# On the Subject of Ten Aliens

*What did one alien say to another?... Kogda inoplanetyane menya pohitili, ya chyvsvoval sebya ne v svoei tarelke!*

There is a river and ten aliens on the south bank. Aliens cannot swim, but they can teleport. Teleportation uses energy that is common to all ten aliens. Your goal is to transfer all aliens to the north bank using no more energy than indicated in the upper left corner of the module. Each alien has one or two RGB-components (red, green, blue), see the diagram on the bottom of the page for information on which color comes from which components.
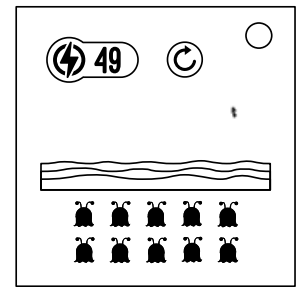
First, calculate the level of each alien:

1. Start at zero
2. If the alien has a blue component, add one
3. If he has a green component, add two
4. If he has a red component, add four

There are two types of teleportation:

1. An alien can teleport himself from the south bank to the north for eight units of energy. Hold the alien to do it.
2. An alien who is already on the north bank can teleport another alien who is on the south bank. This can only be done if both aliens do not share any RGB components, otherwise you will get a strike. This action will consume energy: eight minus the level of the northern alien. Tap the northern alien first and then the southern one to do it. Also you can teleport all southern aliens with the same color by holding any of them after selecting the northern alien.

There is a reset button on top of the module. Hold it for one second to rewind time back to the start. This action will give you a strike.

When the module is solved, you can hold down restart to generate a new puzzle. The solved module will no longer give you a strike. This is a great opportunity to practice soloing this module while the expert is ~~messing around~~ solving other modules.