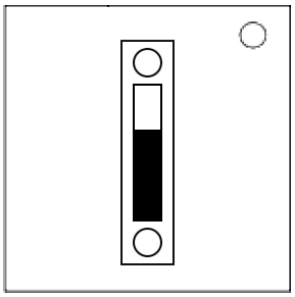
On the Subject of The Switch



This bomb is doing a major "Flip You," so why not flip it back?

This module will have a switch and 2 LEDs, 1 above and 1 below the switch. To solve the module, flip the switch at the correct time twice, Upon flipping the switch, the LEDs will change.

Use the rules below to figure out when to flip the switch up, and when to flip the switch down, flipping the switch at an incorrect time will register a strike.

If the switch is Down:

1. If the top LED is red or the bottom LED is blue, flip the switch when either of the seconds digits of the timer is a 5.
2. Otherwise, if the top LED is green or yellow and the last digit of the serial number is even, flip the switch when either of the seconds digits of the timer is a 3.
3. Otherwise, if the bottom LED is green or yellow and the last digit of the serial number is odd, flip the switch when either of the seconds digits of the timer is a 6.
4. Otherwise, if both LEDs are the same color, flip the switch when either of the seconds digits of the timer is a 0.
5. Otherwise, flip the switch when either of the seconds digits of the timer is a 9.

If the switch is Up:

1. If either LED is purple and there is an RJ-45 port, flip the switch when either of the seconds digits of the timer is a 1.
2. Otherwise, if either LED is Orange, flip the switch when either of the seconds digits of the timer is a 4.
3. Otherwise, if the bottom LED is red or yellow, flip the switch when either of the seconds digits of the timer is a 7.
4. Otherwise, if there is two or more batteries and a unlit TRN indicator, flip the switch when either of the seconds digits of the timer is a 8.
5. Otherwise, flip the switch when either of the seconds digits of the timer is a 2.