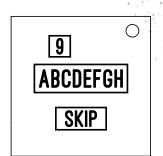
On the Subject of Alfa-Bravo

zlBABkvo cABAiqkr ABAromwq czmeBABp excBABei orwsBABf zqwbBABe fABAzluc giduABAi yBABagys fxpABAxm tlxuBABl ovrwABAv BABjlgwb qtABAemy dgpABAwh

The module consists of a small one-digit display, an 8-letter display and a button labeled "SKIP".



Convert each displayed letter into a number between 0-25 (A=0, B=1 etc.). Then, using the table below, add the number from the "Value" column and the numeric position (0-25) of the letter below the digit in the small display, that are in the row corresponding to the letter's position on the large display. If any resulting numbers are greater than 25, subtract 26 repeatedly until the number is between 0 and 25, inclusive. Convert these numbers back to letters.

If the resulting string contains two intersecting substrings "AB" and "BA", press the letter that is their intersection. Pressing the correct letter will solve the module, pressing an incorrect letter will cause a strike. If the resulting string contains several correct intersections, pressing any of them will solve the module. If there are no such intersecting substrings, press the "SKIP" button to generate new letters. If intersecting substrings "AB" and "BA" present then pressing "SKIP" button will cause a strike. If the "SKIP" button is pressed correctly 5 times in a row, then the module will be solved.

Letter number	Value	Digit on small display									
		0	1	2	3	4	5	6	7	8	9
1	Ports count	L	W	Н	Т	J	N	F	S	Z	0
2	Starting time in minutes	N	F	K	M	U	I	G	V	Н	D
3	Total minutes remaining	M	G	I	J	٧	F	E	Y	S	W
4	Sum of least significant digits of each 2-factor code. If there are no 2-factor codes, use the number of solved modules	С	Q	L	Y	P	Z	U	Т	D	Х
5	Sum of serial number digits	D	Т	Z	S	В	G	Н	F	Р	υ.
6	Strikes count plus total modules count	E	В	R	G	C	H	W	J	N	Δ.
7	Batteries count	G	I	A	В	Z	P	M	Q	K	Н
б	Indicators count	0	Ŀ	S	Z	G	U	N	Н	R,	Р