On the Subject of Hex To Decimal

Be happy you are only doing this for one game session. At least you weren't Nintendo in the 1980's figuring out how to program the NES with 0's and 1's.
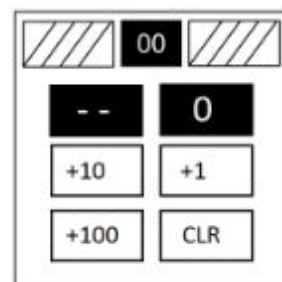
The main display at the top left displays a random hexadecmal character.

The input display at the top right displays the number the defuser has currently added.

Starting from 0, the defuser must add 100, 10, or 1 to get the desired number.

If the defuser messes up, reset by pressing the "CLR" button.

• **To find the desired number, use the table below:**

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-A	-B	-C	-D	-E	-F
0-	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1-	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2-	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3-	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4-	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5-	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6-	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7-	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8-	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9-	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
A-	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
B-	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
C-	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
D-	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
E-	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
F-	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255