On the Subject of The Funny Number

I prefer 25 myself.

- To disarm this module, you have to enter the number that, when added to the diplayed number, will equal 69.
- If the displayed number is greater than 69, use the negative "-" to subtract from the displayed number to get 69
- Once you have the correct input, you can press the submit button to disarm the module
- Inputing anything other than the correct answer will result in a strike
- If you make a mistake, you can press the cancel button to reset your input
- If the displayed number is equal to 69, you can press submit without inputing anything