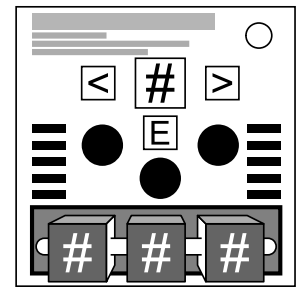
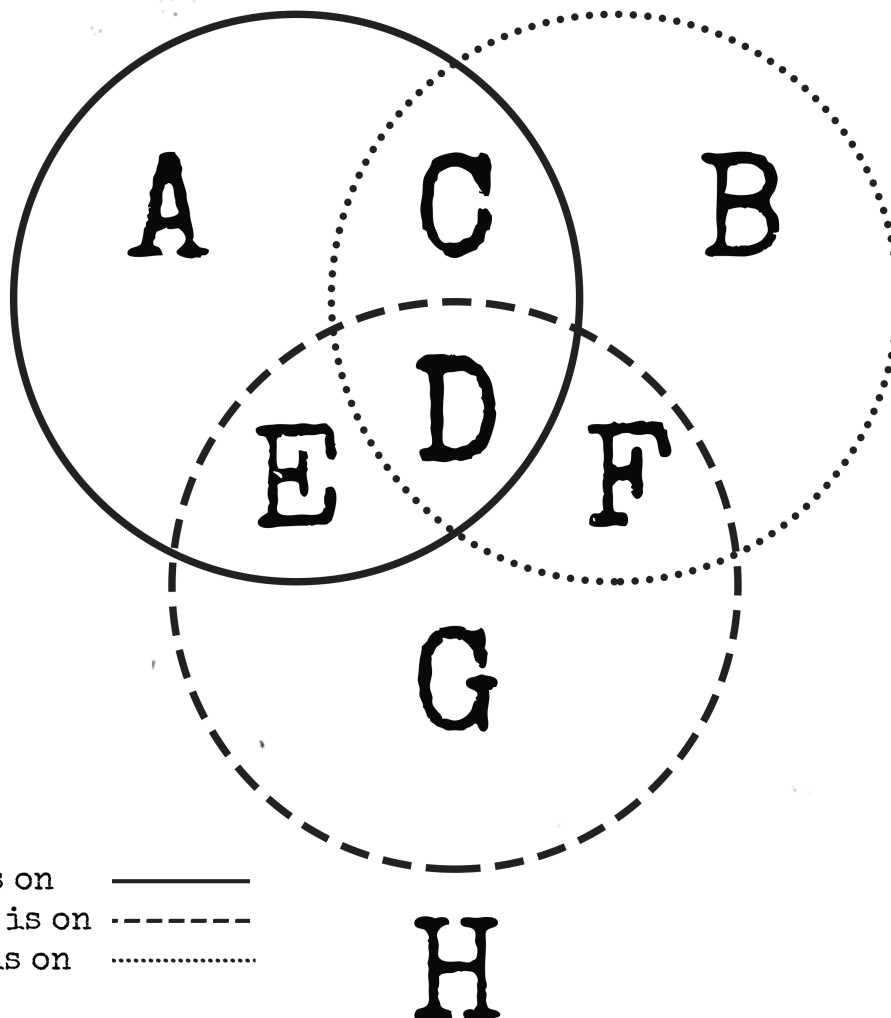


## On the Subject of The Number Cipher

*Nobody is quite sure why this thing resets every few seconds. It's probably for health and safety reasons.*



- The module consists of three rotating numbered cubes, three coloured lights and an execution array.
- To disarm the module, input the correct digit into the array in accordance with the below rules and press the execute button.
- The number cipher will automatically reset every 20-40 seconds; the timer bars will activate 10 seconds prior to the reset.
- The reset will potentially change the light colours and rotate the numbered cubes.
- Inputting an incorrect digit will lock the module until the next reset and cause a strike.
- Use the below Venn diagram and table to determine the correct digit.



Red is on      \_\_\_\_\_  
 Green is on    - - - - -  
 Blue is on      . . . . .

| Letter | Formula  | Letter | Formula  |
|--------|--|--------|--|
| A      | The digital root of the product of the first and second digit and the sum of the third digit   | E      | The digital root of the product of the second and third digit and the sum of the first digit   |
| B      | The first digit plus the two-digit number created by the second two digits, modulo 10          | F      | The two-digit number created by the first two digits, multiplied by the third digit, modulo 10 |
| C      | The first digit multiplied by the two-digit number created by the second two digits, modulo 10 | G      | The two-digit number created by the first two digits, subtract the third digit, modulo 10      |
| D      | The digital root of the product of the digits  | H      | The digital root of the full displayed number  |