On the Subject of Lengthy Lockdown

"I can't wait for 2 weeks off of school!"

This is module in which you log certain numbers provided on a display to match a certain code.

Display

On the module, there is a number display. This display shows both the current number, and your current log. You must match your log with the provided log below.

Log

The only accepted numbers for a log are within the table below, in the exact sequence from left-to-right.

12	5	14	7	20	8
L	E	N	G	T	H

Accepting

If the number is within the log, you must accept it and **then** log it.

Refusing

If the number is **NOT** within the log, you must refuse it. Logging a refused number will result in a strike.

Submission

When submitting the last accepted number into the log, the press must be timed in accordance with these rules. If the button is pressed out of time, the module will reset and will result in a strike.

- If the serial number **has a vowel,** submit when the countdown timer has a 7 in the last position.
- Otherwise, if the bomb contains **2 batteries,** submit when the countdown timer has a 2 in the last position.
- Otherwise, submit when the countdown timer has a 0 in the last position.

General Rules

1. You must accept the number, then log it. You cannot log a number before accepting/refusing it. This results in a strike.
2. If you complete the number sequence and send the final log with missing numbers OR numbers in the wrong sequence, you will restart. This results in

a strike.

3. You cannot refuse a correct number. This results in a strike.