On the Subject of Fast Math

Gotta go fast!

- 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 **two digits** 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:
 - o If there is a lit MSA indicator, add 20 to your number.
 - o If there is a serial port present, add 14 to your number.
 - If the serial number contains a letter F, A, S or T, subtract 5 from your number.
 - If there is an RJ-45 port present, add 27 to your number.
 - o If the bomb has more than 3 batteries, subtract 15 from your 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	В	C	D	E	G	K	N	P	S	Т	X	Z
Left letter:	A	25	11	53	97	02	42	51	97	12	86	55	73	33
	В	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	6 5	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

