

Diagram illustrating a text input field with a text box, a text label, a list of characters, and a list of numbers.

Keep in mind that if you have strikes*, you must add those strikes to the resulting key.

Add to the key the number of solved modules at the moment of the word generation then proceed as like as in Case 02.
Keep in mind that if you go over the 25, the next number will be 0 because numbers go only from 0 to 25.

***You want to add only the strikes that you have when the word is generated.**

Letter-Number Relation

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