

On the Subject of Fast Math

Gotta go fast!

The interface consists of a rectangular box. At the top is a display area labeled "<DISPLAY>". Below the display is a numeric keypad with buttons for digits 0 through 9. To the right of the keypad is a vertical rectangular area, likely a timer. Below the keypad is a button labeled "SUBMIT". At the bottom of the box is a large button labeled "GO!".

- Two letters will be displayed on the screen. Use the number pad, then the submit button to disarm the module. The module will have 3 – 5 stages before being disarmed.
- Press the "GO!" button to start. You have 10 seconds to submit the answer. (The time can be changed in the Mod settings file.)
- If the countdown meter reaches 0, a strike will be recorded, and the module will reset.
- Once a stage is complete, the timer will restart, and two new letters will show on the display.
- Follow these rules before submitting your answer:
 - If there is a lit MSA indicator, add 20 to your total number.
 - If there is a serial port present, add 14 to your total number.
 - If the serial number contains "F, A, S or T", subtract 5 from your total number.
 - If there is an RJ-45 port present, add 27 to your total number.
 - If the bomb has more than 3 batteries, subtract 15 from your total number.
- *If the total number is greater than 99, use the last two digits of the total number. If the total number is less than 0, add 50 to the total number.*

Right Letter:		A	B	C	D	E	G	K	N	P	S	T	X	Z
Left Letter:	A	25	11	53	97	02	42	51	97	12	86	55	73	33
	B	54	07	32	19	84	33	27	78	26	46	09	13	58
	C	86	37	44	01	05	26	93	49	18	69	23	40	22
	D	54	28	77	93	11	00	35	61	27	48	13	72	80
	E	99	36	23	95	67	05	26	17	44	60	26	41	67
	G	74	95	03	04	56	23	54	29	52	38	10	76	98
	K	88	46	37	96	02	52	81	37	12	70	14	36	78
	N	54	43	12	65	94	03	47	23	16	62	73	46	21
	P	07	33	26	01	67	26	27	77	83	14	27	93	09
	S	63	64	94	27	48	84	33	10	16	74	43	99	04
	T	35	39	03	25	47	62	38	45	88	48	34	31	27
	X	67	30	27	71	09	11	44	37	18	40	32	15	78
	Z	13	23	26	85	92	12	73	56	81	07	75	47	99