On the Subject of Double Screen

Looking at a screen for too long can cause a headache, so let's add another!

This module has **two colored screens** on it. Each screen will
be showing something about the bomb.

To solve this module, figure out which screen is showing
something true about the bomb after swapping certain sets of
words with other sets of words. The swaps depend on the color of the screen and
can be seen below. Repeat this process 1-2 times and the module will be disarmed.

If the screen showing something false about the bomb is pressed then a strike
will be recorded and the module will fully reset.

Red – minus ⇆ plus | absent from ⇆ present on | needy ⇆ regular

Yellow – less ⇆ more | and ⇆ or | absent from ⇆ present on

Green – even ⇆ odd | no ⇆ some | and ⇆ or

Blue – minus ⇆ plus | needy ⇆ regular | less ⇆ more