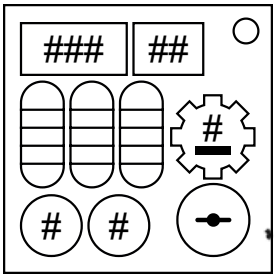
On the Subject of Forget The Colors



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 LED and number, 2 nixies, 3 cylinders, and a key. Note them down at the start, and after each solve. Sequences can be executed whenever the defuser desires. After all inputs are made, turn the key to solve it.

For every stage on the module:

1. Take the sum of the gear number and the gear color's "Edgework" from the table. Prepend its last digit 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. Treat the number as degrees.
   sin( )= cos( )=

3. All 5 decimals are arranged to 1 of the cylinders in the following figures:

(LLL) (M) (R)	(L) (MMM) (R)	(L) (M) (RRR)	(L) (MM) (RR)	(LL) (M) (RR)	(LL) (MM) (R)

4. Take any figure, and determine if it applies to the current stage:
   - Use the table to get a digit from the color and position of each cylinder. Add it to each of their decimals they are arranged with. Combine all values within each cylinder, taking only the last digit.
   - 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.

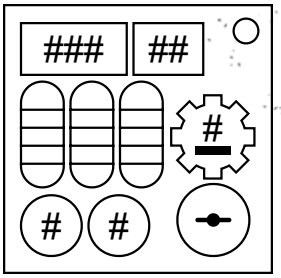
Submitting the obtained sequence:

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

Input the **opposite** nixie if either in that stage were 0.

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 or stage is solved, turn the key 20 times. 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