit AND END.*
15. Rule 9 applied --> +10. Otherwise -19.
16. Current number < 0 --> *(-2) AND END.
17. *3
18. Letter Count of all LED colors > 13 --> add letter count if display color.
19. No port plates --> END.
20. Press highest letter count LED on submit UNLESS tie OR FRK indicator
21. +first letter in all unlit indicators. Otherwise if none --> *3
22. END.

NOTE: When at END: If number < 0 --> remove negative sign. If number < 10 --> +13.

Deciding on an LED

If no rule on pressing the submit LED applied:

- Number < 100 --> press 1. LED on submit
- Display color is green AND 1. LED is NOT green --> press 3.LED on submit
- LED and display have diffrent colors --> press 1. LED on submit
- Parallel port --> press 2. LED on submit
- --> press 3. LED on submit