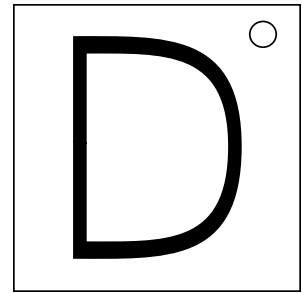# On the Subject of D

No wonder why this module is a blank module...
...it's because I'd suck this module's D.

Refer to Appendix BLANK in [Blind Alley](https://ktane.timwi.de/HTML/Blind%20Alley.html#app-blank-modules) for blank modules identification.

This module is blank, but hovering over the module will reveal the letter D.

To solve the module, press the D three times, corresponding to the bomb's D-value.

To calculate D, take the sum of the base-36 digits in the serial number.

OR... you can use this lookup table, and take the sum of the corresponding values from each serial number character (you will get the same result anyway). Use the left column of each colored pair as the serial number character you're referencing, and the right for its base-36 equivalent:

0	0	6	6	C	12	I	18	O	24	U	30
1	1	7	7	D	13	J	19	P	25	V	31
2	2	8	8	E	14	K	20	Q	26	W	32
3	3	9	9	F	15	L	21	R	27	X	33
4	4	A	10	G	16	M	22	S	28	Y	34
5	5	B	11	H	17	N	23	T	29	Z	35

To submit the module, take the D that you obtained, and prepend zeros until it is of length 3. From most significant to least significant, press the D when the last digit of the timer matches the corresponding digit.

For example, if your bomb's serial number is 4D1HM4, D would be 4+13+1+17+22+4=61. Prepending a zero gives 061. In this scenario, the defuser would press the module when the last digit of the timer is 0, then again when it's 6, and then one last time when it's 1.

The module either solves or strikes accordingly once you have inputted three numbers. If the module strikes, you need to re-input the submission once you get it into the module.

On The Subject Of D's Anti-Unicorn Rule

It's not as bad as Cruel Simpleton, but my calculations suggest that this happens on 10% of bombs.

When you are solving D, look out for these three edgework conditions:

1. A port plate with ONLY a DVI-D port.
2. An SND and/or IND indicator being present.
3. At least one D battery and no AA batteries.

If two or all three conditions apply, **every instance of Simon Stores or UltraStores on the bomb MUST be solved first before you can solve any D modules.** Attempting to solve D while there are any unsolved Simon Stores or UltraStores modules on the bomb will cause a strike, regardless of whether the submitted D was correct or not.