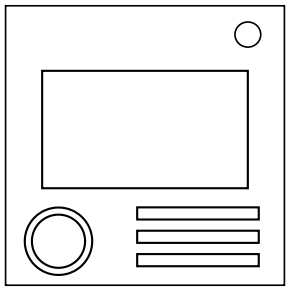
On the Subject of Starstruck



Flavor I might go Interstellar, I feel like Matthew McConaughey....

- The rectangular window looking outside the in-flight spaceship is by default blocked by a panel. Every twenty seconds three stars within the same object (see Appendix M3SS13R) will move within the view of the window for an unchanging two-second period.
- Pressing the button on the bottom-left freezes the current view of the window and slides the panel open. If timed correctly, a patterned and colored star will be present somewhere on the display. Press the button again to close the panel.
- After the panel is closed for the third time, it will reopen with many colored stars passing by the window. The information given by the previous stars will point to one star's position in the current object, and the sliders on the bottom-right will become usable. Set the coordinates of this position via the sliders, and press the button to submit. Holding the button resets the module.

To find the times that the stars will be in view of the window, take the first character of the serial number and perform the following actions until you have three seconds counts between 0 and 19:

- If the character is present in either of the character rows and its corresponding seconds count above it has not been chosen yet, the seconds count is valid. Shift the top character row as many spaces to the right as there are letters in the serial number. Shift the bottom character row as many spaces to the left as there are numbers in the serial number.
- Repeat with the next character of the serial number, wrapping around if needed.

19	18	17	16	15	14	13	12	11	10
Ø	G	9	R	8	E	7	U	6	N
9	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
5	D	4	C	3	T	2	L	1	M

For each seconds count received from the previous instructions, the window of time starting from when the total number of seconds on the timer modulo 20 equals the count to two seconds after is when a star will be present.

The colors of the stars are used in conjunction with their locations to give information about the position to submit:

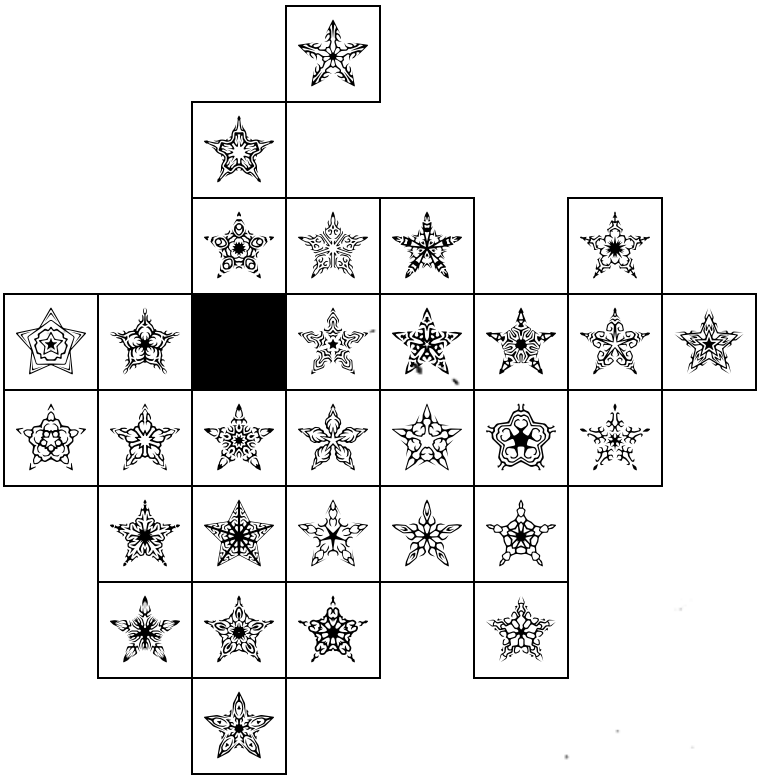
Yes	← Negate rule? →	No
Red	The position is within a rook's move of this star.	Cyan
Orange	The position is within a knight's move of this star.	Blue
Yellow	The position is within a king's move of this star.	Purple
Green	The position is within a bishop's move of this star.	Pink
Lime	The position is within a queen's move of this star.	Brown

The star's position in Appendix M3SS13R is submitted using the 8×8 span of its corresponding figure as follows:

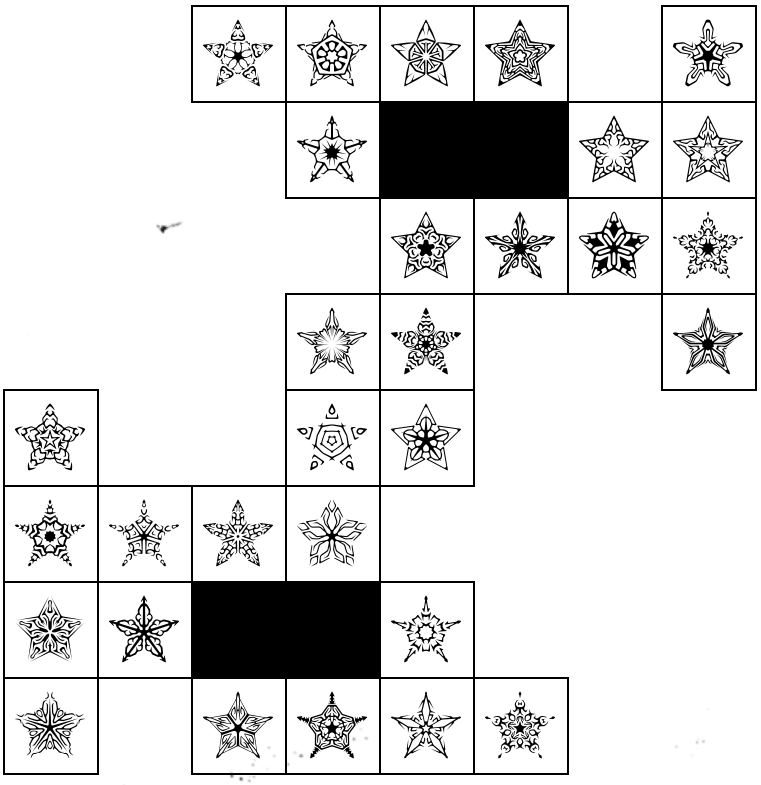
- When a slider is set to its middle position, it is considered neutral and will never be part of the solution. For the sake of the bullet points below, the middle position is ignored, and there are 4 slider positions.
- The top slider sets the 4×4 section that the current star is in, with the leftmost position as the top-left section and the rest mapping in reading order.
- The middle slider sets the 2×2 section that the current star is in within its 4×4 section, with the leftmost position as the top-left section and the rest mapping in reading order.
- The bottom slider sets the position that the current star is in within its 2×2 section, with the leftmost position as the top-left section and the rest mapping in reading order.

Appendix M3SSl3R: Starstruck Objects

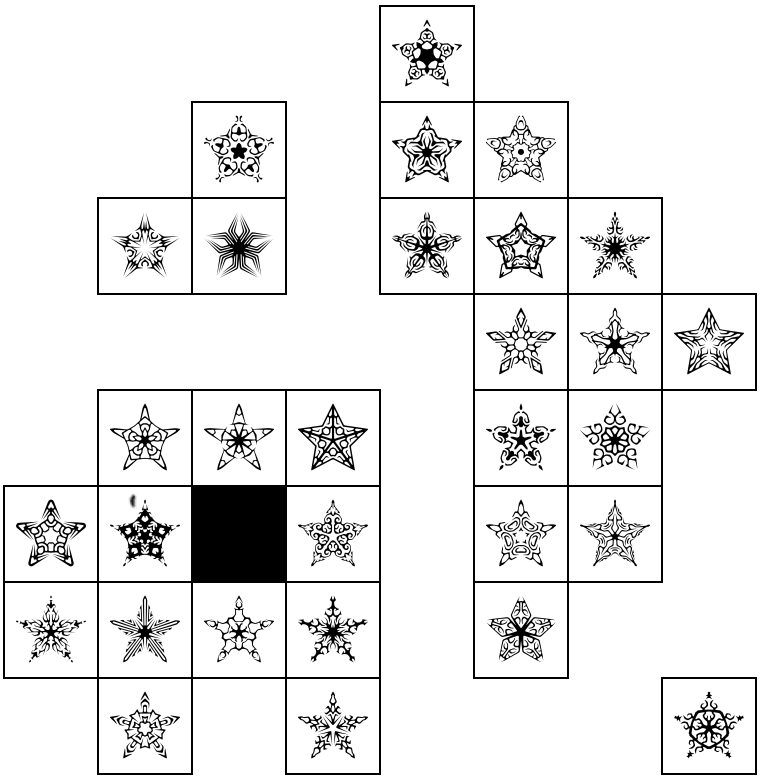
For the purposes of this module, all chess pieces are allowed to jump over gaps of any size, as well as other chess pieces.



M111: Faulty Butterfly Cluster



M112: Whirlboolean Galaxy



M113: The Anametaxies