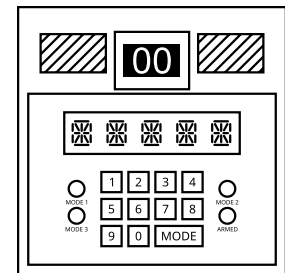# On the Subject of M.A.S.

Keeping Sith out since the Old Republic

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

- 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. <u>IF</u> the module is a **Security Module** listed on page 2, use MODE 3.
2. <u>ELSE IF</u> the solved module's first character <u>(and/or FLAG if a letter)</u> is in the serial number, use MODE 1.
3. <u>ELSE</u> 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. <u>**Use the MODE button to clear the display.**</u>

*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
    - Forget Infinity
    - 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 & Access Codes
    - Military Encryption & Binary Memory
    - Battleship & The Swan
    - Encrypted Morse & Morse War
    - Morsematics & Not Variant
- **REDACTED:**
    - The Crystal Maze
    - The Cube
    - Lightspeed
    - V
- **Others:**
    - The Stock Market & Crypto Market
    - Algorithmia
    - Silly Slots
    - Cookie Jars ~~Must not let mother know~~

[THE ALARM SYSTEM IGNORES THESE MODULES.](#)