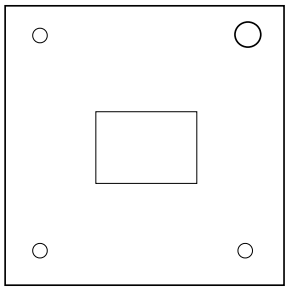
On the Subject of The Time Keeper



I just need a few more seconds, okay?

- You are presented with a digital display and 3 colored LEDs. Based on the colors of the LEDs, the color of the digits, the number displayed, and some other information provided on the bomb, you must decide when to click which LED.
- The LEDs will be referred to in the order they appear in standard reading order.
- You only need to click one LED to solve the module.
- LEDs and the displayed number will each be in one of the following colors: Red, Yellow, Blue, Green, Black, or White.
- Starting with the displayed number, adjust it using the following steps in the order they appear.
- If at any time you are told which LED you need to click, that is final. Disregard any further instructions on which LED to click.
- Whenever you reach an endpoint (marked END), stop following the steps, the number you now have is your final number.
- Once you have your final number and LED to click (if an LED has not been selected by any of the steps prior to your endpoint, refer to the Deciding on an LED section on page 3), click the correct LED when the number of seconds remaining on the bomb* is equal to your final number (within 2 seconds above or below - ex. if your number is 70, clicking anywhere between 1m08s and 1m12s left is acceptable). Pressing the correct LED at any time that satisfies the following equation is acceptable (round down to an integer): $X * 2^n$ where X is your calculated number and n is any integer. If you press an LED with less than 10 seconds remaining on the bomb, you will receive a strike regardless of whether or not the time you pressed is acceptable. The module will still be passed, however, if the time you clicked on is acceptable.
- If you are told to add a letter to your number, add the letter's corresponding numeric value (A=1, B=2, etc.). Ex. 23 + D = 27

*This is not the number displayed in the "seconds" position on the timer. This is the total time remaining, in seconds. Ex. 1m20s = 80s. If your number is 80, you would click the correct LED when the timer displays 01:20.

1. Starting with the displayed number, add all the letters of the serial number and subtract all the numbers of the serial number.
2. If the first LED is white, add 14.
3. If the second LED and the displayed number are the same color, add 22. Otherwise, add 13.
4. Add 2 for every port plate, then subtract 9 if the bomb has a DVI-D port.
5. If all three LEDs are the same color, the correct LED you need to push is the first one.
6. If the displayed number is red, green, or blue, and none of the LEDs are yellow, add the displayed number again.
7. If the total number of modules is greater than (the number of batteries + the number of battery holders), subtract 18.
8. If your number is even and greater than 72, divide it by 2.
9. If the second LED is green or black, the LED you need to press is the second one.
10. If (your current number modulo 23) is less than twice the number of ports, END.
11. Add the numeric value of the month that the bomb was activated on.
12. If the displayed number is greater than 23, add the number of battery holders. Otherwise, multiply by the number of battery holders.
13. Add 2 for every lit indicator and subtract 3 for every unlit indicator.
14. If the third LED, the first LED, and the displayed number are the same color but the second LED is a different color, the LED you need to press is the third one and END.
15. If you applied rule 9, add 10. Otherwise, subtract 19.
16. If your number is at this point less than zero, multiply it by -2 and END.
17. Triple your number.
18. If by adding up the total number of letters in the name of the color of all three LEDs is greater than 13, add the number equal to the total number of letters in the name of the color of the displayed number.
19. If there are no port plates, END.
20. The LED you must press is the one whose color's name has the most letters, unless there is an indicator labeled FRK present on the bomb or there is a tie between LEDs for the most letters; if this is the case, disregard this rule.
21. Add the numeric value of the first letter in all of the unlit indicators. If there are none, multiply by 3.
22. END.

NOTE: If your number is less than zero when you reach an END, multiply it by -1. If your number is less than 10, add 13.

Deciding on an LED

So you can't decide on an LED to choose? Well, you've come to the right place!

Read over the following rules and use the first that applies.

- If your final number is less than 100, the correct LED is the first one.
- Otherwise, if the displayed number is green and the first LED is not green, the correct LED is the third one.
- Otherwise, if the three LEDs and the displayed number are all different colors, the correct LED is the first one.
- Otherwise, if there is a Parallel port, the correct LED is the second one.
- Otherwise, the correct LED is the third one.