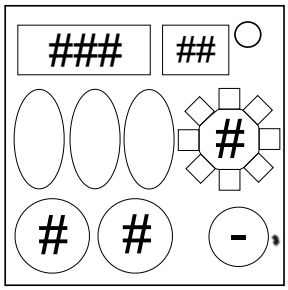
On the Subject of Forget The Colors



In the midst of chaos, shining color on the situation figures... but not here, you'll have to figure some more.

This module has 2 displays, a gear with an LED and number, 2 nixie tubes (bottom-left), 3 cylinders, and a key. Note down everything shown at the start, and after every solve.

For every stage on the module:

1. Add the gear color's 'Edgework' condition with the gear number, taking the last digit. Prepend it before the first digit in the 2-digit display.

2. Take the number and obtain the first 5 decimals of sine if both nixies are both odd or even, and cosine otherwise.

   sin( )= cos( )=

3. Each cylinder has 1-3 digits from the 5 decimal number in 1 of the figures:

L L L M R	L M M M R	L M R R R	L M M R R	L L M R R	L L M M R

4. To find which figure applies...
   - Modify all 5 digits by adding the number from the table based on which cylinder they belong to.
   - Combine all values in each cylinder. Subtract 10 until less than 10.
   - If L, M, and R as a 3-digit number is equal to the display, note down the cylinder that had a unique length. Otherwise, try a different figure.

Submitting during or after a stage:

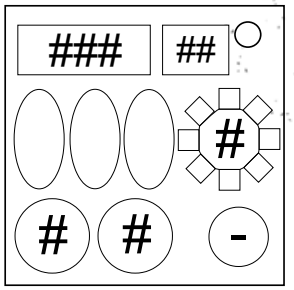
Input the sequence, with the opposite nixie if either in the stage were 0:

- **L** = Left Nixie
- **M** = Same as last (left if none)
- **R** = Right Nixie

Finally, turn the key.

Color	L	M	R	Edgework
Red	1	7	3	batteries
Orange	6	2	8	indicators
Yellow	8	5	1	port plates
Green	5	4	6	serial's first digit
Cyan	2	6	4	battery holders
Blue	7	3	5	unlit indicators
Purple	3	1	7	ports
White	4	8	2	serial's # of letters

On the Subject of Forget More Colors



Since when was trigonometry relevant to colors?

To activate this module's hard mode, before any module is solved, submit the sum of minutes and seconds remaining on the bomb. 3-digit numbers are not possible to submit. Colorblind mode uses 'I' as Pink and 'P' as Purple.

For every stage on the module:

1. Use the table to modify each nixie with their respective 'L'/'R' columns from every cylinder. Modulo both nixies by 10.

2. Within the table, start on the color of the LED on the gear. Move up **left nixie** and move down **right nixie**, wrapping if needed.

3. Create a 3-digit number with the left- then right nixie, and then the current 'Edgework' color plus both nixies plus the gear number modulo 10.

4. 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 3-digit display and get the first five digits of Cosine (cos) past the decimal point. Drop any negative signs to maintain a positive value.

5. Get the sum of sine and cosine. **This number is needed later.**

When cylinders turn gray:

Add up all of the stage numbers, taking only the 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.

$\cos^{-1}($ [redacted] $)=$ [redacted]

Input the number in the 2 nixies, then turn the key. When struck, cycle stages with the nixies. Turn the key to retry. Submit 90 if there were 0 stages.

Color	L	R	Edgework
Red	+5	-1	+ batteries
Orange	-1	-6	- ports
Yellow	+3	+0	+ serial's last digit
Green	+7	-4	- solved modules
Cyan	-7	-5	+ port plates
Blue	+8	+9	- modules
Purple	+5	-9	+ battery holders
White	-9	+4	- lit indicators
Pink	+0	+7	+ indicators
Maroon	-3	+5	- unlit indicators