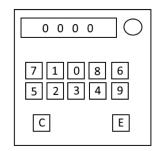# On the Subject of The Number

Quick, press random buttons and hope for the best!

- Enter a 4 digit code using the numbered keys below the display.
- The numbered keys are in two rows of five.
- Use "E" to submit your answer, and "C" to clear it.
- Use the following set of instructions below to determine the full code.

First Number:

If there is a Two Factor on the bomb, use 7.

Otherwise, if there are 3 or more battery holders, use 0.

Otherwise, if the bomb has an empty port plate, use 9.

Otherwise, if all ports on the bomb are unique, use 5.

Otherwise, if there are no batteries on the bomb, use 3.

Otherwise, if the bomb's serial number contains any of these characters: O, M, Z, 6, L, 5, use 1.

Otherwise, if the number of batteries is less than the number of unsolved modules on the bomb, use 6.

Otherwise, if there are 2 or more lit indicators on the bomb, use 8.

Otherwise, if there is exactly 1 unlit indicator, use 2.

Otherwise, use 4.

Second Number:

If the amount of odd numbers is greater than the amount of even numbers in the first row of keys, use 2.

Otherwise, if in either of the rows, the numbers are ordered in lowest numerical value to highest numerical value, use 9.

Otherwise, if all the numbers in the second row add up to greater than 16, use 8.

Otherwise, if all the numbers in the first row add up to less than 15, use 3.

Otherwise, if the two numbers in the third column are either both even or both odd, use 0.

Otherwise, if the first row contains 2, 3, and 7, use 5.

Otherwise, if the amount of odd numbers in the second row is exactly 2, use 1.

Otherwise, if the numbers 0, 1, 7, 8, and 9 are all in the same row (no specific order), use 6.

Otherwise, if 7 is in the second row, use 7.

Otherwise, use 4.

Third Number:

If the number of solved modules is exactly 7, use 7.

Otherwise, if the number of modules on the bomb is 9, use 9.

Otherwise, if there is either the modules "The Gamepad" or "Number Pad" on the bomb, use 6.

Otherwise, if the initial starting time on the bomb is less than the number of modules on the bomb, use 0.

Otherwise, if the number of solved modules is greater than the number of unsolved modules, use 1.

Otherwise, if any of these modules have been solved already: "Timezones", "The Bulb", or "Semaphore", use 2.

Otherwise, if any of these modules have not been solved already: "Cryptography", "Light Cycle", or "Piano Keys", use 8.

Otherwise, if there is at least 1 strike on the bomb, use 3.

Otherwise, if there are any needy modules present, use 5.

Otherwise, use 4.

Fourth Number:

If today is either Monday, Wednesday, or Friday, use 1.

Otherwise, if the time displayed on the alarm clock is between 12:00 and 17:00, use 0.

Otherwise, if the first and third number of the code are odd numbers, use 8.

Otherwise, if there is a Forget Me Not on the bomb, use 9.

Otherwise, if there are at least 3 of the same port type present on the bomb, use 7.

Otherwise, if the 3 numbers determined with the previous 3 rulesets multiply up to a number greater than 100, use 5.

Otherwise, if the 3 numbers determined with the previous 3 rulesets add up to a number greater than 19, use 3.

Otherwise, if 2 is one of the 3 previously determined numbers, use 2.

Otherwise, if the time displayed on the bomb is less than half of the initial starting time, use 6.

Otherwise, use 4.