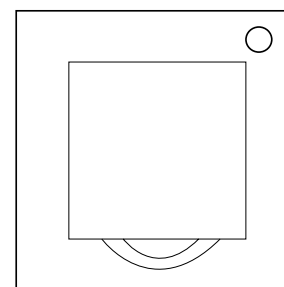


## On the Subject of Skewers

*This is definitely illegal.*

- This module displays a 4×4 grid of colored diamonds inside an open suitcase. Once a diamond has been selected, the suitcase will close and 5 swords, each 3 spaces long, will enter the suitcase from predetermined locations on the suitcase's sides. If a sword passes through the selected diamond, the module will strike and the grid will reset its colors. If the selected diamond is safe, the module will solve. There may be multiple safe spaces.
- The colors used in the grid follow [RGB additive coloring](#).



### Locating Swords

Use the following grid in conjunction with the rules below to determine the position of the swords. The characters on the outside of the grid are hexadecimal digits. If at any point a sword's calculated position is the same as a previous sword, move clockwise around the edges until an unused space is found.

	A	9	4	C	
2	G	B	R	B	0
6	G	R	B	G	7
E	R	G	R	B	F
3	B	R	B	G	B
	1	5	8	D	

- **Sword 1:** Start at the position on the outside of the grid equal to the last digit of the serial number. Take the first digit of the serial number and move counterclockwise around the grid that many times. This is your first position.

- Sword 2: Add together the number of solved modules, batteries, and indicators. Modulo this result by 16 and convert the result to hexadecimal to locate the position.
- Sword 3: Take the number of diamonds in the displayed grid that contain the primary color shown in the same position in the table above. Convert to hexadecimal to locate the position.
- Sword 4: Subtract the number of diamonds in the displayed grid whose exact color is shown in the same position in the table above from 16. Convert to hexadecimal to locate the position.
- Sword 5: Take the fourth character of the serial number and, if necessary, subtract 6 from its alphabetical position until it falls within the range A-F. Start at this position outside the grid. Take the alphabetical position of the fifth character of the serial number plus 9 and move counterclockwise around the grid that many times. This is your last position.