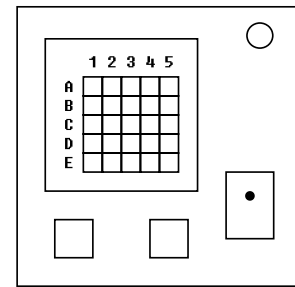


On the Subject of Mega Man 2

In the year 200X, a super robot named Mega Man was created. Dr. Light created Mega Man to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man.

Mega Man 2 lets you input a password using 9 red points. To solve the module, create the correct password.



The master who uses the weapon shown on the module is dead, the master shown is alive. The rest of the masters are only alive if the **Alive condition** applies. Otherwise, they're dead.

The number of **E-Tanks** you have is the sum of all digits in the serial number. Keep adding/subtracting 5 until you are in the range of 1-5. The spot for E-Tanks is "A#".

Robot master	Weapon	Name	Is dead	Is alive	Alive condition
		Air Man	B2	E1	# of indicators = 4
		Bubble Man	D5	D2	# of battery holders \leq first SN digit
		Crash Man	D4	B1	# of port types = 5
		Flash Man	C5	B3	# of batteries = # of ports
		Heat Man	C1	E4	RJ-45 port present
		Metal Man	B4	E5	# of lit indicators = second SN digit
		Quick Man	C3	D3	# of AA batteries = # of unlit indicators
		Wood Man	E2	C4	E-Tanks spot. \neq A3