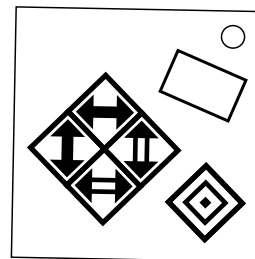


On the Subject of Double-Oh

Not as good as Double-Oh Seven, but one takes what one can get. Stupid piece of junk; broken display, broken buttons...



- A display is shown with a two digit number, as well as five buttons. Using the buttons, toggle the display to 00 (located in the center of the below table), then hit the submit button.
- Four of the five buttons toggle the number in the display. Based on the table below, consisting of a 3x3 grid of smaller 3x3 grids, the buttons will behave in the following fashion:
- The “↑” button moves to the next position up or down within the current smaller grid, looping if reaching the edge (example: 00 to 85 to 14 to 00)
- The “←” button moves to the next position left or right within the current smaller grid, looping if reaching the edge (example: 00 to 56 to 21 to 00)
- The “⇅” button moves to the same position in the next large 3x3 grid up or down, looping if reaching the edge (example: 00 to 22 to 58 to 00)
- The “↔” button moves to the same position in the next large 3x3 grid left or right, looping if reaching the edge (example: 00 to 44 to 65 to 00)
- The “■” button is the submit button. Pressing it will disarm the module if 00 is displayed and cause a strike otherwise.

NOTE: This module is old, and the last digit glitches out when the first digit is zero. In addition, the wiring for the buttons is acting up, so the functions of the buttons may be swapped. Fortunately, the strikes from the submit button are only registered by the bomb if the displayed number is less than 10.

60	02	15	57	36	83	48	71	24
88	46	31	70	22	64	07	55	13
74	27	53	05	41	18	86	30	62
52	10	04	43	85	37	61	28	76
33	65	78	21	00	56	12	44	87
47	81	26	68	14	72	50	03	35
06	38	42	84	63	20	75	17	51
25	73	67	16	58	01	34	82	40
11	54	80	32	77	45	23	66	08