

On the Subject of Slow Math

Gotta go slow!

Find the intersections of the three letters shown on the module in the triangle, where red is the first letter, green is the second letter, and blue is the third letter.

<DISPLAY>				<input type="text"/>
0	1	2	3	<input type="text"/>
4	5	6	7	
8	9	SUBMIT		
GO!				

Take each intersection in reading order, using the rules on the left side of the triangle to convert letters to numbers, and concatenate them together. Press GO, (which starts a 60 second timer) then submit this number.

For each subsequent stage, apply the same process, but add this new number to all the numbers across the previous stages. There will be 3 to 5 stages.

Note: pressing any number button will **increase** the timer by 10 seconds. Running out of time or causing the timer to go over 45 seconds will incur a strike.

F: The alphabetic position of the first letter in the serial number.

H: The number of indicators containing a vowel.

I: Indicators with an 'R'.

J: If there is a voltage meter, the voltage rounded down, otherwise the needy count.

L: The sum of the serial number's digits.

M: The last digit of the serial number.

O: Solvable modules.

Q: Lit indicators.

R: Port plates.

U: Indicators.

V: Batteries.

W: Ports.

Y: Stage.

Additional notes:

There are no zeros in the table.

Use **SHIFT** to highlight the red arrows on the left.

Use **CTRL** to highlight the green arrows on the right.

Use **ALT** to highlight the blue arrows on the bottom.

Click on either the arrow or the line in the table to highlight.

Black lines on the timer are at 5 second intervals.

