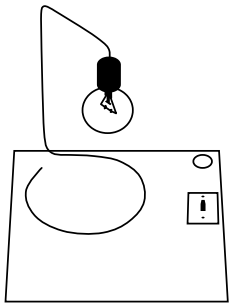
On the Subject of Simon Shines



Click... Clack.. the sound of a nervous person fiddling with the light switch.

Simon Shines is a module that consists of a table lamp and a light switch.

To solve this module, you have to switch the lamp on at specific times.

Neccessary steps to solve this module

1. Calculate the **initial time** by following these steps:
    - Sum the digits of the serial number. Multiply this by 2.
    - Take the digital root of that number.
2. Press the light switch when the **last second** of the bomb timer is equal to the **initial time/new time**.
3. Observe the flashing color(s) and caculate the **new time**.
    - Take the previously obtained digit and modify it following these rules:
        - **Red**: Digital Root(Digit * 2)
        - **Green**: Digital Root(Digit + Indicator/Battery Count)
        - **Blue**: Digital Root(Digit ÷ 2)
        - **Yellow**: Digital Root(Digit + Battery Holder/Port Plate Count)
4. Repeat steps 2 and 3 until the module is solved.

Additional information:

The order of operations is **ALWAYS RGBY**.

In case of **Edgework/Edgework** take the **greater** of the 2.

The Light can **never** be on for longer than **2 bomb seconds**.

In case of a strike, the module resets back to the beginning.

Digital Root is the continuous summing of a number until 1 digit remains. For Example: 38 -> 3+8 = 11 -> 1+1 = 2