

On the Subject of Not Fast Math

Gotta go fast!

This is just like Fast Math module but without any offsets.

- Two letters will be displayed on the screen. Use the number pad, then the submit button to disarm the module.
The module will have 3 - 5 stages before being disarmed.
- Press the "GO!" button to start. You have 10 seconds to submit the **two digits** answer. (The time can be changed in the Mod settings file.)
- If the countdown meter reaches 0, a strike will be recorded, and the module will reset.
- Once a stage is complete, the timer will restart, and two new letters will show on the display.

The interface consists of a rectangular display area on the left. To its right is a numeric keypad with buttons for digits 0 through 9, arranged in a 3x4 grid. The bottom-right button of the keypad is labeled 'SUBMIT'. Below the keypad is a large rectangular button labeled 'GO!'. Above the keypad is a small circular button. At the top of the interface is a label '<DISPLAY>'.

Right Letter:		A	B	C	D	E	G	K	N	P	S	T	X	Z
Left Letter:	A	25	11	53	97	02	42	51	97	12	86	55	73	33
	B	54	07	32	19	84	33	27	78	26	46	09	13	58
	C	86	37	44	01	05	26	93	49	18	69	23	40	22
	D	54	28	77	93	11	00	35	61	27	48	13	72	80
	E	99	36	23	95	67	05	26	17	44	60	26	41	67
	G	74	95	03	04	56	23	54	29	52	38	10	76	98
	K	88	46	37	96	02	52	81	37	12	70	14	36	78
	N	54	43	12	65	94	03	47	23	16	62	73	46	21
	P	07	33	26	01	67	26	27	77	83	14	27	93	09
	S	63	64	94	27	48	84	33	10	16	74	43	99	04
	T	35	39	03	25	47	62	38	45	88	48	34	31	27
	X	67	30	27	71	09	11	44	37	18	40	32	15	78
	Z	13	23	26	85	92	12	73	56	81	07	75	47	99