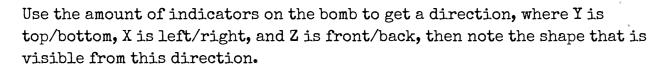
On the Subject of Baffling Boxes

Sometimes all it takes is a different point of view.

- This module contains a big box housing a cube, sphere, and cylinder.
- The object that can be seen changes depending on if it is viewed from the top/bottom, left/right, or front/back.
- The top left area of the top face of the box contains a
- small button. Press this button when the tens digit of the timer is equal to the number calculated from the steps below to disarm the module.



- Lit < Unlit: Y
- Lit > Unlit: Z
- Lit = Unlit: X

Use this table to determine an order of axes, taking the shape obtained from the previous step as the row.

	Last SN # even	Last SN # odd
Cube	X, Y, Z	Y, X, Z
Sphere	Z, X, Y	X, Z, Y
Cylinder	Y, Z, X	Z, Y, X

Use the configuration of the three possible colors based on this order to get the digit.

Colors:	Digit:
Red, orange, green	0
Green, red, orange	1
Orange, green, red	2
Orange, red, green	3
Red, green, orange	4
Green, orange, red	5

To enhance visibility, the button can be pressed again after the module solves to destroy the box.

