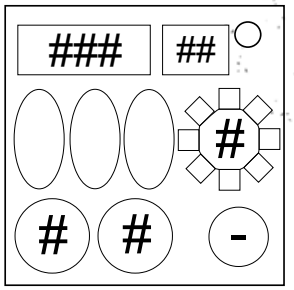
On the Subject of Forget The Colors



Since when was trigonometry relevant to colors?

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. 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. If there were 0 stages, submit 90.

If the module strikes, use the nixies to cycle stages and turn the key again to submit once more.

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