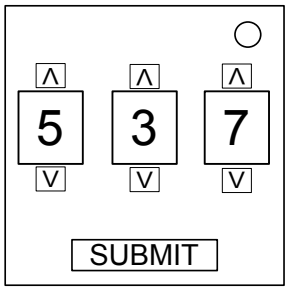
On the Subject of Skewed Slots



This has to be illegal somehow...

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.
See Appendix Math for a mathmatical terms reference.

- A skewed slots module contains 3 numeric displays and a submit button on it.
- Based on the current display on the slots, submit the correct numbers based on following sections of rules. Each section is labeled with which digit it applies to.
- After all the rules have been applied, if the digit below 0, add 10 or if the digit is above 9, subtract 10. Repeat this until the digit is between 0-9.
- If you submit the incorrect digits, the slots will automatically spin and a strike will be assigned.

NOTE: The original digit is the digit before it was modified at all.

All Digits

Replace any 2 with a 5 and any 7 with a 0.
For every lit indicator add 1 to the digit and subtract 1 for every unlit indicator.
If the digit is a multiple of 3, add 4 to it.
Otherwise, if the digit is greater than 7, multiply it by 2.
Otherwise, if the digit is less than 3 and it's an even number, divide it by 2.
Otherwise, if there is an RCA or a PS/2 port on the bomb, skip the rest of the rules in this section.
Otherwise, take the original digit and add the number of batteries on the bomb.

1st Digit

If the digit is even and greater than 5, divide it by two.
Otherwise, if the digit is prime, add the rightmost number in the serial number.
Otherwise, if there is a parallel port on the bomb, multiply it by -1.
Otherwise, if the original digit to the right is odd, leave this digit unchanged.
Otherwise, subtract 2 from it.

2nd Digit

If there is a unlit BOB indicator, leave this digit unchanged.
Otherwise, if the digit is 0, add the original digit from the 1st display.
Otherwise, if the digit is in the Fibonacci sequence, add the next digit from the Fibonacci sequence based on the first occurrence of the digit.
Otherwise, if the digit is greater than or equal to 7, add 4.
Otherwise, multiply it by 3.

3rd Digit

If there is a serial port on the bomb, add the largest number from the serial number.
Otherwise, if the original digit is the same as any of the other original digits, leave this digit unchanged.
Otherwise, if the digit is greater than or equal to 5, add up all the individual digits in the binary form of the original digit for the new number.
Otherwise, add 1 to the digit.

Appendix Math: Mathmatical Terms Reference

Fibonacci Sequence

1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ...

Prime Numbers

0	1	**2**	**3**	4	**5**	6	**7**	8	9
10	**11**	12	**13**	14	15	16	**17**	18	**19**
20	21	22	**23**	24	25	26	27	28	**29**

Binary Conversions

Decimal	Binary Form
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
10	1010