

On the Subject of Whiteout

This module will initially show a color. When another unignored module get solved, the color will change with playing electronical sound.

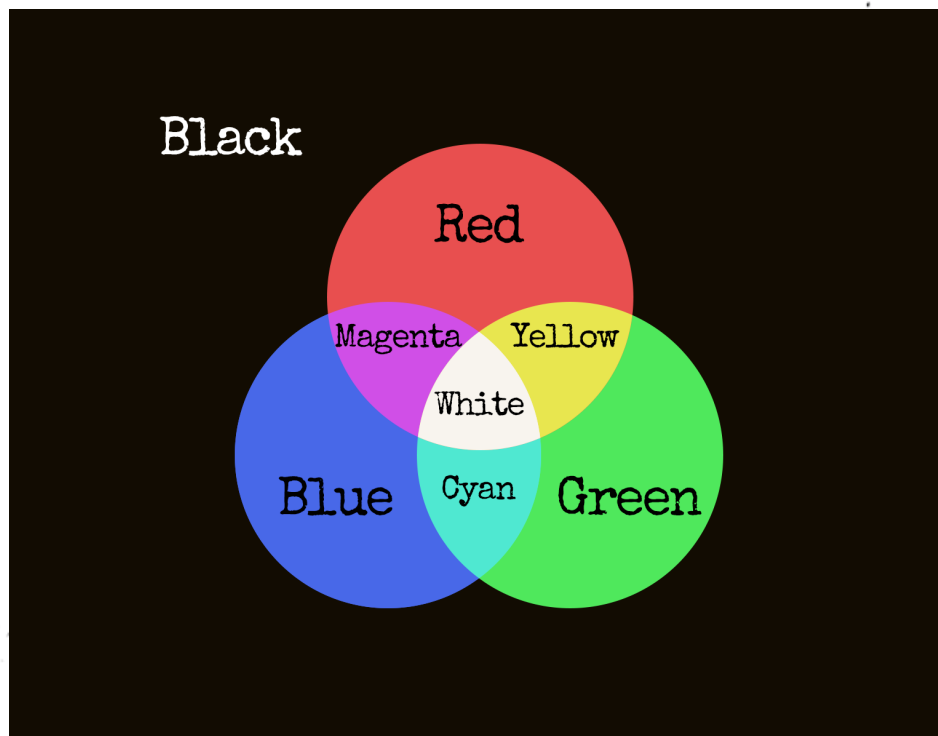
You have to press the screen when it's a **Whiteout**. Pressing the screen when it's not a Whiteout or press more than once on whiteout will incur a strike.

When the every unignored modules are solved, The module will went to Whiteout, and pressing the screen while this state will solve the module.

Calculating Whiteout

Start with initially shown color. Treat it as **Current Color**.

For every color shown on the module, Consider each possible color as a sum of three components: red, blue and green, as shown in the picture below:



for each component present in the color, add that component to the **Current Color** if the component was absent and will subtract it if the component was present.

After the assignment and adjustment, if **Current Color** is white- it's a Whiteout.