# On the Subject of Telephone

...goes around.

- You are playing a game of Telephone with your past selves. Carry on the message sent by your old self and transmit it to your future self.
- At some point during your bomb, you will hear a ringing from the phone. It will ring three times to alert you that a message has arrived.
- Selecting the mod after this happens will show the current message on the display. To submit your answer, dial any number and the module will flip over to reveal a keyboard in which you can type your answer.
- All Telephones will display a message when activated, and hide said message when deactivated.
- Only one Telephone can be active at any given point.
- Each Telephone, excluding the first-ever Telephone, will accept two answers:
    - The first answer is based on the previously encrypted message. This applies to previous bombs and deactivated Telephones.
    - The second answer is based on the currently displayed message, but requires more work.
    - The second answer is nullified if multiple Telephones are on the same bomb and at least one has been deactivated already.
- Submitting a message on a Telephone will neither solve nor strike the mod automatically if there are multiple Telephones on the bomb. Instead it will temporarily deactivate until all Telephones on the bomb have had a message inputted. Each Telephone that has incorrectly modified the previous message will strike. A Telephone instance will not strike if it correctly modified a previously incorrect message.
- Refer to the next page for how to encrypt a message.
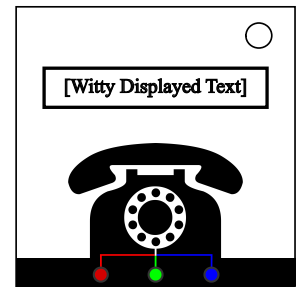
If you are using a previously encrypted message:

- You may use any one of the three modification LEDs to modify your message.
- Submit your new modified message into the module for it to solve/deactivate.
- This is the new encrypted message.

If no encrypted message exists yet:

- You must use exactly two of the three modification LEDs.
- Find all the LED colors in the table below and disregard the one farthest from the bottom. If there is a vowel, disregard the top most instead.
- Apply the top transformation, then the bottom one and submit it into the module for it to solve/deactivate.
- This is the new encrypted message.

If you aren't using a previously encrypted message:

- You must use all three modification LEDs.
- Apply the LED colors in the table below and apply them from the top to bottom, and submit it into the module for it to solve/deactivate.
- This is the new encrypted message.

Red	Swap every adjacent pair of characters (includes spaces.)
Orange	Reverse the entire message.
Yellow	Replace every vowel with the letter that comes after it.
Green	Place all odd positioned characters in the front, then all evens in the back.
Blue	Move all prime positioned characters to the front.
Indigo	Rotate the message right.
Violet	Rotate the message left.

What comes around...