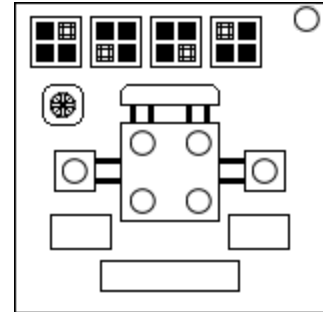


## On the Subject of Rust.G.B.

*1-2-4-1, no, 3-1-2-2...I'm lost*

Using the methods and diagram on page 2, find and set the 4 center lights to the correct pattern, then press the long button on the bottom to disarm the module.



### ---Determine Solution Pattern---

First, turn the serial code into 6 numbers, converting letters into numbers starting at 1 (A -> 1, B -> 2, etc.). Then, modulo all 6 numbers by 2 until you have a 6-digit code of 1s and 0s (ODD -> 1 // EVEN -> 0) (EXAMPLE: A2G85J -> 101010)

Next, split the code into 2 smaller codes. The MAIN code uses the odd positions, the SECONDARY uses the even (EXAMPLE: 101010 -> M: 111 S: 000)

Both codes form an RGB value, adding Red, Green, and Blue respectively. Convert the color found in the module's cage into this same sequence.

Modify the MAIN and SECONDARY codes by adding the Red, Green, and Blue values from the caged value, converting 2s to 0s (XOR both codes with the caged code)

- (Example: if caged=011 and MAIN=110 -> Main=101)

Finally, locate the pattern (A 2x2 grid of letters) in the Venn Diagram using your modified main color. If the color's condition is false, use the pattern from your modified second color, regardless of the condition.

### ---Determine Sets---

The top 4 buttons are each assigned a unique set from the chart below. Each set will cycle 3 lights between one of the 3 primary colors in RGB order.

1	TL-BL-BR // TR	2	TL-TR-BR // BL	3	TL-TR-BL // BR	4	TR-BL-BR // TL
	X-/ X-X		X-X /-X		X-X X-/		/-X X-X

NOTE: X are toggled lights, / are unaffected

### ---Navigating to the solution---

- **START** - use the methods below to set all 4 LEDs to a solid color, aka your dominant color. You can use either set from the category
- **RGB SHIFT** - To shift all the colors in RGB order, click all 4 buttons **once** in any order
- **SWAPPING** - Entering a method twice swaps the non-dominant color with the unused color\*
- **INVERT** - the long buttons above the submit button will invert 2 LEDs, the left inverting the major diagonal, the right inverting the minor. The solution methods do not change and the button can be pressed whenever

2 -> 3	ROWS	1 -> 4	1 -> 3	COLUMN	2 -> 4	1 -> 2	DIAG.	3 -> 4
D-D		N-N	D-N		N-D	D-N		N-D
N-N		D-D	D-N		N-D	N-D		D-N
--NOTES-- [N] is the next color after [D] in RGB order. White Pairs only use 1 method.			---KEY--- D - Dominant // N - Non-dominant U - Unused 3rd primary // W -White # -> # - SET A -> SET B					
WHITE PAIRS			ROWS		COLUMNS		DIAGONALS	
To set [N] colors to white: - start with the [Start] method - push <b>one</b> of the remaining sets <b>twice</b> **	Start	2 -> 3	1 -> 4	1 -> 3	2 -> 4	1 -> 2	3 -> 4	
	Lower Set	U-D W-W	W-W D-U	U-W D-W	W-D W-U	U-W W-D	W-D U-W	
	Higher Set	D-U W-W	W-W U-D	D-W U-W	W-U W-D	D-W W-U	W-U D-W	

**\*\*If [\*] was used  
for [START], press  
once**

as used [RT], press nce

CODE  
[R, G, B]

Bomb contains 5 or more batteries

Number of "Wire" modules are even

At least 1 indicator labeled SND, CLR, SIG, or NSA

Bomb contains 2 or more DVI-D, RJ-45, or RCA ports

Caged light is Secondary or Black

Caged light is Primary or White

Caged light is opposite of either unmodified codes

Intersection of Bomb 5+ batteries and At least 1 indicator: K, R, B, K

Intersection of Bomb 5+ batteries and Number of Wire modules even: W, Y, K, R

Intersection of At least 1 indicator and Number of Wire modules even: Y, G, G, Y

Intersection of Bomb 5+ batteries and Bomb 2+ ports: W, Y, K, R

Intersection of At least 1 indicator and Bomb 2+ ports: B, C, Y, R

Intersection of Bomb 5+ batteries and Caged light Primary/White: C, W, W, Y

Intersection of At least 1 indicator and Caged light Primary/White: G, M, Y, B

Intersection of Bomb 2+ ports and Caged light Primary/White: B, C, Y, R

Intersection of Bomb 5+ batteries, At least 1 indicator, and Bomb 2+ ports: G, M, Y, B

Intersection of Bomb 5+ batteries, At least 1 indicator, and Caged light Primary/White: C, W, W, Y

Intersection of Bomb 5+ batteries, Bomb 2+ ports, and Caged light Primary/White: C, W, B, K

Intersection of At least 1 indicator, Bomb 2+ ports, and Caged light Primary/White: B, C, Y, R

Intersection of all four: C, W, W, Y