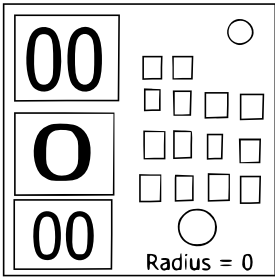


On the Subject of Procedure

So this is what sequences feel like...

This module will have 3 displays, the top being the starting number, the middle being the method and the bottom being the repeats. There will be a keypad with 14 buttons to answer with. Under the keypad is a circle with a radius (not to scale) that might be used in methods.



Method list

The method display has a number that equals one of the formulas below.

1	$(xr + p) \% 4000$	5	$  (x - 75d) \% 200  $
2	$(x(b/7)) \% 50$	6	$(x^2) \% 39$
3	$  (xs - o) \% 65  $	7	$(12(r \% 5)) \% 24$
4	$(x/r + (fh)) \% 14$		

x = current number	r = radius of circle
p = ports	d = diameter
b = batteries	o = unlit indicators
f = two factor widgets	h = battery holders

- Note 1: The 'l' sign means absolute value.
- Note 2: If dividing x has a remainder, ignore it.

Solving

Start with the top display number and use the middle display number as the method, repeating it using the bottom display number. Remember that every new repeat uses the new number from the previous repeat. The first time counts as 1 repeat.

After you finish repeating the method and get your final current number, modify your method number with the formula " $((\text{Method Number} + \text{Current Number}) \% 7) + 1$ "

Using this new method number, go through the same process as stated in the first paragraph of this section, using the new starting number and method but same repeat amount.

When that is done, modulo the new number by 14 and press the corresponding keypad button to solve the module.