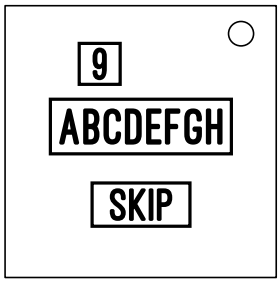
# On the Subject of Alfa-Bravo




*zl**BAB**kvo c**ABA**iqkr **ABA**romwq czme**BAB**p exc**BAB**ei orws**BAB**f zqwb**BAB**e f**ABA**zluc gidu**ABA**i y**BAB**agys fxp**ABA**xm tlxu**BAB**l ovrw**ABA**v **BAB**jlgwb qt**ABA**emy dgp**ABA**wh*

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 on the next page, 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, you can press the "SKIP" button to generate new letters. The "SKIP" button will never cause a strike, even if intersecting substrings are present.

The first string with a valid answer will be generated within the four stages of the module. When a string with a valid answer is skipped, the module will generate a valid answer within the next four stages. The number of minutes remaining, the number of solved modules and 2-factor codes will be checked when an answer is submitted, not when the string is generated.

| Letter number | Value | Digit on small display | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | Ports count | L | W | H | T | J | N | F | S | Z | O |
| 2 | Starting time in minutes | N | F | K | M | U | I | G | V | H | D |
| 3 | Total minutes remaining | M | G | I | J | V | 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 | C | Q | L | Y | P | Z | U | T | D | X |
| 5 | Sum of serial number digits | D | T | Z | S | B | G | H | F | P | U |
| 6 | Strikes count plus total modules count | E | B | R | G | C | H | W | J | N | V |
| 7 | Batteries count | G | I | A | B | Z | P | M | Q | K | H |
| 8 | Indicators count | O | L | S | Z | G | U | N | H | R | P |