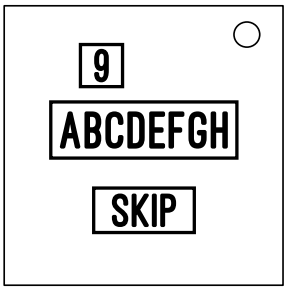
On the Subject of Alfa-Bravo



*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".

Add to each displayed letter the number from the column called "Value" and the numeric position of the letter (counting from 0) that is below the digit from the small display. Alphabet loops, to if you ever go past letter Z, loop back to letter A.

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 incorrect letter will cause a strike. 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.

First string with valid answer will be generated within four stages. When stage with answer skipped module will generate new one within next four stages and so on. If the resulting string contains several correct intersections, press any of them. Since the second letter depends on time, it can be generated a little more than A or B, in this case you can either hold your solution and enter it when it is relevant, or press "SKIP" and keep looking for another answer.

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