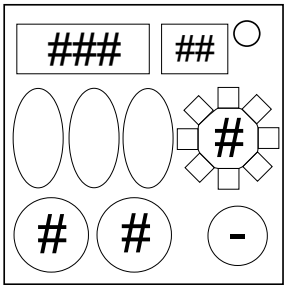


On the Subject of Forget The Colors

Since when was trigonometry relevant to colors?

Forget The Colors has 2 displays, a gear with an LED and number, 2 nixie tubes (numbers at the bottom-left), 3 colored cylinders, and a key. Do not interact with the module until it's ready to be solved.



In Colorblind mode, keep in mind that "I" refers to Pink, and "P" refers to Purple.

Take note of everything it shows you at the start, as well as after every solve* and get every stage's calculated number.

**Some modules are ignored by Forget The Colors.*

For every stage:

Using the first table, modify both nixies based on the colors of each cylinder.

If...	Red	Orange	Yellow	Green	Cyan	Blue	Purple	Pink	Maroon	White
Left Nixie	+5	-1	+3	+7	-7	+8	+5	-9	+0	-3
Right Nixie	-1	-6	+0	-4	-5	+9	-9	+4	+7	+5

If...	Then... (# = number)
Red	Add # of batteries.
Orange	Subtract # of total ports.
Yellow	Add the last digit in serial.
Green	Subtract # of solved modules.
Cyan	Add # of port plates.
Blue	Subtract # of total modules.
Purple	Add # of battery holders.
Pink	Subtract # of lit indicators.
Maroon	Add # of total indicators.
White	Subtract # of unlit indicators.

Add/Subtract 10 to keep both a single-digit positive number. Any future mention of nixie tubes refer to ones that have been modified.

Look at the table to the left, start on the color from the LED on the gear.

Move up [Left Nixie] and move down [Right Nixie], wrapping if needed.

Apply the rule to the sum of the nixies and gear number, only taking note of the least significant digit.

Construct a 3-digit number using the left nixie, then the right nixie, and then the number obtained above.

Get the Sine (sin) of that 3-digit number and take the first five digits of the sine past the decimal point. This number can be negative.

Take the three-digit display and get the first five digits of Cosine (cos) past the decimal point. Drop any negative signs so that this value is always positive.

The sum of both numbers are the calculated number for that stage, hold onto it.

After all modules are solved:**

When the module's cylinders and gear number turn gray, this is an indication that it is ready to be solved.

Add all of the calculated stage numbers, taking only the first five decimals.

Take this value and apply a Cos^{-1} to it. This will require at least a scientific calculator. Floor the given value and drop all of the decimal values to get a number from 0 and 90.

Input the final number by clicking the 2 nixie tubes to change their values. Proceed to turn the key to submit your number.

***BUT if there are exactly 0 solvable modules on your bomb, ignore all other rules. The module did the work for you. Just throw a 90. Thanks module.*