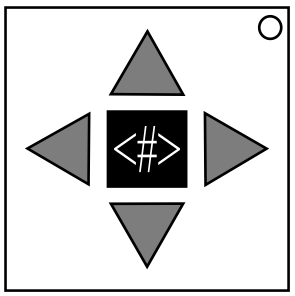
On the Subject of Not Blue Arrows



I mean, you have a point.

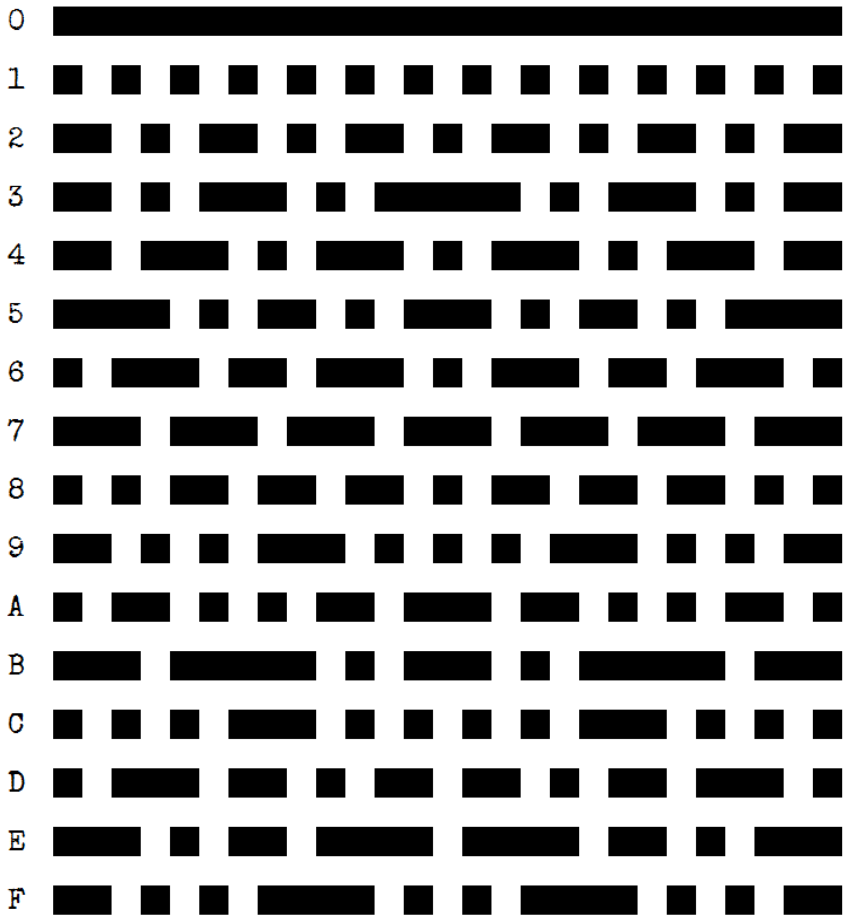
On the module are 4 directional buttons, and a small screen in the middle.

If the buttons are not Blue, or the screen is not initially showing a 3-digit number, you're looking at a different module.

To disarm the module, use the four buttons to manipulate the number in various ways to get the number to match the Target Number, and then tap the screen to submit. Submitting an incorrect number will generate a new Target Number.

Determining the Target Number

There are two lines on the screen - one at the top, and one at the bottom.
Use the chart below to convert them into a Hexadecimal digit.
The Target Number is equal to the value of the top line multiplied by 0x10*, plus the sum of the bottom line's value and the product** of both lines.



* 0x10 is the Hexadecimal value 10 (16 in decimal)

**A product of two or more number is the result after they have all been multiplied together

The Buttons' Functions

ls digit of timer	UP
0	Cut the number by half, decimal truncated
1	Add 10 to the number
2	Remove the rightmost digit of the number***
3	Nothing
4	Shift each digit up by 1, carries discarded
5	Increment the number by the last digit of the Serial Number
6	Subtract 100 from the number
7	Set the two rightmost digits to 0
8	Multiply the number by 0.85, decimal truncated
9	Add 11 to the number

ls digit of timer	DOWN
0	Set the rightmost digit to 0
1	Reverse the number
2	Subtract 17 from the number
3	Move the leftmost digit to the right***
4	Double the number
5	Add 27 to the number
6	Nothing
7	Subtract the top line's value from the number
8	Shift each digit down by 1, carries discarded
9	Add 1 to the number

ls digit of timer	LEFT
0	Add 100 to the number
1	Subtract 1 from the number
2	Shift each digit down by 2, carries discarded
3	Add the bottom line's value to the number
4	Multiply the number by 5
5	Add 42 to the number
6	Reverse the number
7	Subtract 9 from the number
8	Nothing
9	Multiply the number by the last digit of the Serial Number

ls digit of timer	RIGHT
0	Decrement the number by the last digit of the Serial Number
1	Nothing
2	Add 6 to the number
3	Double the number
4	Add the top line's value to the number
5	Subtract 38 from the number
6	Shift each digit up by 2, carries discarded
7	Subtract the bottom line's value from the number
8	Subtract 10 from the number
9	Move the rightmost digit to the left***

*** Will act as a "Nothing" command if there is currently only one digit on screen.