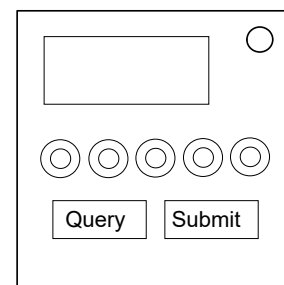


On the Subject of Cruel Mastermind

The game from your childhood. Only advanced. And harder to memorize. And the feedback isn't what it used to be...

- To solve this module you must find the correct 5 color code.
- The colors used in this module are: White, Magenta, Yellow, Green, Red and Blue.
- Note that each color may be used multiple times.
- The LED colors can be cycled through by clicking the LEDs.
- By pressing the "Query" button, information about the currently entered code will be displayed.
- When the correct code is entered, the module will be solved by pressing the "Submit" button. Submitting the wrong code will invoke a strike.



Each query will generate two numbers on the display. These numbers each represent the total sum of two of the values listed in the table below.

A = Number of correct colors in the correct positions.

B = Number of correct colors in the wrong positions.

C = Number of colors not in the solution at all.

Color:			
White	AB	Batteries	Solved modules
Magenta	CA	Lit indicators	Last serial number digit
Yellow	BC	Sum of serial number digits	Ports
Green	BA	Modules on the bomb	Unlit indicators
Red	CB	Unique ports	Strikes
Blue	AC	First serial number digit	Battery holders