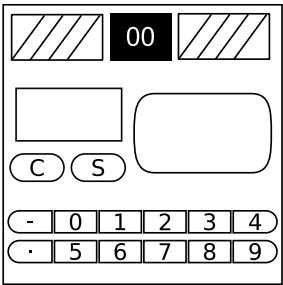


On the Subject of Encrypted Values

Welcome to pain. The sequel. Starring a slightly more tolerable version of the other thing.



- This module contains a twelve-button keypad, a clear and submit button, a display above those to show the current input, and a display with a shape with a letter/symbol inside of it.
- Determine the value of the shape using Table 1, then apply the calculation in Table 2 based on the letter or symbol.
- Round to the nearest thousandth if needed. If your answer is incorrect, the module will deactivate and a strike will be given.
- **Important:** Any rounding should be done as commercial rounding.

Section 1: Shapes

| Shape | Value | Shape | Value | Shape | Value | Shape | Value |
|-------|-------|-------|-------|-------|-------|-------|-------|
| | 0 | | 5 | | 10 | | 35 |
| | 1 | | 6 | | 15 | | 40 |
| | 2 | | 7 | | 20 | | 45 |
| | 3 | | 8 | | 25 | | 50 |
| | 4 | | 9 | | 30 | | 100 |

Section 2: Letters/Symbols

| L/S | Value | L/S | Value | L/S | Value | L/S | Value |
|-----|-------|-----|-------|-----|-------|-----|-------|
| A | +1 | F | ÷2 | # | +5 | % | +10 |
| B | +3 | G | +2 | H | x3 | R | -5 |
| C | -2 | π | x1.5 | O | -1 | = | +4 |
| D | -4 | S | ÷1.5 | ? | x10 | / | x4 |
| E | x2 | n | -6 | K | ÷5 | \ | ÷10 |