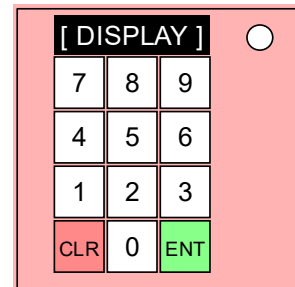# On the Subject of Number Pads

Try putting in 0000. No? Try 0001. Still not working? We might be here for a while...

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.

- Enter a 4-digit code using the numbered keys.
- Press the green button labelled ENT to submit the entered code.
- Press the red button labelled CLR to discard the entered code.
- Perform the first action that applies on each level.

Using the wheel chart, starting from the center, pick a path by following the instructions below for each level you are on. (center level is 1, next one out is 2, etc.) Each path you take is the code digit corresponding to its level number unless contradicted by higher levels' instructions. Follow the final instructions after you complete all four levels.
On the first level, the paths are in order from upper-right to upper-left going clockwise. On all other levels, they are in order from the counter-clockwise path to the clockwise path.

Level 1:
If the last digit of the serial number is even and there is an even number of batteries, take the first path.
If the last digit of the serial number is odd and there are any strikes, take the second path.
If the serial number contains a vowel, take the third path.
Otherwise, take the fourth path.

Level 2:
If there is a lit FRQ indicator, take the first path.
If there are any DVI-D, PS/2, or Serial ports on the bomb, take the second path.
If there are less than two ports on the bomb, take the third path.
Otherwise, take the fourth path. If the sum of all serial number digits is even, subtract 1 from the first digit (if it's 0, it becomes 9).

Level 3:
If there is an odd number of modules solved on the bomb, take the first path.
Otherwise, take the second path and reverse the current 3-digit code.

Level 4:
If the number of strikes is zero or two, take the first path and add 1 to each digit (if a digit is 9, it becomes 0).
Otherwise, take the second path.

Final Instructions:

(follow all instructions in this order)

If there are no vowels in the serial number, swap the first and third digits.

If there are less than 3 batteries on the bomb, swap the second and third digits.

If both criteria above are not met, swap the first and fourth digits.

Finally, if the sum of all the digits in the code is odd, reverse the code.

Wheel Chart