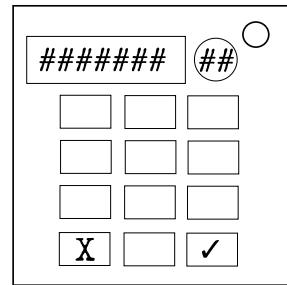


## On the Subject of Burger Alarm

The last thing you'd want in your Burger King burger is somebody's time bomb, but, as it turns out, that might be what you get.

The module has buttons with different burger ingredients on it, a 7-digit code, an "order" (X) and "submit" (✓) button, and a timer. To disarm the module, press the order button to find what burger you need to make, and then make the burger with the ten buttons. Then submit the order before your time is up. If the time runs out or you submit the wrong burger, you get a strike.



Go through the eight tables below. Add the number you get from each of the tables to their relevant numbers on the module (for the eighth table, use the sum of all the numbers on the module). If any of those numbers are greater than 10, take the last digit of the number. Further instructions are below the tables. When the tables say "adjacent", they mean orthogonally adjacent (not diagonally).

Number #1				Number #2			
Last digit of the serial number is prime		Else		The Clock or Rubik's Clock is present		Else	
Ketchup is in the middle row	Else	Cheese is in the rightmost column	Else	Pickles is in the same row as Mayo	Else	Tomatoes are in the same column as Buns	Else
7	4	6	3	0	1	8	2

Number #3				Number #4			
No D batteries		Else		HDMI or PCMCIA ports present		Else	
Mustard is not in the third row	Else	Meat is not in the middle column	Else	Lettuce is adjacent to the submit button	Else	Pickles are adjacent to the mustard	Else
5	9	3	7	1	0	4	8

Number #5				Number #6			
Two Factors are present		Else		NLL or SND indicators are present		Else	
Onions are not adjacent to the order button	Else	Ketchup is not adjacent to Mayo	Else	Tomatoes are below the second row	Else	Buns are above the third row	Else
8	3	6	9	1	0	4	5

Number #7				Number #8			
Serial number contains any characters in "BURG3R"		Else		Ice Cream, Cookie Jars, Cooking, or Pie are present		Else	
Cheese is below the mayo	Else	Ketchup is above the buns	Else	Mustard is to the left of the meat	Else	Buns are to the right of the lettuce	Else
5	9	3	7	1	0	4	8

In the table on the next page, you'll need to swap some of the rows and columns. Swap the row of the first number you calculated with the row of the second number you calculated. Swap the column of the third number you calculated with the column of the fourth number you calculated. Repeat this with the fifth and sixth for rows, and seventh and eighth for columns. If one of these swaps cause you to move a row/column that you've already swapped, ignore that swap, unless its swap is swapping a row/column with itself, in which case you do perform the next swap.

This is a table

X	Col 0	Col 1	Col 2	Col 3	Col 4	Col 5	Col 6	Col 7	Col 8	Col 9
Row 0										
Row 1										
Row 2										
Row 3										
Row 4										
Row 5										
Row 6										
Row 7										
Row 8										
Row 9										

When you press the order button, the timer will set itself to 90 seconds, and then the number screen will have a list of 5 orders. You can cycle through these orders by clicking the order button again. For each order, go to the row with the first number of the order and the column with the second number of the order. This is what button you have to press there. Press the bun button, and then these ingredients, and then the bun button again.

For example, if the order was "no. 37", the correct button would be in row 3 and column 7.