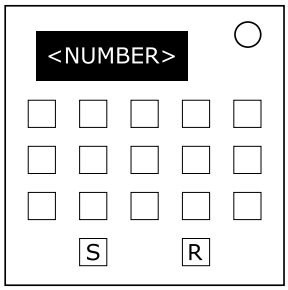
On the Subject of Blind Math



It gets much harder to do math when you can't see what you're doing.

This module has a display with a number on it, 15 blank buttons, a green "S" button, and a red "R" button.

Each blank button corresponds to a math operation. When pressing one of these buttons the operation is applied to the number on the display. Each button can only be pressed once.

To solve the module figure out what each blank button does and modify the initial number into the target number. Once you think you have the target number on the display press the green button to submit. If you need to reset the module back to its initial state then press the red button.

Submitting when the display does not have the target number will cause a strike.

Determining the Target Number

The target number consists of 4 concatenated parts. Each part is defined as follows:

- 1st Part - # of batteries.
- 2nd Part - # of indicators.
- 3rd Part - # of ports.
- 4th Part - last digit of the serial number.

Note that if the serial number contains only consonants then the target number is negative.

Possible Operations

Here is a list of all possible operations the blank buttons can have:

- Add a number from 1 to 100.
- Subtract a number from 1 to 100.
- Multiply by a number from -5 to 5 (excluding 0 and 1).
- Divide by a number from -5 to 5 (removing all decimals, excluding 0 and 1).