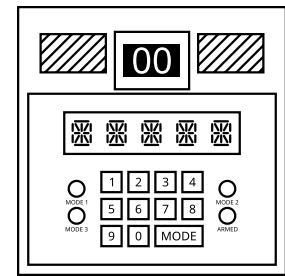


## On the Subject of M.A.S.

*Keeping Sith out since the Old Republic*

**IMPORTANT:** All letters, when converted to numbers, are mod 10 starting at 0 (i.e. between 0 and 9 // A = 0)



- When turning on, the needy will sit idle and track module solves\*
- Solving a module *may*\*\* trip the alarm, beeping 3 times
- You will have 2 minutes to input the correct password

Take the first character (Ignoring "The " if applicable) of the most recently solved module. Convert to a number (**FLAG**):

- **LETTER:** convert into a number and mod 10 (If > 9, subtract 10 until <= 9)
- **NUMBER:** Take only the first digit (204 would only return 2)

Set the alarm mode using the following rules:

1. IF the module is a **Security Module** listed on page 2, use MODE 3
2. ELSE IF the solved module's first character (and/or FLAG if a letter) is in the serial number, use MODE 1
3. ELSE use MODE 2

The display should show a 5-character code. Convert all the letters into digits then follow the steps below:

1. Add FLAG to each digit (subtract 10 if > 9)
2. If FLAG is:
  - **EVEN:** swap the first and last digits
  - **ODD:** swap the second and fourth digits
3. Shift the code right by 2 digits, looping the edges
  - **EXAMPLE:** 12345 -> 45123
4. If the total number of alarm trips is even, reverse the code
5. If MODE is 3: invert the code
  - **EXAMPLE:** 01234 -> 98765

Submit the code to disable the alarm. Use the MODE button to clear the display

**\*If the most recently solved module's name doesn't start with an english letter or number, it's automatically ignored and will not be tracked**

**\*\*The alarm will trip sometime between 1 and 3 module solves, and Security Modules will always trip. Blacklisted modules are not tracked**

## M.A.S. Security Module List

Special modules require special protection. Below is a list of all modules that require additional security:

- **Safes:**
  - Safety Safe
  - Combination Lock
  - The Jewel Vault
- **Keypads:**
  - Number Pad & Not Variant
  - Number Sequence
  - Burglar Alarm
  - Passcodes
  - Playfair Cipher
  - Prime Encryption
  - The Entire Cipher Library & Cycle Reskins
- **Interfaces:**
  - The Generator
  - Double-Oh & Cursed/Not Variants ~~Broken crap sending the wrong codes~~
  - Factory Code
  - Sysadmin, Web Design, & Scripting
  - Waste Management
- **Military Instruments:**
  - Silo Authorization
  - Military Encryption
  - Battleship
  - Encrypted Morse
  - Morsematics & Not Variant
- **REDACTED:**
  - The Crystal Maze
  - The Cube
  - Lightspeed
  - V
- **Others:**
  - The Stock Market
  - Crypto Market
  - Algorithmia
  - Silly Slots

THE ALARM SYSTEM IGNORES THESE MODULES