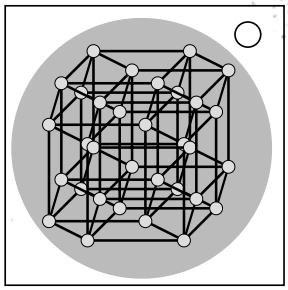
On the Subject of The Ultracube



Oh I know this one! Wait, it looks different... Why are there more lines now?

Observe the sequence of five 5D rotations of the Ultracube. There is a brief pause when the sequence repeats.

From the first four rotations, obtain four Ultracube faces as listed in the Face column in the below table.

From the fifth rotation, obtain a sequence of colors as listed in the Order column in the below table.

Rot.	Face	Order
XY	zag-top-right	RBGY
XZ	top-back-right	YGBR
XW	pong-top-left	BRYG
XV	bottom-back-right	BYRG
YZ	zig-top-back	BYGR
YW	pong-back-left	BRGY
YV	zig-front-right	YGRB
ZW	pong-zag-right	GRBY
ZV	ping-zig-bottom	GBRY
WV	ping-zag-back	GYRB

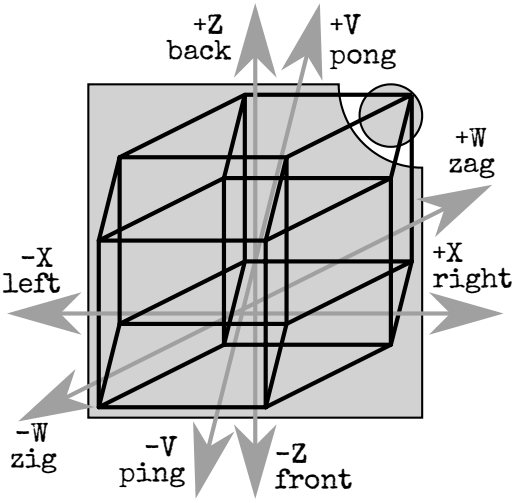
Rot.	Face	Order
YX	ping-top-back	YBRG
ZX	zag-front-right	RBYG
WX	ping-zig-back	RYGB
VX	ping-zig-top	YRGB
ZY	zag-top-back	BGRY
WY	zag-bottom-right	GRYB
VY	pong-top-right	YRBG
WZ	ping-bottom-back	GYBR
VZ	pong-zag-left	RGBY
VW	pong-back-right	BGYR

To begin, touch any vertex of the Ultracube. This will cause the rotations to cease.

On the face identified by the first rotation, touch the vertex of the color identified by the first color in the color order obtained earlier.

Repeat this with the remaining rotations and colors in the sequence.

A mistake will cause the rotations to resume and your progress to reset. The sequence of rotations remains the same, but the vertices may be colored differently.



The Y axis not shown has +Y/top and -Y/bottom and is perpendicular to X and Z, meaning that it points out of the module, away from the bomb.