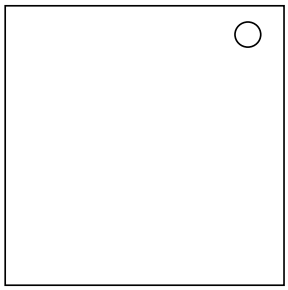
On the Subject of Phosphorescence



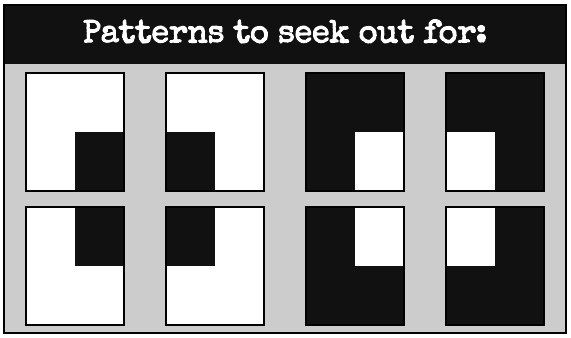
H-hey, this might sound weird but I think the flavor text is ceasing to exist...

- The module has a blank display, and a 7-segment display.
- A timer starts when the 7-segment display is pressed.
  - Extra time is given per solved module.
- **WARNING: The timer cannot be deactivated, and will strike when run out.**

L Cipher (defuser-heavy):

The blank display:

- First, select it, which should display a gray screen, and deselect it.
- A marker can be placed in any intersection of this grid.
- From here, select the screen again to reveal a 7x7 grid in 2 colors.
- The number of L-shaped patterns visible must be noted down.
  - This must be done quickly as the colors slowly fade to gray.
- Repeat this process 7 more times in order to obtain 8 numbers.
- A shuffle is performed when the sequence wraps, indicated by a gray screen.
  - Some letters may change, but the answer remains the same.



The 7-segment display:

- This display will flash darker/brighter depending on its last digit.
  - Record all 10 states of the display. (on/off)

Color Cycle Cipher (expert-heavy):

Obtaining the word to submit.

- Convert the 8 numbers obtained earlier with this table:

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
a	b	c	d	e	g	h	i	k	l	m	n	o	r	t	u	w	y

- One of these letters will be an **impostor.**
- Remove all instances of the **impostor** letter such that an English word is made without rearranging the letters. This is the word to submit.

Submitting the word:

- Press the 7-segment display. Colored buttons are shown.
  - These are (in some order): Black, Red, Green, Blue, Cyan, Magenta, Yellow, and White. They will fade to black.
  - In the event of a misclick, clear your input by pressing the buttons until they all flash white.
- Obtain an offset by adding the numbers that apply on the table.
- Place a pointer on each of the 8 colors:
  - For each color, subtract the offset with the length of the color's word until the offset is less than it.
  - Place the pointer on the color's (offset + 1)th character.
- Submit the first character by pressing any color that has its pointer match the first character.
- Move every color's pointer one character to the right (wrapping if necessary) and submit the next character from the received word.
- Repeat this process until the entire word is submitted. Press the 7-segment display to submit, and upon a correct submission, will solve the module.

Timer State	+
0 on?	1
1 on?	2
2 on?	4
3 on?	8
4 on?	16
5 on?	32
6 on?	64
7 on?	128
8 on?	256
9 on?	512