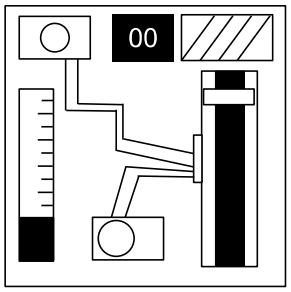
On the Subject of Not Capacitor Discharge



I'm going to guess that this is just meant to fill in the gaps, because otherwise this is some shoddy modification work.

This module consists of a capacitor, a lever, a light and a bar display on the left. The display has tick marks on the right.
If the tick marks are on the left, you are looking at a different module.

When the module activates, a random 2-digit number will be displayed at the top.
Before the capacitor overloads, use the tables below to determine when to hold and release the lever before the bar on the left is filled.
Use the first row whose condition is true.

Warning: Pressing or releasing the lever at an incorrect time will cause the charge in the capacitor to increase.

If the last digit of the bomb's serial number is odd:

Depending on the displayed number, press the lever when the right-most seconds digit on the bomb's timer is:

Condition	00-20	21-40	41-60	61-80	81-99
No parallel port	1	0	8	2	6
No serial port	3	5	4	0	7
No DVI-D port	9	2	9	7	4
No stereo RCA port	6	5	1	8	3
No PS/2 port	7	0	6	9	5
No RJ-45 port	3	2	8	4	1
Otherwise	any	prime	even	odd	first digit of serial number*

Release the lever when the right-most seconds digit on the bomb's timer is:

Condition	00-20	21-40	41-60	61-80	81-99
Serial number contains a vowel	7	9	0	5	9
Serial number contains a prime digit	3	6	2	0	3
Serial number contains Q, R, or Z	3	4	8	6	2
Serial number contains X, Y, or K	1	7	8	4	0
Serial number contains O, A, or T	9	5	1	8	1
Serial number contains D, I, or E	6	5	4	2	7
Otherwise	0	0	0	0	0

* If the serial number contains no digits, use 0.

If the last digit of the bomb's serial number is even:

Depending on the displayed number, press the lever when the right-most seconds digit on the bomb's timer is:

Condition	00-20	21-40	41-60	61-80	81-99
No batteries	1	7	3	0	9
Exactly 1 battery	4	3	5	1	6
Exactly 2 batteries	5	0	8	9	3
Exactly 3 batteries	8	8	2	6	7
Exactly 4 batteries	9	1	6	4	2
Exactly 5 batteries	0	4	2	5	7
Otherwise	last digit of displayed number	digital root of displayed number	not prime	10 seconds digit of bomb timer	any

Release the lever when the right-most seconds digit on the bomb's timer is:

Condition	00-20	21-40	41-60	61-80	81-99
0-2 solved modules	1	7	3	5	9
3-5 solved modules	0	4	8	6	0
6-8 solved modules	2	5	7	2	3
9-11 solved modules	9	2	8	4	6
12-14 solved modules	7	4	3	1	0
15-17 solved modules	6	8	1	5	9
Otherwise	9	9	9	9	9