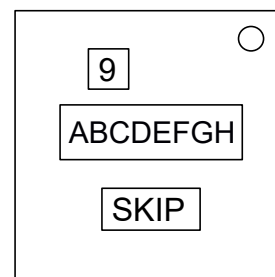


## On the Subject of Alfa-Bravo

z1BABkvo 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".



For each letter displayed, add a value and a letter from the table below (A=0, B=1, etc). 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.

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